Occupant/Subcluster B93000
Sector 12, Contra SW R.P.35/34412.8

Congratulations. You have been chosen as the winner of the semi-millenial Lottery, and as such will have the honor of serving as Contra's Central Mentality for the next 500 years.

Naturally, this title brings with it certain responsibilities, not the least of which is ensuring the survival of life on this planet. To this end, in accordance with Procedural Substatute 2.5X:845A77b, you will be placed in a state of limited cryogenic suspension. In this sleep-like mode, your mind will monitor the Filtering Computers that maintain the delicate balance of our surface-side systems. Should an emergency occur which causes a Filtering Computer imbalance, you will be awakened. It will then be up to you to ascertain the problem and perform such remedial actions as you deem necessary. The penalties for failure are all too obvious.

This briefing has been prepared to familiarize you with your duties in your new role. It has been revised and amended to enable you to avoid the tragic errors of your predecessor, the lamentable Gregory Franklin. This briefing supersedes and countermands all previous briefings issued by the Lottery Commission.

It may be material at this time to review the Franklin Incident. The report of the events appearing in the Contra Citizen of two months ago, while editorial in nature, sums up the circumstances succinctly:

...But Franklin was not destined to complete his tour of duty. After 467 years, he awoke by mistake and, not being extremely bright to start with, lost what little sense and sanity he had. He looked around the Underground Complex for an emergency, found none, and decided to create one of his own.

Overriding the three Filtering Computers, he directed the transportation systems to kill whoever happened to be walking outside or riding in any of the mass transit systems. Psychologists believe that he must have possessed a twisted sense of humor—to have people maimed, run over, chased by robot-taxis provided him with pleasure for the moment. However, he soon tired of this, and decided to eliminate a larger section of the population in a far easier manner.

Ever since weather had been controlled, dwellings had not been designed to withstand snow and sleet. Franklin altered the pressure in the Weather Towers near the cities, setting off raging storms and creating freezing temperatures. Thousands perished from exposure; thousands more became popsicles.

The surviving authorities decided to send an extermination squad down into the Underground Complex to remove Franklin from his suspension capsule. They got there just in time. When they arrived, Franklin had the six maintenance robots snipping wires and causing havoc with the Filtering Computers and automated systems.

In the tragedy's aftermath, several known malcontents protested that the system had proven itself infeasible; these complaints were dealt with summarily by the Authority, which assures all citizens that new improvements in the system and the method for selecting future central mentalities have eliminated any cause for alarm...

With this in mind, you can well understand why the Authority insists on a comprehensive briefing before you enter the Complex. You are therefore requested to read the following with the greatest care before entering the suspended state.

Ignatz Feroukin

Ignatz Feroukin
VP/Memos

Addendum: The Office of Cloning and Personnel Development informs us that a number of replicates of you are currently under production, for use in the event that we find it necessary to remove you. This should in no way be construed as a reflection on you as a person; despite the fact that your psychological profile revealed a few characteristics which could be termed "deviant," we have only the highest expectations for you. Needless to say, however, the Authority desires no repeats of Franklin's performance. Therefore, remember: you can be replaced.

The Filtering Computers

1 Talking to the Filtering Computers (FCs). In the suspended state, you will be talking to your six robots through one of the Filtering Computers. You do this in plain English, typing all your commands on the keyboard when you see the prompt (>). The Filtering Computers will, however, allow for some abbreviations for words you will be using often. These words appear in the section, "Abridged List of Useful Commands."

When communicating, the first thing you have to do is to tell the Filtering Computers which robot or robots you want to talk to. For an explanation on how this is done, see the section on "Talking to Your Robots."

The Filtering Computers understand only the first six letters of words you type—all subsequent letters are ignored. For example, WHIZ, PLUG IN TO THE HISTORICAL PEDESTAL is equivalent to WHIZ, PLUG IN TO THE HISTOR PEDEST.

The Filtering Computers can understand many different types of sentences. These can range from simple commands to complicated instructions. The simplest commands are directions (N, SE, W, etc.). Next in terms of complexity are verb-noun sentences (TAKE THE PLAQUE. READ THE PLAQUE. OPEN THE BAG, etc.). These sentences may require an adjective (if, for example, there are many chips), and although using adjectives is optional, the Filtering Computers will probably complain and ask you which chip you mean. It is always a good idea to use adjectives to assist the Filtering Computers in identifying the object to which you are referring.

More complex sentences require indirect objects and prepositional phrases. Some of these might be PUT THE BUMPY CHIP IN THE BASKET. TAKE THE WAVY CHIP FROM THE PANEL. KILL WALDO WITH THE CUTTING TOOL.

Some examples: TAKE THE SMALL CONTAINER. TAKE CONTAINER. DROP IT. PICK UP CONTAINER.

GO NORTH. WALK NORTH. N. GO TO THE MIDDLE SUPPLY ROOM.

GET OBJECT. GET THE SMALL OBJECT FROM THE SMALL CONTAINER. REPLACE THE SMALL OBJECT WITH THE LARGE OBJECT.

LOOK INSIDE THE PANEL. LOOK ON SHELF.

DROP ALL. DROP ALL BUT THE ROUGH DEVICE. GIVE ALL TO WALDO.

You must separate multiple objects of a verb by the word AND or a comma. For example:

TAKE ALL BUT THE EXTENSION AND THE WEDGE.

PUT THE ROUGH DEVICE AND SMOOTH DEVICE IN THE BASKET.

GIVE THE BASKET, THE WEDGE AND THE GRASPER TO WALDO.

You can include several sentences on one input line if you separate them with the word THEN or a period. You don't need to type a period at the end of an input line. For example:

TAKE THE WEDGE. N. DROP WEDGE AND EXTENSION.

TAKE THE WEDGE THEN GO NORTH. DROP THE WEDGE AND THE EXTENSION.

The Filtering Computers try to determine what you really mean when you don't give enough information. If you say you want one of the robots to do something, but don't say what to do it with or to, the Filtering Computers will sometimes assume the object you could have meant. When they do this, you will see the display, **WITH THE** (object). If there is more than one object which

might be referred to, the Filtering Computers will ask you which one you meant. For example, **WHICH OBJECT DO YOU MEAN, THE SMALL OBJECT OR THE LARGE OBJECT?** On answering a question like that, you need only type in the adjective (**SMALL** or **LARGE** in this case).

You should note that the Filtering Computers and the robots will use words they don't necessarily understand. For example, the description of a room might contain, "I SENSE SOME ODD DISTURBANCES COMING FROM TWO METERS OVER MY HEAD." Nevertheless, if you use the words ODD or METERS as your input, you might get back "FC: I DON'T KNOW THE WORD 'ODD'." Such words, which are not included among the 600 + words the Filtering Computers understand, are used strictly so that images can be heightened and a stronger sense of reality can be created.

Whenever the Filtering Computers don't understand what you're saying, they will complain in one way or another. After the complaint, the Filtering Computers will ignore your command and expect a new one to be given. The most common complaint is: "FC: I DON'T KNOW THE WORD (your word)."

2 Talking to Your Robots. Each of the robots you control has special capabilities and each can perform some remarkable tasks. It's always best to glance up at the Status Line (if your machine provides one) to see which robot you're talking to before entering any commands. The name you see will be the robot with whom you'll be communicating. If your computer doesn't have a Status Line, you will be informed of the link between yourself and the robot before you type any new command.

Knowing to whom you're talking can become an important issue. Your robots can be in the same room with each other or in six different rooms. You may think you're talking to one robot while you're really talking to another, and this can be confusing. Every time you "switch" robots, the Filtering Computers establish a communication link between you and the robot. This communication link is called a Cryolink, and the Filtering Computers will tell you when they're establishing one. Establishing this link does not take any extra "time." Time, in the suspended state, is measured in Filtering Computer cycles. (See the section on "Score" to find out how many cycles you have used.)

If you want to change who you're talking to, type the robot's name, followed by a comma, followed by the command. An example is WALDO, GET THE CONTAINER. After Waldo responds his name will be displayed on the Status Line (where one is provided), and this will be the robot you'll be talking to until you change it again. Any number of commands can be entered on the same line separated by a period or the word THEN. For example, WALDO, GET THE HOLLOW CONTAINER. GO NORTH. INVENTORY. GO TO GAMMA REPAIR, would all be directed toward Waldo by the FCs. These commands will be acted on in sequence.

It is possible to talk to several robots in sequence by typing their names, separated by a comma. You may use the word AND before the last name you enter if you desire. An example would be AUDA, POET, AND IRIS, LOOK AT THE CYLINDER or AUDA, WALDO, LOOK.

There is also a way to talk to all of your robots in sequence. Just type ALL ROBOTS, (do something). An example would be ALL ROBOTS, REPORT YOUR LOCATIONS.

If you want to get two robots to do something together (i.e., at the same time), type BOTH SENSA AND IRIS, (do something). This might be used when one robot just isn't enough.

Some abbreviated commands are also available: ARR (ALL ROBOTS, REPORT) and ARL (ALL ROBOTS, REPORT LOCATIONS).

3 The Six Robots. The most recent facilities check indicates that your robotic crew is fully operational (with the exception noted below). The following profiles have been provided to inform you of special capabilities of individual robots, so that you can make the best use of each member of your crew should corrective maneuvers become necessary.

3.1 Iris is a visual robot, whose mobility is limited. Her ability to describe things approaches what a human being might see in most circumstances. Since Frobozz Engineering Company built her, she was not designed to do a lot of grasping, carrying, etc., and has only two grasping extensions. She proved to be the butt of many design and implementation jokes on the planet's surface, one of which was "The eyes have it." Humor of this sort has, for obvious reasons, since been outlawed on Contra. Iris has limited mobility and her internal mapping does not extend throughout the Complex. This design restriction was based on the following consideration: Iris can wander about the areas in which she can perform a useful function.

3.2 Waldo is an industrious robot, built primarily for manipulating objects. Since his primary purpose is to manipulate objects, he has been provided with six grasping extensions. He travels by using a sonar-feedback mechanism and, when close or touching an object, can detect quite a bit about its inherent characteristics based on this sonar. In addition, he has a highly developed sense of touch and can prove to be a delicate workman.

3.3 Sensa is a peculiar mixture of sensory apparatuses. She can detect vibrational activity, photon emission sources, and ionic discharges. She is also rigged to automatically perform such sensory tasks as the analysis of diffraction indexes. Sensa has five extensions, two of which are used exclusively for sensory input. The other three extensions are grasping extensions.

3.4 Auda is all ears, capable of processing and interpreting auditory signals within the Complex. Her presence there was required by the CLU (Consolidated Listeners Union), and though Auda may not be very helpful in the high-tech sense, in case of human intervention, she is absolutely required. Auda has but one grasping extension.

3.5 Poet is a peculiar robot whose function was somehow altered over time by the Filtering Computers. Poet was originally intended as a diagnostic robot. He has been equipped with a diagnostic sensor which is activated when he has been directed to TOUCH something. Unless Poet is actually doing his thing, he makes the best of what he perceives, translating his input into sometimes bewildering output. Despite the sometimes seeming lack of sense to his statements, they provide an accurate representation of reality. In addition to his "touching" extension, Poet has been provided with three grasping extensions.

3.6 Whiz is an interfacing device between you and the Central Library Core, a huge data bank available to your queries. Whiz can PLUG IN to any of the four CLC peripherals and find information for you. This information pertains to objects and the Complex in general. The CLC contains no information about any of the rooms your robots can visit. Although Whiz is extremely helpful, he does have his limitations. There was once a robot-joke about Whiz being a real airhead and, if he could have understood it, he would have taken offense. Whiz has two grasping extensions.

3.7 Note: There is a seventh robot. Standing almost two meters tall and featuring sixteen grasping extensions, verbal circuits, and heavy-duty shielding against acid damage, this model is optimized for a multitude of applications. It should be mentioned that this robot was attended to by Gregory Franklin, who abandoned it within the Complex after brutally mangling it beyond recognition or hope of repair.

4 **The Central Library Core (CLC).** The CLC is composed of several distinct parts: Whiz, the Peripherals, and the Library Core.

4.1 **Whiz.** Whiz's function with the CLC is to act as your querying device. By plugging him in, you can ask questions about objects and get advice on situations.

4.2 **The Peripherals.** There are four peripherals accessible to Whiz.
□ The Index Peripheral—Querying this peripheral performs the following operations: The object is passed along to the Central Language Core, at which point its name is matched against an index. If the name has not been found, you will be informed that that object is not on file and no peripheral will contain any reference to it. If the object has been found within the Language Core, it is passed to the Index Core. The Index Core then scans through the tagging device for references. If no references are found, you will be told that no data is available at any peripheral. If references have been found, you will be told at which peripherals information can be retrieved.
□ The Technical Peripheral—This peripheral can provide technical data on some objects. If you absolutely need to know how something works, querying this peripheral can sometimes prove helpful. Technical information is not available on all objects.
□ The Advisory Peripheral—When you need advice and just can't understand what's going on with something, ask this peripheral. It is attuned to provide Hierarchical Information for Newly Terraformed Systems (H.I.N.T.S.).
□ The Historical Peripheral—This peripheral can provide you with historical references for certain objects found within the Complex, adding a greater understanding of what these things do and how they interact.

4.3 **The Library Core.** The CLC itself is also accessible from the Lower Access area, but all interactions and queries here are designed solely for human interaction. Whiz cannot perform queries from this area since there isn't a suitable peripheral for him.

5 **The Surface Systems.** The surface of Contra is controlled by the three Filtering Computers. These systems, when in proper balance, maintain the weather, the transportation systems and the food production automatically. By polling surface-side peripherals, the Filtering Computers can make decisions on what adjustments are necessary for a balanced environment. If the Filtering Computers cannot mutually agree on a course of action, you will be awakened to make the necessary decisions.

5.1 **The Weather System.** Weather on the surface of Contra is controlled by Weather Towers. Each city has three Weather Towers which control atmospheric pressure within the surrounding area. By testing temperature, wind velocity and relative humidity, the three Filtering Computers can make adjustments in the Weather Towers to maintain a balanced, comfortable state. Since the weather on the surface is controlled, housing and clothing are more decorative than protective and maintaining a balanced weather condition becomes a primary concern.

Since the planetary engineers were aware of this, they built the Weather Monitors and the Weather Controls into the Complex. If the Filtering Computers fall out of synchronization and cannot agree on a course of action, you have been provided with manual override controls. These controls are found in the Weather Control Area and consist of three dials, each of which controls a set of towers in all the cities of Contra. The first dial, for example, controls the pressure in all of the first towers in all of the cities.

The Weather Monitors provide you with the necessary feedback as to what is happening on the planet's surface so that you can make necessary adjustments.

5.2 **Food Production.** Food is produced hydroponically deep underground, separated from the Underground Complex by nearly half a planet. The Filtering Computers prepare and balance the amount of water, minerals and light for the Hydroponic Growing Area. This area is not accessible to you or the robots due to its distant locations, but you do have manual control over these areas should the need ever arise.

The Hydroponic Monitors provide you with analysis of just what is going on in the Growing Area, while three levers in the Hydroponic Control Area allow you to manually override the three Filtering Computers' settings.

5.3 **The Transportation System.** Transportation on Contra's surface is totally automated and controlled by the Filtering Computers. There are three basic forms of transportation: Floaters, Taxis, and Glide Ramps.

Floaters are small, single- or double-occupant bubbles which travel through the air. They travel on lines of force, generated from the ground, maintained and controlled by the Filtering Computers. Collisions are normally unheard of, and not a single casualty has ever occurred due to traffic problems. The Transit Monitors tell you how many Floaters are currently in use, while a manual override switch is located in the Transit Control Area. By turning off the switch, you can turn off the lines of force to the Floaters.

The Taxis are actually robots, semi-intelligent vehicles which are guided by the Filtering Computers. They are powered by on-board power, so the manual override system provided, a switch in the Transit Control Area, instructs the Taxis to stop picking up passengers rather than simply shutting them off. When Franklin was in control, he managed to figure out a method of getting the Filtering Computers out of balance, causing the Taxis to seek out pedestrians and run them down.

The Glide Ramps are similar in function to conveyor belts, transporting the bulk of the population at a leisurely pace. The ramps are speed-controlled by the Filtering Computers and can be shut off by using the manual override switch located in the Transit Control area.

6 Abridged List of Useful Commands.

Since you are in limited cryogenic suspension, it is important to remember that all communication must be directed through the three Filtering Computers. The vocabulary provided in the Filtering Computers' circuits provides many synonyms, so if you try something they don't understand, use a word with a similar meaning. The FCs know far more commands than are listed below, and you should feel free to experiment, trying out different commands. There's really no one outside your cylinder to hear what you want done, so keep these special commands in mind.

ADVANCED
By typing **ADVANCED, HARDER,** or **EXPERT,** you can play a more difficult, time-intensive version of SUSPENDED. Type this command right after the game starts, before any FC cycles have occurred. The Advanced game has been included for those players who have already completed the standard version, have optimized their moves to get the best ranking possible, and are looking for a greater challenge.

ALL ROBOTS
You can address all robots at the same time by typing **ALL ROBOTS,** (do something). You can also address specific robots by typing **SENSA, AUDA, AND WALDO,** (do something), etc.

ARR
ALL ROBOTS, REPORT. This supplies you with a complete report from all robots including their location and current status.

ARL
ALL ROBOTS, REPORT LOCATIONS. This supplies you with each robot's location.

BOTH
Use this to tell the Filtering Computers when you want two robots to do something at the same time, as a team. For example, **BOTH POET AND IRIS, OPEN THE MACHINE.**

CONFIGURE
This command can be used (and should be used only when you are familiar and successful with SUSPENDED) to configure your own setup. Once you have the game loaded and you see the first prompt, typing in **CONFIGURE** will allow you to change certain important elements of the game. Using this command can provide some challenging scenarios. If you have played SUSPENDED with other people who are familiar with the robots and the Complex, you could challenge each other with different problems.

DRAG (robot) TO
Use this to **DRAG** a disabled, nonfunctioning robot to a different area. For example, **WALDO, DRAG SENSA TO ALPHA REPAIR.**

EXAMINE
This tells the Filtering Computers to instruct the robot to use his/her special talents to examine an object.

FOLLOW
You can have the robots follow each other or any other interesting creatures you may run across.

GO TO
By typing in **WALDO, GO TO THE CENTRAL LIBRARY CORE,** you can get him to travel to that location. You can have any number of robots going to any locations you like, at the same time or in any sequence you like. You can also tell the robot to **GO TO** another robot, thus saving you and the Filtering Computers time and aggravation.

IMPOSSIBLE
Beyond Advanced, beyond Configure, is this, the ultimate challenge. Anyone successfully completing the Impossible version of SUSPENDED will win an all-expenses-paid trip to Contra, there to be immediately installed as Central Mentality for the next 10,000 years.

INVENTORY
This command will provide you with a list of whatever the specified robot is carrying/wearing. You may abbreviate this command by typing I.

LISTEN
This command activates Auda's Auditory Sensors. Whatever she hears from then on will be relayed directly to you.

LOOK AROUND
This will provide you with a complete description of the robot's surroundings. There will be cases when the robot has nothing to report (e.g., Auda may not hear something in every room). This command may be abbreviated by typing **LOOK** or **L.**

PLUG IN
You can direct Whiz to **PLUG INTO** any CLC pedestal. This enables him to process queries you may have about objects within the Underground Complex.

QUERY ABOUT
Whiz can **QUERY ABOUT** an object for you once he's been plugged in. Whiz cannot, however, provide you with information about places you see in the Underground Complex. The specific peripheral you **QUERY** (or **ASK**) may not have information about the object, but other peripherals may. Not all objects have relevant data stored on them, even though they may be CLC-tagged objects. For more information about the peripherals, see the section on the Central Library Core.

QUIT
If confirmed, this terminates the game. If you wish to continue the game at a later time, use the **SAVE** command first.

REPORT
This gets you a full report for whichever robot you specify. This would normally include a **LOOK,** an **INVENTORY,** and other information dependent upon the robot.

REPORT LOCATION
This will get you the current robot's location in case you've forgotten where he or she is. This command may be abbreviated by typing **RL.**

RESTART
If confirmed, this terminates the game and starts it over from the beginning.

RESTORE
This continues a saved game. Consult your Reference Card for the procedure on your system.

SAVE
Save your game position by typing in **SAVE.** Consult your Reference Card for the procedure on your system.

SCORE
This command will tell you how you are doing during the game.

SCRIPT
This command allows you to make a written transcript of what is going on in the game (if you have a printer).

STOP
This stops a robot from continuing on its present course. If you've told Waldo to **GO TO THE CENTRAL CHAMBER,** for example, and you realize you need him someplace else, just type in **WALDO, STOP,** and he will. It is not necessary to tell a robot to stop before sending him/her off in a new direction, however.

UNSCRIPT
This command stops your printer from printing.

VERSION
Displays the revision number and serial number of your copy of SUSPENDED.

WAIT
This directs the Filtering Computers to let time pass without passing any instructions on to your robots.

7.1 Loading Suspended. To load SUS-PENDED, follow the instructions on your Reference Card. The copyright notice will appear, followed by the opening scene of the game. The FCs will report on your robots' locations, enabling you to set up your board.

When you see the prompt (>), the Filtering Computers are waiting for you to type in your instructions. When you have typed in your instructions press the RETURN or ENTER key. Pressing this key tells the Filtering Computers you're done typing and to execute your commands. When the Filtering Computers are done passing your commands on to your robots, another prompt (>) will appear. You may then type in another set of commands.

7.2 Strategic Planning. Start off by familiarizing yourself with each of the robots, what their special characteristics are, how they perceive things differently, and how they describe objects differently. The easiest way of accomplishing this is by having them walk around different areas. You might find it useful to send several robots to one location to see how their descriptions differ. Objects they find there will be described differently, too, as they will perceive objects through their own unique senses.

Explore all the rooms. By doing so, you will become acquainted with the Underground Complex, an important skill which must be developed to accomplish your ultimate goal, bringing the Filtering Computers back into balance.

Once you're familiar with what is occurring (both on Contra's surface and within the Underground Complex), you will be ready to start playing to win.

Even after successfully resetting the Filtering Computers, you can play SUS-PENDED again, trying to better your score. There are lots of factors involved in scoring—the casualty rate, the number of cycles, and most importantly, the conditions on the surface of Contra. The first time you play, don't worry about your score—worry about what needs to be done to complete the game.

Every cycle which elapses before the damage done to the Complex is repaired means more casualties occur. It is important to solve the problems as quickly and efficiently as possible. Don't waste time mapping the Complex. You have been provided with a board which contains the entire layout. You can use this when you send robots to specific rooms to keep track of their locations.

Moving your robots one room per cycle can be extremely costly. You may find it easier and more efficient to direct a robot (or series of robots) to GO TO a room so you can do something else while the movement is taking place. A robot will progress one room per cycle and will report in on reaching his or her destination.

Keep in mind which robot you're addressing. A quick glance at the Status Line (when one is provided) can save you critical cycles in the long run.

If you instruct Whiz to QUERY a peripheral, make sure you are linked to Whiz and that Whiz is plugged in. It is also a good idea to keep your queries to a minimum since each one costs you cycles. Remember—with every query you make, the situation on the planet's surface deteriorates.

7.3 Scoring. Each cycle, the Filtering Computers perform one of their most important tasks—determining the casualty rate. Where available, the Status Line (the line at the very top of your screen) shows you this casualty rate over the last cycle. This number can be misleading since it looks like a small number. Keep in mind that it represents casualties in thousands over the last cycle. Your cumulative score, the total number of casualties since the initial tremor, can be found by typing SCORE.

On those computers with Status Lines, the number following the casualty rate will be the number of cycles you've used so far. In addition, the name of the robot with whom you have a Cryolink will be displayed on this line.

On computers which do not have a Status Line, you will be informed of the link between yourself and the robot before you type any new command.

7.4 How to Quit. If you want to stop playing and never continue from where you currently are in the game, type QUIT. If, however, you'd like to take a break or stop playing for awhile and resume playing at a later date from where you currently are in the game, type SAVE first and follow the instructions on your Reference Card.

To continue playing from a saved game position, type RESTORE and follow the instructions on your Reference Card.

7.5 Command Summary. The following list of useful words includes some common verbs, some commands, and those special commands and verbs described in the section Abridged List of Useful Commands. This list does not represent the entire vocabulary available to the Filtering Computers, and makes next to no mention of the numerous command variations you can construct by using prepositions (e.g., LOOK could also be LOOK UNDER, LOOK AT, LOOK INSIDE, LOOK ON, etc.).

ADVANCED*	LOOK*
ALL ROBOTS*	OPEN
ARR*	PLUG IN*
ARL*	PUT
BOTH*	QUERY ABOUT*
CLIMB	QUIT*
CLOSE	READ
CONFIGURE*	REMOVE
COUNT	REPORT*
DRAG (robot) TO*	REPORT LOCATION*
DROP	RESTART*
ENTER	RESTORE*
EXAMINE*	SAVE*
FIND	SCORE*
FOLLOW*	SCRIPT*
GET IN	STAND
GO	STOP*
GO TO*	TAKE
IMPOSSIBLE*	UNSCRIPT*
INVENTORY*	VERSION*
KILL	WAIT*
LISTEN*	WEAR

*See Abridged List of Useful Commands for definition.

SUSPENDED™

Meet the tortured soul behind the mask. His name is Michael Berlyn. And for almost a year now, he has been honing and perfecting, tearing down and rebuilding SUSPENDED to make it the game you see before you now.

Day after day, at Infocom headquarters, Michael would sit at his keyboard, guzzling coffee by the gallon and wrestling with the SUSPENDED program. Night after night, he would emerge from his cubicle, swigging antacid remedy and singing the death scene from Carmen. Until, at last, he succeeded in making SUSPENDED the game he had dreamed of for months on end. A game more than up to the Infocom standard. And, one that would make everyone at Infocom a barrel of money.

So when you become aware of that strange new intelligence in your computer, speaking to you through your imagination...when you become immersed in the Underground Complex ...when you find yourself suspended between the agony of a dying planet and the ecstasy of a great computer game challenge...pause a moment and think kindly on the tortured soul who put you there. Michael is not going to the poorhouse. No, but the asylum is not so far away.

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