Official Ordinances Rules & Regulations

For the city

of

FOOBLITZKY™

FOOBLITZKY

OBJECT OF THE GAME

The object of the game is to be the first player to identify and obtain 4 specific (correct) items and bring them to a Check Point.

MECHANICS

Using the Joystick

Whenever you need to make a choice, your options will be displayed on the screen. Move the joystick until the small arrow points to your choice, then press the joystick button. Your selection isn't actually made until you press the button.

Whenever you see this symbol with the joystick flashing, you're being asked to move the joystick until an arrow points to your choice.

Whenever you see the button flashing, you're being asked to press the joystick button.

When you see both the joystick and the button flashing, you can either move the joystick to indicate a choice on the screen OR push the button to see other choices.

Using the Keyboard

You can use your keyboard instead of a joystick. See your reference card for details.

A few keys on your keyboard do special things:
- **A**—Toggles the sound on and off.
- **E**—Ends the game and shows you the 4 correct items.
- **B**—Shows the current player's inventory (what he or she is carrying).
- **S**—Saves the game (in case you want to stop playing now and continue at another time). See your reference card for details.
- **R**—Restores a game that was saved. See your reference card for details.
- **V**—Shows the version number of the game. Please tell us this number if you ever call or write to report a "bug" or technical problem.
- **O**—Optional variations to the program. See "Variations" on page 24.

MECHANICS

Moving Around

Players are represented on the board by numbered tokens.

To move your token around the board, just push the joystick in the appropriate direction. For instance, push the joystick to the left to move your token to the left. You can "backtrack" as much as you want; that is, you can move your token to the left, then change your mind and move it back to the right, then change your mind again and move it up or down.

You must move exactly the number of squares you rolled UNLESS you go into an activity square (any store, pawn shop, locker, restaurant, phone booth, UGH, Check Point, or Charity Central) OR bump another player.

PRESS THE JOYSTICK BUTTON TO END YOUR TURN.

Seeing the Entire Board

You can see the entire city of Fooblitzky by pressing the joystick button ONCE. This overview of the city will show you where you are, where all the other players are, and which crosswalks are clear.

You can only do this immediately after your roll or when you are moving along the sidewalk. To return to the playing area, press the joystick button once again.

Seeing Your Inventory

You can see your inventory—the items you're carrying—by pressing the joystick button TWICE in rapid succession, or by typing B on the keyboard. You can only do this immediately after your roll or as you move along the sidewalk. Press the joystick button once to return to the playing area.
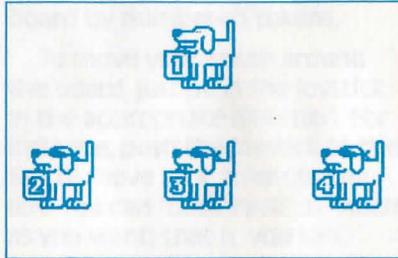
BEGINNING THE GAME

Enter the Number of Players
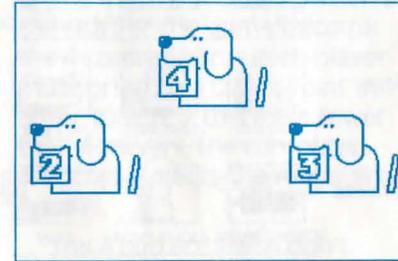
First indicate whether 2, 3, or 4 people are playing the game. Point to the dog holding the number 2, 3, or 4, then press the joystick button.

Secretly Choose Items

Each player should secretly choose any 1 of the 18 items in the game while the other players look away. There are 3 screens of items, so if the item you want is not displayed, press the joystick button to see the other screens.

When you choose an item (by pointing to it and pressing the joystick button), it is automatically put into 1 of your 2 lockers. However, you won't be told WHICH locker.

DRUGS

HAIR SPRAY   TOOTHPASTE   EYEDROPPER

GROCERY

BANANA   SARDINES   HOT DOG

HARDWARE

SCREWDRIVER   LIGHT BULB   SAW

PETS

FISH   SNAKE   PIG

SPORTS

BASKETBALL   BAT   RACKET

TOYS

PADDLE BALL   TEETH   TEDDY BEAR

The 4 Correct Items

The 4 items secretly chosen at the start of the game become the 4 correct items each player must bring to a Check Point in order to win. If there are fewer than 4 players, the computer randomly selects the remaining item(s).

The 4 correct items don't have to be 4 different items. For instance, 2 (or more) players can secretly choose the same item. See "Doubles and Triples" on page 11.

Cost of the 4 Correct Items

After the last player secretly chooses his or her item, the computer will show the cost of each of the 4 correct items, from least expensive to most expensive. For instance, you might see:
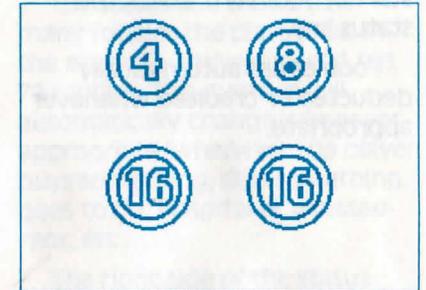
The cost of each item in Fooblitzky can be found on the worksheets. All items cost either 4, 8, or 16 foobles; and each store sells one item in each price range.

FOOBLES

Foobles are the units of currency in Fooblitzky.

You will always start with exactly twice as many foobles as are needed to buy one of each correct item. To find out how many foobles you have at the start of your turn, check the status line.

Foobles are automatically deducted or credited whenever appropriate.

STATUS LINE

As you play Fooblitzky, you'll see a status line at the top of your screen. The status line will look something like this:

`PLAYER: 1   MOVES: 24   ▣   FOOBLES: 72   11:30 AM`

The status line tells you whose turn it is. In the example above, it is player 1's turn.

The status line shows how many moves the player has (that is, how many sidewalk squares the player can move). In the example above, player 1 has 24 moves. This number will count down as the player moves; so if player 1 moves 4 squares, the status line will show 20 moves remaining. This number will automatically adjust itself should the player "backtrack" (for example, move to the left and then "backtrack" to the right).

The box in the middle of the status line shows which quadrant the player is in. In the example above, player 1 is in the upper-left quadrant. This box will automatically change whenever the player enters a different quadrant.

The status line shows how many foobles the player has. In the example above, player 1 has 72 foobles. This number will automatically change whenever appropriate (whenever the player buys something, sells something, goes to the hospital or a restaurant, etc.).

The right side of the status line shows the time of day in Fooblitzky. The clock advances 15 minutes after each round of play. The time is important because you're more likely to be hit by a car if you use a crosswalk with an X on it during rush hours (between 8:00 and 8:45 a.m., 12:00 and 12:45 p.m., and 4:00 and 4:45 p.m.). If you play a long game, the clock will reset to 8 a.m. after the 5:45 round of play.

WHEEL OF FORTUNE
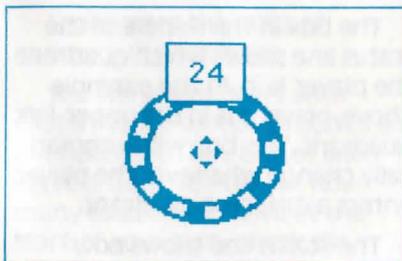
When you press the joystick button, the numbers on the wheel will slow down and eventually stop, indicating your "roll." Your roll is the number of moves you can make.

WHERE THINGS ARE

Quadrants

Fooblitzky has four neighborhoods, or "quadrants": the upper-left, the upper-right, the lower-left, and the lower-right.

You can always tell what quadrant you're in by looking for the identifying box, which appears both in the status line and in the stores:

The box on the left indicates the player is in the upper-left quadrant. The box on the right indicates the player is in the lower-right quadrant.

EACH quadrant has one of each kind of store:
Drug store
Grocery store
Hardware store
Pet store
Sporting Goods store
Toy store

Each quadrant also has one of each of the following:
Restaurant
Phone booth
UGH going clockwise around the board
UGH going counterclockwise around the board

Lockers and Check Points are in the upper-left and lower-right quadrants only. Pawn shops are in the lower-left and upper-right quadrants only. The hospital is in the lower-left quadrant, and Charity Central is in the upper-right.

How the Items Are Distributed

There are usually 4 of every item in Fooblitzky. Generally, these are evenly distributed among the stores, so that there will be 1 hot dog in each of the 4 grocery stores, 1 eyedropper in each of the 4 drug stores, etc.

However, the item each player secretly chooses at the beginning of the game goes into that player's locker. So if player 1 chooses a pig, then player 1 will have a pig in one of his or her lockers; if player 2 chooses a saw, then player 2 will have a saw in one of his or her lockers.

Each correct item also DISAPPEARS from one of the stores and will be "out-of-stock" in that store. For instance, if a pig is a correct item (because player 1 secretly chose it at the beginning of the game), then a pig will disappear from 1 of the pet stores. Pigs will still be available for sale at 3 other pet stores.

In a 2- or 3-player game, the item(s) selected by the computer will be out-of-stock in one of the stores. It will not, however, be available in a locker.

If 2 (or more) of the correct items are identical, then the distribution will be different. See "Doubles and Triples" below.

Doubles and Triples

If 2 players secretly choose the same item, say a pig, then 2 of the 4 correct items are pigs. All players must obtain 2 pigs, plus the other 2 correct items, to win.

If 2 players secretly choose the same item, say a pig, they will each have a pig in one of their lockers. There will be 6 additional pigs for sale in the pet stores (each store will have from 0 to 2 pigs). Thus there may be no pigs out-of-stock in any store, even though pigs are correct items. Regardless of how many pigs there are in a store, you will still be shown only one pig each time you enter that store.

It's possible that 3 (or even 4) players will secretly choose the same item, say a pig. In this unlikely event, there will be 9 (or even 12) pigs available for sale in the pet stores.

You can carry up to 4 items at a time.

The only places to get rid of items (if you find, for example, that you've bought one you don't need) are the pawn shops, the lockers, and Charity Central. You can also get rid of an item by "bumping" another player and exchanging your unwanted item for one you need.

Stores

Drug Store   Grocery Store   Hardware Store

Pet Store   Sports Store   Toy Store

You can buy items at stores. Each store sells a 4-fooble item, an 8-fooble item, and a 16-fooble item. Each pet store carries the same 3 items (a fish, snake, and pig), each toy store carries the same 3 items (a paddle ball, teeth, and teddy bear), etc.

When you go into a store, you'll see which items are "in-stock" (available for sale) and which are "out-of-stock" (crossed-out and therefore not for sale). However, you will not be shown more than one of an in-stock item. For instance, if you buy a pig, you won't know whether there's another pig for sale in that pet store until someone enters the store again.

If you enter a store and every item is in-stock, you MUST buy an item.

If the item you wanted to buy is out-of-stock and you're not interested in anything else, select the out-of-stock item and you won't have bought anything.

You can buy only one item per turn in any store. After you buy (or try to buy) something in a store, your token automatically ends up on the sidewalk square just outside the store.
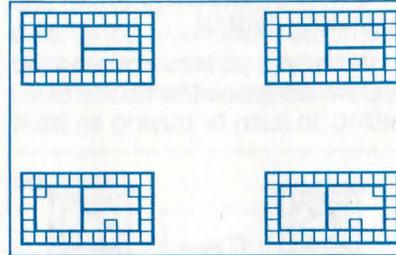
Phone Booths

You can call any store in any quadrant from any phone booth. When you first enter a phone booth, you'll choose what kind of store to call (drug store, grocery store, etc.).
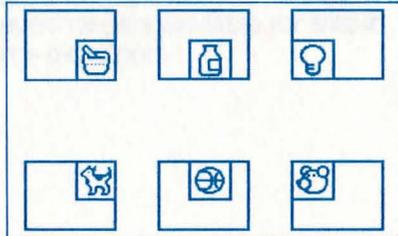
Then you'll choose which quadrant to call.

You'll be shown which items the store has in-stock, and which items are out-of-stock.

Phone calls are free. You can make only one phone call per turn. After you make a phone call, your token automatically ends up on the sidewalk square just outside the phone booth.

Restaurants

You can earn 4 foobles per turn by washing dishes in a restaurant. You earn your first 4 foobles when you enter the restaurant. Once you're there, you still begin each turn by rolling. You are then given the choice of staying in the restaurant (thereby earning 4 more foobles) or leaving to take your moves.
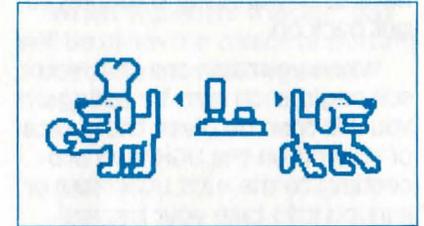
You may stay in a restaurant as many turns as you want.

After you wash dishes, you stay in the restaurant until your next turn. Your token does NOT end up on the sidewalk square outside the restaurant.

UGH (Underground Gliding Highway)

The fastest and safest way to move from one quadrant to another is by riding the UGH (Underground Gliding Highway). There are two UGH loops in Fooblitzky: the outer loop (which moves you clockwise around the city) and the inner loop (which moves you counter-clockwise). The two loops are not connected.

Getting onto an UGH costs 6 foobles, but you can stay on as long as you want at no extra cost. You advance one station per turn. Once you get off the UGH, you'll

have to pay another 6 foobles to get back on.

When you're on the UGH, you still begin each turn by rolling. You will then be given the choice of staying on the UGH (and proceeding to the next UGH stop) or leaving it to take your moves.
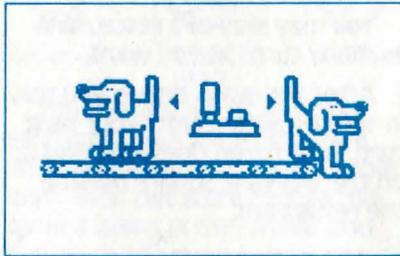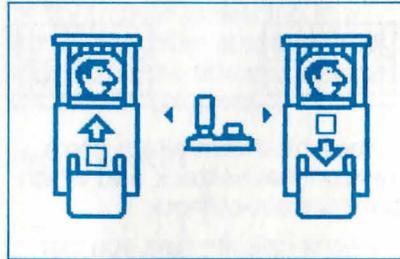

Pawn Shops

You can buy and sell items at the pawn shops.

Both pawn shops start out empty. However, the pawn shops will acquire items over the course of the game:

—Every time the Chance Man steals an item from a player, the item goes to one of the pawn shops.

—All items donated to Charity Central go to the pawn shops.

—Players may sell items to the pawn shops.

No one knows exactly which pawn shop will end up with any given item from the Chance Man or Charity Central.

When you go into a pawn shop, you will be given the choice of selling an item or buying an item.

Once you choose to sell an item to a pawn shop, you MUST sell something (unless you're carrying 0 items). Similarly, if you choose to buy an item, you MUST buy something.

You can sell any item you're carrying to a pawn shop. You will get 1/2 of the item's cost (2 foobles for a 4-fooble item, 4 foobles for an 8-fooble item, and 8 foobles for a 16-fooble item).

Any item in a pawn shop can be bought for 3/4 of the item's original cost (3 foobles for a 4-fooble item, 6 foobles for an 8-fooble item, and 12 foobles for a 16-fooble item).

You can buy or sell only 1 item per turn in a pawn shop. After you buy or sell something in a pawn shop, your token automatically ends up on the sidewalk square just outside the pawn shop.
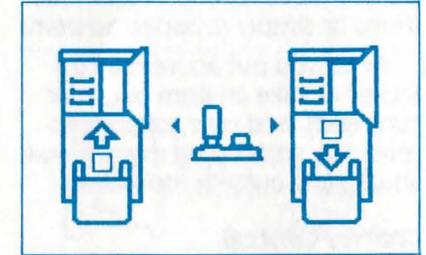
Lockers

Each player has 2 lockers: one in the upper-left quadrant and one in the lower-right quadrant. Lockers are completely secure: only player 1 has access to player 1's lockers, only player 2 has access to player 2's lockers, and so on. EACH LOCKER CAN HOLD ONLY ONE ITEM AT A TIME.

At the beginning of the game, each player has one empty locker and one full locker. The full locker contains the item that player secretly selected at the beginning of the game. For instance, if player 4 secretly selected a pig, then a pig will be in one of player 4's lockers.

When you enter a locker, you will be given the choice of putting something in or taking something out.

If you choose to take an item out of your locker, you will then be carrying that item. However, you will NOT be shown what the item is. (You should know what it is because you either put it there yourself or secretly selected it at the beginning of the game).

If you choose to put an item into your locker, you will be shown all the items you're carrying. You will then be given the choice of which item to put into the locker.

Since each locker is only big enough to hold one item, you'll end up swapping items if you put something into a locker that is already full. So if you put an eyedropper into a locker and the locker already has a fish in it, you'll end up carrying the fish and leaving the eyedropper in the locker.

To keep your opponents from finding out your correct item, you will not be shown what you take out of a locker; nor will you be told whether you've swapped items or simply dropped an item.

After you put an item into a locker or take an item out, your turn ends, and your token automatically ends up on the sidewalk square just outside the locker.

Charity Central

You can get rid of all the items you're carrying by going into Charity Central. You can't give Charity Central SOME of your items; you have to give them everything you're carrying. You get no foobles in return.

All items given to Charity Central will be randomly distributed to the pawn shops.

After you donate your items to charity, your token automatically ends up on the sidewalk square just outside Charity Central.

Check Points

When you walk into a Check Point, the item(s) you're carrying will be displayed on the screen (unless you have no foobles, in which case your turn ends). You will then be shown one check mark for each correct item you're carrying and one X for each incorrect item. However, you won't be told WHICH items are correct.
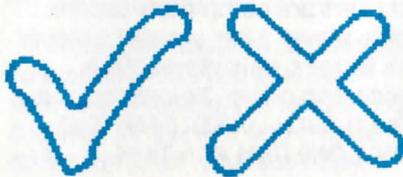
If the 4 correct items are a fish, a saw, an eyedropper, and a pig, and you enter a Check Point carrying 2 pigs, you'll get one check mark and one X.

YOU WIN THE GAME if you get 4 check marks at the same time.

After you go to a Check Point, your token automatically ends up on the sidewalk square just outside the Check Point.

Whenever you are sent to the hospital, your turn ends immediately. The ambulance ride to the hospital costs 3 foobles.

When you're in the hospital, you begin your turn by rolling. If the number you get is a multiple of 3 (3, 6, 9, 12, etc.), you make a quick recovery and are discharged to the sidewalk square just outside the hospital, free to take your moves.

If you DON'T roll a multiple of 3, you're given the choice of staying in the hospital or paying 10 foobles to get out immediately (thereby being free to take your moves).
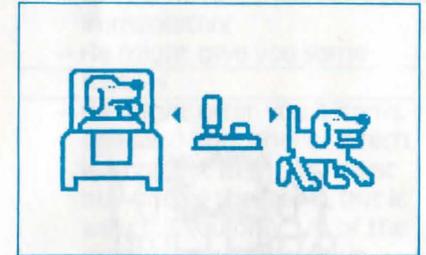
Every turn you stay in costs you another 3 foobles. If you have fewer than 10 foobles, you can't buy your way out of the hospital.

If you stay in the hospital for 3 turns, you'll be released to the sidewalk square just outside the hospital, having spent 12 foobles in all (3 foobles for the ambulance, plus 3 foobles for each of your 3 turns in the hospital).

BUMPING
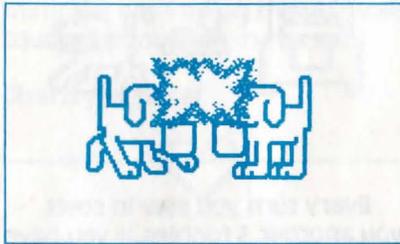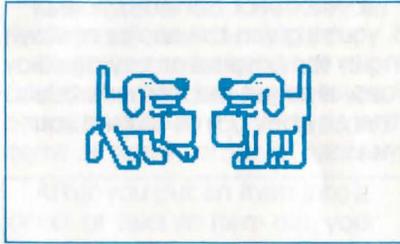
You can "bump" another player by landing on the same sidewalk square as that player and pushing the joystick button.

Both players in the bump drop all the items they're carrying and then take turns picking up the items. The player causing the bump gets to pick first.

A player will always have the same number of items after a bump as before. So a player with 0 items before a bump will always have 0 items after a bump, and a player with 4 items before a bump will always have 4 items after. However, the specific items (for players with at least 1 item) will probably be different.

You must move at least 1 sidewalk square to bump another player. If you begin your turn on the same sidewalk square as another player, you can't just move your token a few squares in one direction and then "backtrack." You must take some of your roll—perhaps by moving your token around the block.

You can only bump a player on a sidewalk square. You cannot bump a player who is in the hospital, a restaurant, or an UGH. You also can't bump more than 1 player at a time; if 2 players are on a sidewalk square, a third player can't bump them.

At the end of the bump, the screen will display what each player is NOW carrying.

CHANCE MAN

If you end your turn on a sidewalk square, you might be visited by the Chance Man. The Chance Man will NOT visit you if you are in the hospital, if you enter an activity square, or if you bump another player.

If the Chance Man visits you, press the joystick button once. One of 6 things will happen.

If the Chance Man Is Friendly:

—He might give you a free turn. If he does, you roll again immediately.

—He might give you some foobles.

—He might offer you 3 items, one (and only one) of which is a correct item. You must buy one of the items, but it will cost you only 1/2 of the original price. Items purchased from the Chance Man do not affect the stock of any store; that is, the items are NOT removed from any of the stores in Fooblitzky.

If the Chance Man Is Unfriendly:

—He might steal foobles from you.

—He might drop a piano on your head, sending you to the hospital.

—He might steal an item from you. If he does, the item will immediately go to a pawn shop, where it will be available for sale.
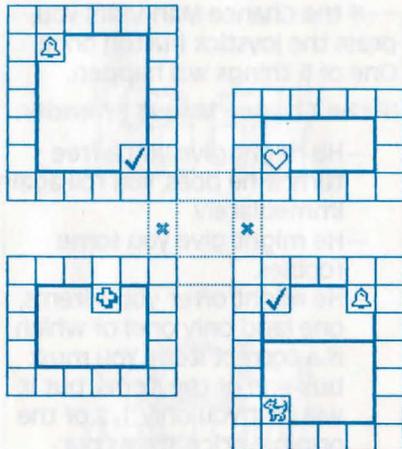
You can cross streets only at crosswalks. If a crosswalk is clear, then it's perfectly safe to cross the street. If the crosswalk has an X in it, you risk getting hit by a car, which will send you to the hospital. You're more likely to get hit during rush hours (between 8 and 8:45 a.m., 12 and 12:45 p.m., and 4 and 4:45 p.m.).

When you arrive at a crosswalk with an X on it, you'll be given the choice of crossing the street or staying on the sidewalk. So there's no risk of accidentally crossing at a dangerous spot.
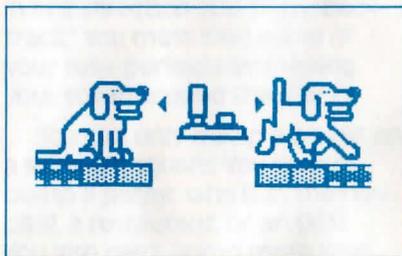
Some of the crosswalks change every round of play; others change every 2 or 3 rounds of play.

In the Stores

A thumbs-up means you bought the item you chose.

A thumbs-down means you failed to buy the item. You'll get a thumbs-down if any of the following are true:
- The item you chose is out of stock.
- You don't have enough foobles to buy the item you chose.
- You are already carrying 4 items.

In the Pawn Shops

A thumbs-up means you bought or sold the item you chose.

A thumbs-down means you failed to buy or sell an item. You'll get a thumbs-down if any of the following are true:
- You tried to buy an item, but you don't have enough foobles.
- You tried to buy an item but you're already carrying 4 items.
- You tried to buy an item but the pawn shop doesn't have anything.
- You tried to sell an item but you aren't carrying anything.

In the Lockers

A thumbs-up means you took an item out of your locker or you put an item into your locker (whichever you chose) or that a swap has occurred.

A thumbs-down means you failed to take something out of your locker, or you failed to put something in it. You'll get a thumbs-down if any of the following are true:
- You tried to take an item out of your locker but you are already carrying 4 items.
- You tried to take an item out of your locker but there is nothing in it.
- You tried to put an item into your locker but you aren't carrying anything.
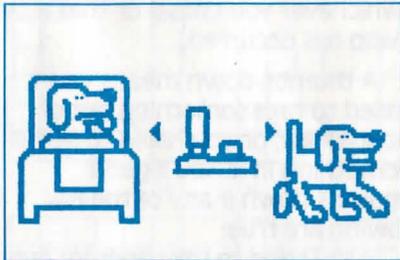
From the Chance Man

A thumbs-up means you bought the item you chose.

A thumbs-down means you failed to buy the item you chose. You'll get a thumbs-down if either of the following are true:
- You don't have enough foobles to buy the item you chose.
- You are already carrying 4 items.

HOSPITAL

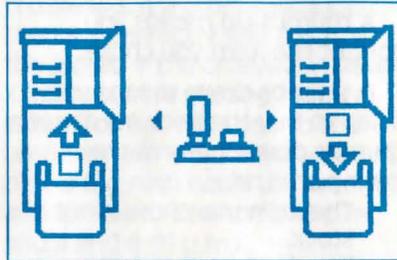STAY IN BED   DISCHARGE

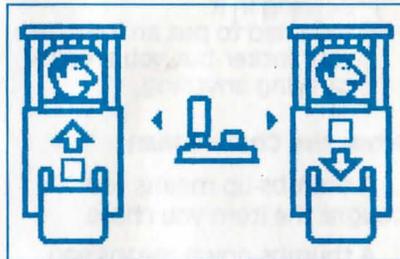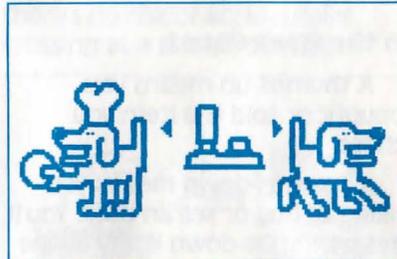**LOCKER**

DROP ITEM   TAKE ITEM

PAWN SHOP

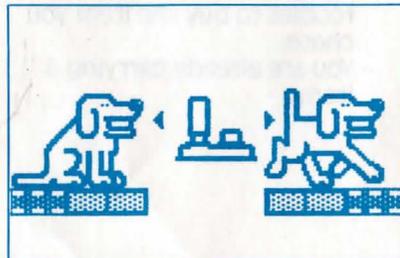SELL ITEM   BUY ITEM

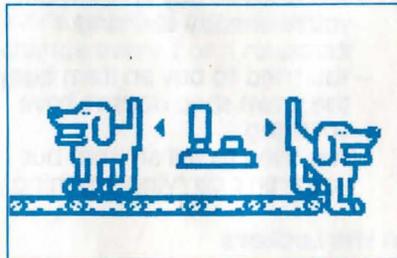**RESTAURANT**

STAY & WORK   LEAVE

STREET CROSSING

DON'T CROSS   CROSS

UGH

STAY   LEAVE

We recommend that you play Fooblitzky using the "standard" rules, as outlined in "How to Play Fooblitzky" and explained fully in this booklet. However, if you would like to try some variations, here are a few suggestions:

"House Rules"

1. When each player selects an item at the beginning of the game, DON'T close your eyes or look away. Let every player know what every other player chooses. This way, the game becomes more of a chase and less a game of deduction.

2. Agree at the beginning of the game that each player needs to bring only 3 of the 4 correct items to a Check Point in order to win.

3. If there are only 2 players, lie to the computer and tell it that you are playing a 4-player game. Then let each person play 2 tokens.

4. If there are 4 players, play teams: players 1 and 3 against players 2 and 4. (A player might bump a teammate to GIVE AWAY correct items!)

5. At the beginning of the game, let each player secretly select ANOTHER player's item (let player 1 choose player 2's item, player 2 choose player 3's item, and so on). A player won't know what item is

in his or her own locker, but WILL know what item is in another player's locker.

6. Tournament Fooblitzky. Set a time limit for each move. If a player isn't done when his time is up, the next player finishes the move for him.

Changing the Program

If you really want to, you can vary certain parameters and probabilities in Fooblitzky (though we recommend that you play using the "standard" rules). To change parameters, type O (for Options) after you boot up the disk. You'll then be able to change any or all of the following, simply by typing the appropriate letter (A, B, C, D, E, F, or G):

A. The Chance Man's Frequency.
By setting the risk level to "High," you increase the probability of being visited by the Chance Man (that is, the Chance Man will show up more often). By setting the risk level to "Low," you decrease the probability of being visited by the Chance Man (that is, he'll show up less often).

B. The Chance Man's Mood. You
can change the Chance Man's mood to "Friendly," in which case he'll give you more free turns, give you more foobles, and sell you items at half-price more

VARIATIONS

often. (He'll also steal fewer items, steal fewer foobles, and drop fewer pianos on your head.) Or you can make his mood "Unfriendly," in which case he'll steal more foobles, steal more items, and drop more pianos on your head. (He'll also give you fewer free turns, give you fewer foobles, and sell you items at half-price less often.)

C. Crossing Risk. By setting the risk level to "High," you increase the probability of being hit by a car when you use a crosswalk with an X on it. By setting the risk level to "Low," you decrease the probability of being hit by a car.

D. Starting Foobles. In "standard" Fooblitzky, each player starts with twice as many foobles as are needed to buy the 4 correct items. By setting the starting foobles to "Low," each player will start with EXACTLY the number of foobles needed to buy the 4 correct items. By setting the starting foobles to "High," each player will start with 128 foobles.

E. Restaurant Wages. In "standard" Fooblitzky, players earn 4 foobles per turn by working in a restaurant. You can change the number of foobles that players earn: it can be decreased to 2 foobles per turn, or increased to 6, 8, or 10 foobles per turn.

F. Locker. In "standard" Fooblitzky, the item you choose at the beginning of the game goes into one of your lockers, but you won't know WHICH locker. You can change this so that the item you choose goes into your UPPER-LEFT locker.

G. Pawn Shop. In "standard" Fooblitzky, items donated to Charity Central or stolen by the Chance Man go to the pawn shops, but you won't know which items go to WHICH pawn shops. You can change this so that all items go to the UPPER-RIGHT pawn shop.

We'd like to hear from you if you find any variation particularly interesting or make up a rule which you think others might enjoy using in a game.

ABOUT THE GAME DESIGNERS

Michael Berlyn is a writer whose books include *The Integrated Man* and *Crystal Phoenix* from Bantam Books. He is the author of Suspended™ and Infidel™, and co-author of Cutthroats™ all interactive fiction from Infocom. He lives in Massachusetts and is married to M. M. McClung, a writer and artist.

Brian Cody, figuring a life misspent was good for more fun than one spent as a plumbing fixtures salesman, attended Massachusetts College of Art as a commercial arts major and mercifully graduated in 1974. Dithering away his subsequent years wrestling with such major design issues as how to render a portrait of a worm on a tube of toothpaste, he was eventually attracted to Infocom by its unique "open door" policy ("If the door's open, you can work here."). He has been recently seen consorting and conspiring with various MIT graduates and claims to even understand what they're talking about, usually when it concerns lunch. He is survived (barely) by his wife and two darling children who've yet to be debugged.

Poh C. Lim is a Malaysian who went to MIT in 1976 to study electrical engineering. Somewhere along the way, he was persuaded that computer science is a more exciting field. He began working for Infocom as a consultant in 1982 and has been a software engineer at the company since 1983. He is still not convinced that computers are the wave of the future, though he admits that creating computer games is more fun than being an electrical engineer.

Paula Maxwell is an artist currently living in Cambridge. She graduated from California State Polytechnic University where she became involved in designing and producing artwork for interactive video games. She has also worked as a muralist for the State of California, an illustrator, and an animation artist. Paula's best friend is her dog, Raymin.

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