

INTERACTIVE FICTION FROM **INFOCOM**

THE ADVENTURE COLLECTION



Includes:

- BORDER ZONE
- CUTTHROATS
- INFIDEL
- PLUNDERED HEARTS
- TRINITY

Bonus Titles:

- PLANETFALL
- ZORK 3

ACTIVISION

NEED HINTS?

In the U.S. just dial:

1 (900) 680-HINT* (\$.95 per min.)

In Canada call:

1 (900) 451-4849* (\$1.25 per min.)

* Must be 18 years or older, or have a parent's permission to call. Touch-tone only.

Prices subject to change without notice.

Table of Contents

Before Installing	1
To Install the INFOCOM COLLECTION from Windows™	2
To Install the INFOCOM COLLECTION from Windows™ 95	2
To Install the INFOCOM COLLECTION to your Macintosh	3
How to Play the Games	4
Saving and Restoring Files	4
Communicating with Interactive Fiction	6
Troubleshooting Tips for Windows	11
Troubleshooting Tips for Macintosh	12
Customer Service	12
Warranty	13

Windows System Requirements:

- IBM PC or 100% compatible
- 640K RAM
- CD-ROM drive (150K bps)
- MS-DOS 5.0 to 6.2 supported
- Microsoft Windows™ 3.1, 3.11, NT and Windows™ 95 supported
- Hard disk drive with 2 MB available
(*Mystery Collection* needs a hard disk with 3 MB available)

Macintosh System Requirements:

- Models supported: Mac Plus, SE, II series, LC series, Performa series, Centris series, Quadra series, Powerbook series and Power Mac series
- CD-ROM drive (150K bps)
- B/W and color systems supported
- System 6.0.7 to 7.5 supported
- Hard disk drive with 2 MB available
(*Mystery Collection* needs a hard disk with 3 MB available)

Before Installing

- Close all other applications.
- We do not recommend installing this program to a compressed drive. If possible, install to a non-compressed drive and run the program from there. If you do need to install to a compressed drive, the disk space requirements are 4 MB of free disk space rather than 2 MB. (Disk space requirements for the *Mystery Collection* are 6 MB of free disk space rather than 3 MB.)

For more information on the INFOCOM COLLECTION view the **README.TXT** file on the INFOCOM COLLECTION CD-ROM disc.

To Install the INFOCOM COLLECTION from Windows™

1. Open Microsoft Windows™ as you normally do or type **win** at the DOS prompt, then press <ENTER>.
2. Insert the **INFOCOM COLLECTION** CD-ROM disc in the CD-ROM drive.
3. Pull down the **File** menu in the Program Manager and select **Run...**
4. Click on the **Browse** button.
5. Select the drive where you inserted your **INFOCOM COLLECTION** CD-ROM disc. For example, if the **INFOCOM COLLECTION** CD-ROM disc is in drive D, click on the drive D icon in the lower right corner.
6. Double-click on the **PC** Folder. Double-click **INSTALL.EXE**, click the **OK** button in the **Run** dialog box, and follow the on-screen instructions to install the **INFOCOM COLLECTION** onto your hard drive.

When setup is complete, your Program Manager will display the INFOCOM COLLECTION game icons in the INFOCOM window. You can then double-click on any of the game icons and start to play. Have fun!

To Install the INFOCOM COLLECTION from Windows™ 95

1. Insert the **INFOCOM COLLECTION** CD-ROM disc in the CD-ROM drive.
2. Click the **Start** button, click **Run...**, click the **Browse** button, find and look in the CD-ROM drive where you inserted the **INFOCOM COLLECTION** CD-ROM disc.
3. Double-click on the **PC** Folder. Double-click **INSTALL**, click on the **OK** button in the **Run** dialog box, then follow the on-screen instructions to install the **INFOCOM COLLECTION** onto your hard drive.

When setup is complete, close the **Infocom** Window. To play one of the Infocom games, click the **Start** button, point to **Programs**, point to the **Infocom** folder, and click the game you want to play. Have fun!

To Install the INFOCOM COLLECTION to your Macintosh

1. Insert the **INFOCOM COLLECTION** CD-ROM disc in your CD-ROM drive.
2. Double-click on the CD-ROM icon to open the window.
3. Double-click on the **MAC** folder.
4. Double-click on the Infocom installer icon.
5. Click on the **INFOCOM** install screen.
6. Drag the **INFOCOM** icon to your hard drive icon located on the right side of the installer window.
7. Click **Quit** to leave the installer.

When installation is complete, your hard drive will include the **INFOCOM COLLECTION** folder with the game icons. You can then double-click on any of the game icons and start to play. Have fun!

How to Play the Games

Look for background information in the game handbook. Some games also come with maps to help you find your way around.

Saving and Restoring Files

PC

To save a game:

1. Type **Save** from within the game. You will be prompted for a file name.
2. Type the name of the directory and the file under which you wish to save the game.
3. Press **<ENTER>**.

To start a saved game:

1. Type **Restore** from within the game.
2. Type the file name of the desired saved game.
3. Press **<ENTER>**.

MACINTOSH

To save a game:

1. Type **Save** from within the game. A dialog box will appear.
2. Type the name of your saved game.
3. Click on **Save**.

To start a saved game from within a game:

1. Type **Restore**.
2. Highlight the desired saved game.
3. Click on **Open**.

To start a saved game from the Infocom window, double-click on the saved game's icon.

You can save and name as many games as you wish on both the PC and Macintosh versions.

Communicating With Interactive Fiction

If you are not familiar with Infocom's Interactive Fiction, please read this section.

With Interactive Fiction, you type your commands in plain English each time you see the prompt (>). Most of the sentences that The STORIES will understand are imperative sentences. See the examples below.

When you have finished typing your input, press the RETURN (or ENTER) key. The STORY will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

The STORY recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, CANDLE, CANDLES, and CANDLEstick would all be treated as the same word.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D; IN and OUT will also work in certain places.

There are many different kinds of sentences used in Infocom text adventures. Here are some examples:

>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE THE BIRDCAGE
>OPEN THE PANEL
>READ ABOUT DIMWIT FLATHEAD
>LOOK UP MEGABOZ IN THE ENCYCLOPEDIA

>LIE DOWN IN THE PINK SOFA
>EXAMINE THE SHINY COIN
>PUT THE RUSTY KEY IN THE CARDBOARD BOX
>SHOW MY BOW TIE TO THE BOUNCER
>HIT THE CRAWLING CRAB WITH THE GIANT NUTCRACKER
>ASK THE COWARDLY KING ABOUT THE CROWN JEWELS

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

>TAKE THE BOOK AND THE FROG
>DROP THE JAR OF PEANUT BUTTER, THE SPOON, AND THE LEMMING FOOD
>PUTT THE EGG AND THE PENCIL IN THE CABINET

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>TURN ON THE LIGHT. TAKE THE BOOK THEN READ ABOUT THE JESTER IN THE BOOK

If The STORY doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

>EXAMINE THE APPLE. TAKE IT. EAT IT
>CLOSE THE HEAVY METAL DOOR. LOCK IT
>PICK UP THE GREEN BOOT. SMELL IT. PUT IT ON.
>TAKE ALL
>TAKE ALL THE TOOLS
>DROP ALL THE TOOLS EXCEPT THE WRENCH AND THE MINIATURE HAMMER
>TAKE ALL FROM THE CARTON
>GIVE ALL BUT THE RUBY SLIPPERS TO THE WICKED WITCH

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

There are three kinds of questions that you can ask: WHERE IS (something), WHAT IS (something), and WHO IS (someone). For example:

>WHO IS LORD DIMWIT?
>WHAT IS A GRUE?
>WHERE IS EVERYBODY?

When you meet intelligent creatures, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>JESTER, HELLO
>GUSTAR WOOMAX, TELL ME ABOUT THE COCONUT
>UNCLE OTTO, GIVE ME YOUR WALLET
>HORSE, WHERE IS YOUR SADDLE?
>BOY, RUN HOME THEN CALL THE POLICE
>MIGHTY WIZARD, TAKE THIS POISONED APPLE. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. Keep in mind, however, that many creatures don't care for idle chatter: your actions will speak louder than your words.

Infocom Basic Commands

Please read this section before playing Infocom text adventures.

BRIEF — This command fully describes a location only the first time you enter it. On subsequent visits, only the name of the location and any objects present will be described. The adventures will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands.

SUPERBRIEF displays only the name of a place you have entered, even if you have never been there before. In this mode, not even mention objects are described. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already familiar with the geography.

The VERBOSE command gives a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE — This will give you a report of your physical condition.

INVENTORY — This will give you a list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK — This will give you a full description of your location. You can abbreviate LOOK to L.

QUIT — This lets you stop playing. If you want to save your position before quitting, you must use the SAVE command.

RESTORE — This restores a previously saved position.

RESTART — This stops the story and starts it over from the beginning.

SAVE — This saves a "snapshot" of your current position. You can return to a saved position in the future using the RESTORE command.

SCRIPT — This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary.

SCORE — This command will show your current score and a ranking which is based on that score.

SUPERBRIEF — This command gives you the sparest level of description. See BRIEF.

TIME — This command gives you the current time in the story. (Not available in all games.)

UNSCRIPT — This tells your printer to stop making a transcript.

VERBOSE — This command gives you the wordiest level of description. See BRIEF.

VERSION — Shows you the release number and the serial number of your copy of the story.

WAIT — Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a nap, then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met a wizard, you might WAIT to see if he will say anything; if you were aboard a flying carpet, you might WAIT to see where it goes.

Be sure to read the "Special Commands" section in selected games.

Troubleshooting Tips For Windows™

PROBLEM

Installation cannot be completed.

Installer runs out of disk space.

In Windows, The Infocom Collection group and icons do not appear.

There are duplicate program icons in the Infocom program group.

In Windows 95, the Infocom Collection programs do not appear in the Program menu.

POSSIBLE CAUSE

Hard drive contains too many programs and does not have enough room for The Infocom Collection.

You are trying to install onto a compressed drive.

Windows is running under a shell program other than Program Manager.

You have installed the Infocom Collection more than once.

You installed the Infocom Collection programs using Windows 3.1

SOLUTION

Back up any infrequently used programs then delete them from the hard disk drive you are attempting to install to and try again.

Disk compression utilities cannot predict exact disk space; they can only estimate. The Infocom Collection files may not compress as much as your disk compressor expects. Try installing into the uncompressed section of the drive.

Other shell programs other than the Windows Program Manager are not supported. Make sure that in your System.ini file in the Windows directory, the shell command reads "Shell-Program.exe."

Select the extra icons and select the delete option from within the File menu.

Re-install over the same Infocom Collection directory using Windows 95.

Troubleshooting Tips For Macintosh

PROBLEM

The Infocom Collection quits during installation

POSSIBLE CAUSE

Running System 6.0.7 MultiFinder.

SOLUTION

Change Start-up configuration to start up with Finder

Customer Service

If you have any comments, questions or suggestions about the INFOCOM COLLECTION or any other Activision product, you can contact us at **(310) 479-5644** between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, with the exception of holidays, or contact a customer service representative through the following on-line services:

Activision BBS: (310) 479-1335

- Available 24 hours a day
- Up to 14,400 Baud
- Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

CompuServe: 76004,2122 or [GO GAMEPUB] in the Game Publishers Forum B

Prodigy: ACT110B

GEnie: ACTIVISION

America OnLine: MEDIAJAKE or use keyword "ACTIVISION" to locate the Activision forum.

Internet: support@activision.com or <http://www.activision.com>

For customer service outside of the U.S. refer to the Warranty at the end of this manual.

Activision and Infocom are registered trademarks of Activision, Inc. All rights reserved. Microsoft is a registered trademark, and Windows and Windows 95 are trademarks of the Microsoft Corporation. Macintosh is a registered trademark of Apple Corporation.

© 1995 Activision, Inc.

ACTIVISION Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, ACTIVISION agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by ACTIVISION. In the event that the program is no longer available, ACTIVISION retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software program originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

To receive a replacement, you should enclose the original product discs only, in protective packaging accompanied by

- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.

Please see the special "RETURNS" information for further instructions. Any questions? Call ACTIVISION Customer Support at one of the numbers shown below.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

After the warranty period, a defective Activision CD or floppy disk may be returned to Activision with a check or money order for \$7 U.S. (AUD\$12.00 for Australia, or £7.00 for Europe) currency per CD or floppy disk for replacement (must be within one year of purchase).

RETURNS: Certified mail is recommended for returns. For best service, please be sure to—

1. Send the original product discs only, in protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, inside the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software with the name of the product and the brand and model name or model number of your computer.

In the U.S. send to:
WARRANTY REPLACEMENTS
ACTIVISION
P.O. Box 67713
Los Angeles, CA 90067
USA
(310) 479-5644

In Europe send to:
WARRANTY REPLACEMENTS
ACTIVISION
Long Island House, 3A
1/4 Warple Way
London, W3 0RQ
United Kingdom
Disc Replacement: 0181 742 9400
Technical Support: 0990 111 557

In Australia send to:
WARRANTY REPLACEMENTS
ACTIVISION
P.O. Box 873
Epping, NSW 2121
Australia
(61) 2 869 0955

COPYRIGHT:

The enclosed software product is copyrighted and all rights are reserved by Activision. It is published exclusively by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying (except for one backup copy on those systems which provide for it), duplicating, selling, or otherwise distributing this product is a violation of the law. This manual and all other documentation contained herein are copyrighted and all rights reserved by Activision. These documents may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Activision. Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a \$10,000 fine. In addition, violations of the Copyright law of other jurisdictions may result in civil damages and, in certain circumstances, criminal penalties.

1948

THE UNIVERSITY OF CHICAGO

DEPARTMENT OF CHEMISTRY

PHYSICAL CHEMISTRY

PH.D. THESIS

BY

ROBERT H. COOPER

1948

THE UNIVERSITY OF CHICAGO

DEPARTMENT OF CHEMISTRY

PHYSICAL CHEMISTRY

PH.D. THESIS

BY

ROBERT H. COOPER

1948

THE UNIVERSITY OF CHICAGO

DEPARTMENT OF CHEMISTRY

PHYSICAL CHEMISTRY

PH.D. THESIS

BY

ROBERT H. COOPER

1948

THE UNIVERSITY OF CHICAGO

DEPARTMENT OF CHEMISTRY

PHYSICAL CHEMISTRY

PH.D. THESIS

BY

ROBERT H. COOPER

1948

THE UNIVERSITY OF CHICAGO

DEPARTMENT OF CHEMISTRY

PHYSICAL CHEMISTRY

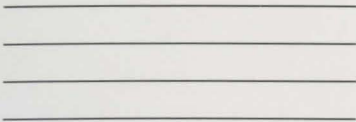
PH.D. THESIS

BY

ROBERT H. COOPER

1948

Place
Stamp
Here



ACTIVISION®

P.O. Box 67713

Los Angeles, CA 90067

U.S.A.

The Adventure Collection CD Registration Card

For better service, please take a few moments to fill out this card and return it.

--	--

Last Name

First Name

--	--

Street

Apt. No.

--	--

City

State or Province

--	--	--	--	--	--

Zip Code

Country

Phone

Internet address: _____

Place of purchase: _____

Player's age: M F Purchaser's age: M F

About your computer: IBM Compatible Macintosh Power Mac Other _____

Processor: 486 68040 Power PC Pentium P6 Other _____ **Speed:** _____ Mhz

Memory: 2 MB 4 MB 8 MB Over 8 MB **Hard Drive Size:** _____ MB

Disc Drive(s): 5.25" 3.5" CD-ROM drive **Graphics:** VGA Super VGA Mac Color Mac B/W

Peripherals: Joystick Mouse **Modem Speed:** 2400 Baud 9600 14,400 28,800 Other _____

Operating System: DOS Windows Mac Other _____

Sound Card: Ad Lib Sound Blaster Roland Media Vision Other _____

Preferred Game Type: Action Adventure Role playing Sports Simulation Education

Kids Ent. Strategy Other _____

Video game machines in your home: Super Nintendo Entertainment System Sega Genesis Sega CD

Atari Jaguar 3DO Game Boy Game Gear Saturn Sony PSX Ultra 64 Other _____

How many computer games do you own? _____ Video cartridges? _____

What magazines do you read? _____

Children in household? Yes No Age(s) _____

Where did you hear about our product? Store shelf Friend Magazine Other _____

INTERACTIVE FICTION FROM INFOCOM

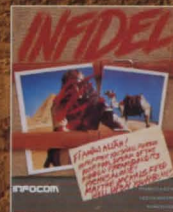
THE ADVENTURE COLLECTION



ACTION AND INTRIGUE!



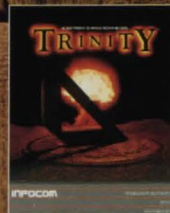
DON'T TRUST YOUR FELLOW DIVERS.



A PYRAMID, RICHES AND... REVENGE.



PERIL, ROMANCE AND ADVENTURE!



JOURNEY TO THE ATOMIC AGE.