JOURNEY

Instruction Manual

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Preface

A shadow of evil has fallen over the land. The crops are blighted, the earth scorched from lack of rain. Disease and famine ravage the once-prosperous people, whose hope of salvation fades with each passing day. The only hope left is to find the wizard Astrix, in faint hope that he will emerge from his distant solitude and offer his assistance. A party was dispatched, but they haven't been heard from since their departure months ago. Now, with winter's hardships looming on the horizon, a second expedition has been assembled and will soon embark on a fateful *Journey* into the unknown.

The party of four is led by Bergon, a strong and fair man and a carpenter by trade. The Wizard, Praxix, wise yet unpredictable, provides the party with knowledge of lore and magic. Esher, the well-respected (if somewhat curmudgeonly) physician, has also been asked to make the trek. Finally, Tag, an apprentice food merchant, has agreed to tend to the party's provisions and to make a diary of its adventures.The tale is told by Tag and the story of your *Journey* is seen through his eyes.

Whether your party meets the fate of its predecessors or returns triumphant is in your hands. In *Journey*, the decisions you make for the party and its members are woven into an epic tale of danger and mystery, of breathtaking beauty and heartbreaking loss, of desperate struggle and, finally, of ultimate triumph.

Your *Journey* will provide you with many hours of enjoyment and many hundreds of difficult decisions. But unlike other games you may have played, there are virtually no dead ends. Any action you take will advance the story toward one of its many endings. But there is only one ending that is the best. To lead the party to its ultimate victory is a challenge worthy of only the most brave and most clever adventurer.
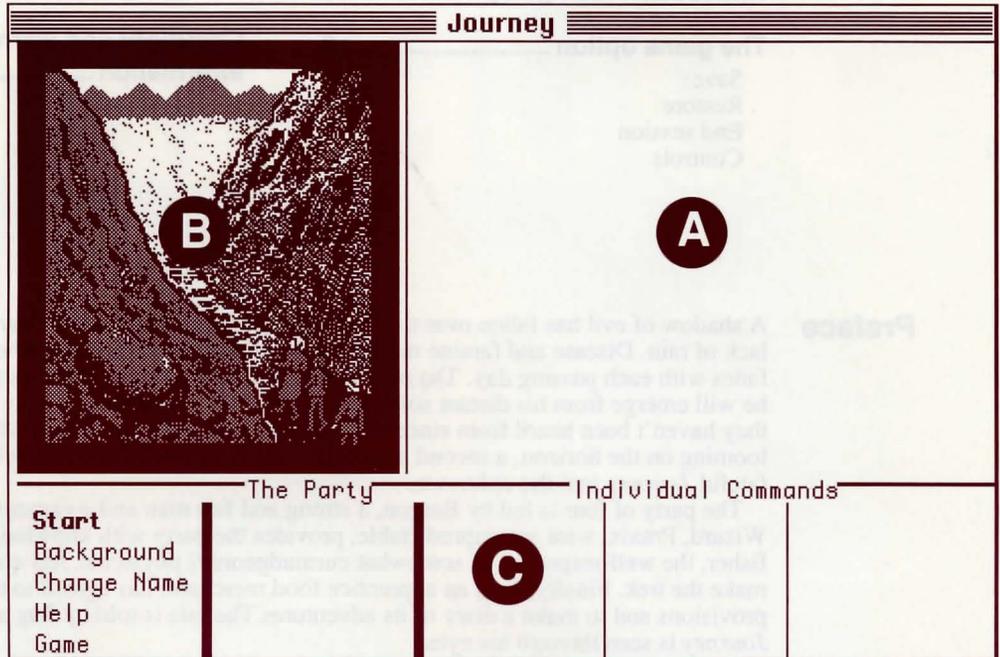
Loading the game

If this is your first time playing *Journey*, you should read the Reference Card that came in
your package for loading instructions specific to your computer. Also, it is always prudent to
make a backup copy of the disk(s) that came in your game package. Put the original disk(s)
away for safekeeping.

The Journey screen

When you have successfully loaded *Journey* and passed the title screen and introduction,
your screen will look something like this:

The *Journey* screen is divided into three distinct areas:

A) The story of *Journey* will appear here. Frequently, however, there is more to be told than can fit within this area. In that case, the word "MORE" will appear at the bottom; you can view the rest by pressing any key on your keyboard (or pressing your mouse or joystick button).

B) You will glimpse the world of *Journey* through the handsome illustrations that appear here.

C) All of your selections while playing *Journey* will be made in this area, which is itself divided into three sections, described on the following pages in the **Playing the game** section.

The initial menu
On the startup screen, five options are displayed in the lower left.

Start sets you off on your *Journey*.

Background relates the events leading up to your *Journey*. If you are playing for the first time, it would be worthwhile to read this prologue before selecting **Start**.

Change Name allows you to personalize your *Journey* by renaming the narrator of the story from Tag to a name of your own choosing.

Help summarizes these instructions.

Game displays a group of options that do not affect the story, but rather the play of the game (e.g. saving your place, making a transcript, etc). These options are described in detail in the **Game option** section.
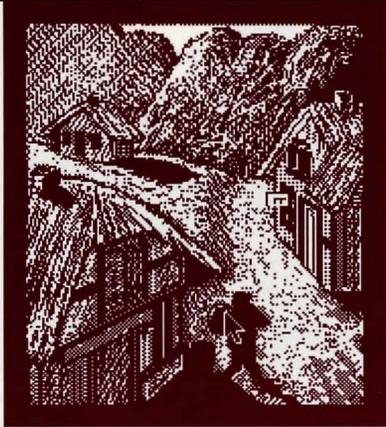
Playing the game

Selection methods

You can make selections with your mouse, joystick, or keyboard. If you have two of these devices (e.g. a mouse and a keyboard), you can make selections with either of them or both.

Mouse: Point at, then click on, your desired selection.

Joystick: Move the joystick to highlight your desired selection, then press the joystick button.

Keyboard: Use the arrow keys to highlight your desired selection, then press the RETURN or ENTER key.

After you have selected **Start**, your screen should look something like this:

past the boundaries of our valley.

The air was warm, but the cool north wind at our backs reminded us that winter was near. It seemed that we had only just started out when we arrived at the outpost town of Lavos, shortly past noon.

So this was Lavos! We stood in front of an old wooden storefront, that of a provisioner. Farther down the road, the Lands End tavern beckoned us with the promise of food and drink.

The Party		Individual Commands	
Proceed	Bergon -->	Get Advice	
Enter	Praxix -->	Cast	Examine
	Esher -->		
	Tag -->	Drop	Inventory
Game			

A   **B**   **C**

Party and individual commands

In playing *Journey*, you have the task of making decisions not only for your party of characters as a group, but for the individuals as well. As each decision is made, the story will move inexorably forward.

Looking at the bottom portion of the screen, you will see that it is divided into three areas.

A) The first column lists the PARTY COMMANDS, those actions which are taken by your entire party as a group. Most often, these will involve moving from one place to another. On the screen you would select **Proceed** to continue down the road or **Enter** to enter the provisioner's shop.

B) The second column lists the members of your party. When your *Journey* begins, there are four: Bergon, Praxix, Esher, and Tag. During the course of your *Journey*, characters may be added (by choice) and lost (rarely by choice); all such changes will be reflected here.

C) To the right of each character's name are INDIVIDUAL COMMANDS, actions which the character can perform at any given moment. On the screen you will see that Bergon can get the advice of the group (**Get Advice**), Praxix can cast a spell (**Cast**) and examine objects (**Examine**), and Tag can drop things (**Drop**) and check on what he's carrying (**Inventory**). These options change frequently during play to reflect the circumstances of the story (e.g. Tag might have an option to **Pick Up** if there were anything on the ground to take).

Many of the actions you can select require additional information (e.g. which spell to cast, which object to take, which legend to tell). When you select one of these options, a list of possibilities will appear. Simply select your choice from the list, or select **[cancel]** to change your mind about taking that course of action.

* Notes for keyboard users

1) A quick way to move the highlight bar back and forth between the PARTY COMMANDS section and the INDIVIDUAL COMMANDS section is to use the space bar.

2) You can quickly highlight *and* select an option by typing its first letter. However, the highlight bar must be in the PARTY COMMANDS section to choose a party option or in the INDIVIDUAL COMMANDS section to choose an individual option.

3) You can select **[cancel]** with your BACKSPACE, back arrow, or DELETE key.

Hints: The musings option

Your *Journey* will be long and challenging, and it is unlikely that you will see it through to a happy conclusion until you have played for some time. Do not fear—all of the obstacles and pitfalls you face can be overcome in a logical manner; yet some may initially baffle even the most sophisticated player.

If you should reach an unsatisfactory ending, you will have the option of reading some of the narrator's "musings," thoughts made in hindsight about the decisions made during the *Journey*. Each "musing" refers to a specific point in the story where you may need some additional guidance. Of course, rather than using these musings right away, it might be more enjoyable to first experiment with different courses of action.

The game option

The **Game** option is always available as the last of the PARTY COMMANDS, at the lower left of the screen. Selecting this option displays a menu of control functions that have no direct effect upon the story, but rather upon the playing of the game. The options are:

Save allows you to make a "snapshot" of your position in the story (a bookmark, if you will) so that you may return to that precise spot in the story at a later time. Unlike other games you may have played, *Journey* tries to lessen the interruptions you suffer by needing to frequently save your game place. Indeed, you will probably enjoy the flow of the story more if you avoid using **Save** regularly during your first time through the story. The exact procedure for **Save** varies among computers, so you should check the Reference Card for the correct procedure for your machine.

Restore returns you to a previously **Save**d position. As with **Save**, the exact procedure will vary among computers. Check your Reference Card for details.

End Session ends your play of the game, either by saving (**Save**), quitting (**Quit**), or by starting over from the beginning (**Restart**). Selecting **End Session** will cause another menu to be displayed allowing you to choose between these three options. Remember, you must **Save** your game before ending a session if you wish to **Restore** your current position.

Controls causes the **Controls Menu** to be displayed. The controls are:

- **Script On**: This allows you to use your printer to make a transcript of the story. You may wish to use this feature to aid your memory about events earlier in the story, or just to have a souvenir of your *Journey*. A menu will be displayed asking if you wish your transcript to include the party's commands or not by selecting **Commands** or **No Commands**.
  If you select **Controls** while you are already making a transcript, you will be given the option of **Script Off**; this option can now be used to end your transcript.

- **Refresh**: This option refreshes the screen display, in the unlikely event that it should become garbled by a power glitch or other such nuisance.

- **Version**: This will display the release version of *Journey* as well as the serial number of your copy of the game. Please include this information in any call to Customer Support.

- **Check Disk**: This option performs a check on the contents of your game disk(s) to ensure that they are undamaged. If you suspect a problem with your disk, use this option to "verify" its contents. If the disk checks out "OK," then there may be either a problem with your computer hardware or a bug in the game.

* Note

Most of the **Game Menu** and **Controls Menu** options can be accessed with function keys (if your keyboard has them). The keys are defined as follows:

F1	**Save**
F2	**Restore**
F3	**Restart**
F4	**Quit**
F5	**Script On/Off**
F6	**Refresh**
F7	**Version**

In the case of **Restart** and **Quit**, it will be necessary to confirm your choice by hitting the same key again.

Tips for enjoying *Journey*

- Try to play as much as possible without overusing **Save**—remember, all puzzles can be solved logically and without resorting to "try-and-die, brute force" methods. If you are unable to solve a puzzle, you might eventually want to refer to the musings option after reaching an ending.

- You might find it appropriate to make a **Save** each time you visit the Wizard Astrix.

- There are no "dead ends" in Journey; feel free to experiment and take chances. Every action you take will cause the story to move forward.

- Utilize the options available to you judiciously; if more than one character can take the same action (e.g. examining something) do not assume that the result will always be the same.

- If you are using a keyboard, remember the available shortcuts (space bar to move between PARTY and INDIVIDUAL COMMANDS, and using the first letter of choices to make a selection).

If you have technical problems

Here at Infocom, we're constantly trying to "push back the envelope" and explore the possibilities of this fledgling medium. Your input is important. If you liked or disliked the story, or some section of it, or if you found a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Dread Lord

We're never satisfied

You can call the Infocom Technical Support Team to report "bugs" and technical problems, but not for hints to solve puzzles, at (617) 576-3190. If your disk develops a problem within ninety (90) days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of $5 (U.S. currency). If you call to report a bug, please provide your release number, which you can find by selecting **Version** from the **Controls Menu**. Please return your registration card to register yourself as the proud owner of an Infocom Role-Play Chronicles story and receive a complimentary subscription to our newsmagazine, *ZQ*.

About the author

Marc Blank, a graduate of MIT and the Albert Einstein College of Medicine, is one of the founders of Infocom. He co-authored the original mainframe version of *Zork* in 1977 at MIT, and went on to become one of the pioneers in the field of interactive fiction. At Infocom, he co-authored the *Zork Trilogy* and *Enchanter,* and was the sole author of *Deadline*, the first interactive mystery, and *Border Zone*, Infocom's first tale of intrigue. Marc considers *Journey* to be his second greatest departure from traditional interactive fiction, the first being his move to Southern California in 1986. Marc and his wife, Cezanne, embarking on a *Journey* of their own, recently migrated north to the West Coast's cultural mecca of the 21st century, Central Oregon.

About the artist

Donald Langosy is a Boston artist whose drawings and oil paintings can be found in private and museum collections around the world. He has recently discovered a new medium in the computer, creating unique illustrations for *Shogun* and *Journey*. Donald shares his home and studio with his wife Elizabeth, daughters Hadley and Zoe, and his talkative cockatiel Picasso.

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