

BORDER ZONE • BUREAUCRACY • PLUNDERED HEARTS • HOLLYWOOD HIJINX • SEASTALKER

CUTTHROATS • SHERLOCK • TRINITY • WISHBRINGER • A MIND FOREVER VOYAGING • NORD AND BURT

CUTTHROATS • SHERLOCK • TRINITY • WISHBRINGER • A MIND FOREVER VOYAGING • NORD AND BURT

The Lost TREASURES *of Infocom* MANUAL II



**A Fortune
in Interactive
Adventures!**

BORDER ZONE • BUREAUCRACY • PLUNDERED HEARTS • HOLLYWOOD HIJINX • SEASTALKER

Welcome to the World of Infocom's text adventures, please be sure to review the first several pages of this manual in order to familiarize yourself with "The Basics" of our text adventures.....

Table of Contents

A Mind Forever Voyaging	pg. 5
Cutthroats	pg. 19
Wishbringer	pg. 35
Seastalker	pg. 39
Trinity	pg. 50
Hollywood Hijinx	pg. 68
Nord and Burt	pg. 86
Plundered Hearts	pg. 96
Border Zone	pg. 99
Sherlock	pg. 106
Bureaucracy	pg. 107

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 "LOST TREASURES". 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
>PUT 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 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 The Lost Treasures.)

BRIEF - This command fully describe 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. 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 above.

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 above.

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.

A MIND FOREVER VOYAGING

Welcome to A Mind Forever Voyaging (which, for brevity's sake, will henceforth be referred to as AMFV). In this story, you will be PRISM, the world's first sentient machine. Before you "boot up" your disk, make sure you read the short story in the first part of the booklet.

The story begins in the world of 2031, a world on the brink of chaos. The economy of the United States of North America (USNA) has been stagnating for decades. Crackpot religions are springing up all over the place. Crime and urban decay are rampant. Schools have become violent, chaotic places ill-suited for educating children. Today's youth frequently use joybooths to "tune-out" the world, leading in the extreme case to joybooth suicide, where a psychological addict wastes away in his or her private nirvana.

The global situation is even grimmer. The calcuttization of the Third World has almost reached its limit, causing extreme overpopulation and poverty. This has created a climate ripe for East Bloc adventurism, exploiting instability and fanning the numerous flash points around the globe. The superpower race to build an impenetrable missile defense has ended in a tie, with the foreseeable but unforeseen result that an even more dangerous arms race has begun — a race to build miniature nuclear weapons, some as small as a cigarette pack, and smuggle them into enemy cities — a race which threatens to turn the USNA into a giant police state.

Things are bad, and it appears that they can only get worse. So when Senator Richard Ryder, along with a small group of leaders from government, business, and the universities, announces the Plan for renewed national purpose, everyone is only too willing to embrace it.

Only one thing stands between the Plan and its adoption: a test of its validity. That's why you have been "awakened" from your simulated life and had your true nature revealed to you several years ahead of schedule. You have been chosen to use your unique abilities to enter a simulation of the future, based on the tenets of the Plan, in order to check its effectiveness. The eyes of the world are on you.

If you're experienced with Infocom's interactive fiction, you may not want to read this entire manual. However, AMFV has a number of unique features not found in other stories. You'll have to read the section entitled "The AMFV Scenario." Also, you should look at the appendices of important commands (on page N) and recognized verbs (on page N). The sample transcript, on page N, will show most of the unusual interactions of AMFV.

This is a brief summary of the most important things to know about interactive fiction. It is vital to know all these things before you begin playing.

There are a number of modes you can enter. These will be reviewed in detail in the next section. You will probably spend most of your time in Simulation Mode. When you're in Simulation Mode, the play of the game will be very similar to Infocom's other interactive fiction. For example:

To move from place to place, type the direction you want to go. The first time you find yourself in a new region, it's a good idea to become familiar with it by exploring each location, reading each description carefully, and making a map of the geography.

In AMFV, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want. Usually, each turn takes one minute. Walking around takes longer, and WAIT generally causes ten minutes to pass.

Your goal in the first part of AMFV is to enter Simulation Mode in order to study what the effects of the Plan will be on the world in ten year's time. However, as the story progresses, you may discover new goals for yourself.

The AMFV Scenario

Since you're a computer, your lifestyle is pretty dissimilar to that of a human. There are four "modes" that you can enter. To enter a given mode, just type ENTER or GO TO [that mode]. Here is a list of the four modes, and a description of each:

Communications Mode: You have a number of visual/audio units set up at various points around the complex. When you enter Communications Mode, you will be told where these units are, and how to activate them. When you have activated a unit in a particular location, you are effectively "in that location." You'll be able to see and hear what's going on, and talk to anyone there. You won't be able to pick up things in those locations, of course.

Library Mode: This is a storehouse of information, arranged in directories which each contain a number of data files. When you enter Library Mode, the usual style of typing an input and pressing the RETURN (or ENTER) key is suspended. Follow the instructions that appear on your screen to access the information in the files.

You can choose the directory you wish to see by using the O and X keys:

O = Open current directory

X = neXt directory

You can close or examine the files in a directory by using the C, R, and X keys:

C = Close current directory

R = Read current file

X = neXt file

Interface Mode: There are several subsidiary computers and complex system controllers connected to you. More may be added over the course of the story. By entering Interface Mode, you will be able to "speak" to these other devices, get information from them, possibly give them orders. You interface with a device the same way that you would speak to a character in the story. For example: TRAFFIC COMPUTER, SET EVENING RUSH HOUR END TO 5:00 or HVAC COMPUTER, TURN ON VENTILATION IN GAMMA SECTOR. Data about these interfaceable devices can be found in Library Mode.

Simulation Mode: This is the heart of the story. You will have to enter this mode many times to complete AMFV. Simulation Mode is the process that was used to "program" you and develop you into a thinking, creative machine. Now, that same process, programmed with the parameters of the Plan, will allow you to simulate the future in amazing detail.

Once you have entered Simulation Mode, the interaction will be very similar to that of most other Infocom fiction: walk around, map the geography, examine and read things, pick up objects, and so forth. ABORT will get you out of Simulation Mode at any time.

Because only you see what happens in Simulation Mode, you'll want to use the RECORD feature to save what you see, so that others in the "real world" can view your experiences. Typing RECORD or RECORD ON will activate it, and typing RECORD OFF will de-activate it. Be warned, however, that RECORD makes an enormous demand on your core memory, and you will only be able to record a limited amount of experiences.

Special Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the

command after the prompt (>) and press the RETURN (or ENTER) key.

ABORT - This will get you out of Simulation Mode.

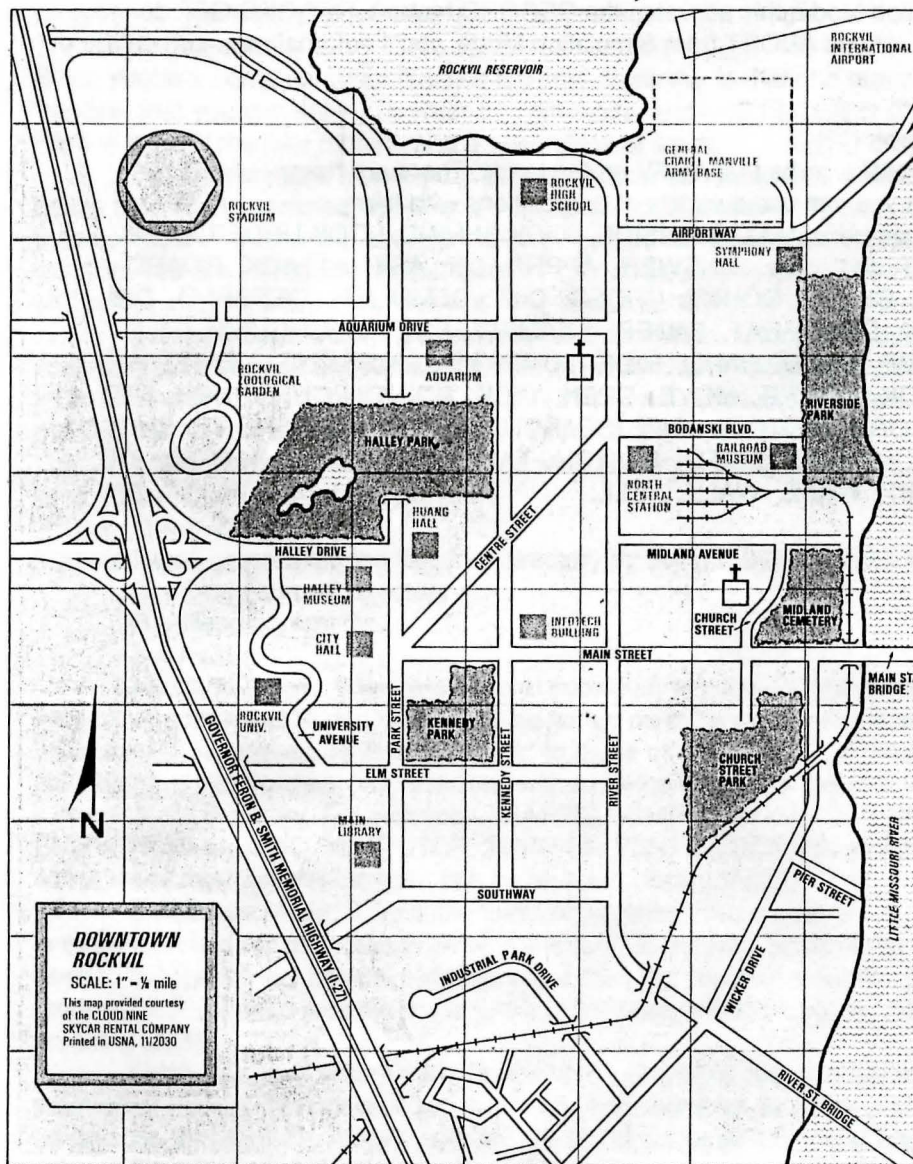
RECORD - In Simulation Mode, this activates the RECORD feature. RECORD OFF deactivates this feature. (If you ABORT from Simulation Mode, you'll automatically turn off the RECORD feature.)

Some Recognized Verbs

These are only some of the verbs that AMFV understands. There are many more. Remember that you can use a variety of prepositions with them.

For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on., ANSWER, APPROACH, ASK, ATTACK, BOARD, BUY, CALL, CLIMB, CLOSE, COUNT, CROSS, CUT, DEMOLISH, DESCEND, DIG, DISEMBARK, DRINK, DROP, EAT, ENTER, EXAMINE, EXIT, EXTINGUISH, FILL, FIND, FOLLOW, GIVE, HAND, HANG, HIDE, JUMP, KILL, KISS, LIE, LIGHT, LISTEN, LOCK, LOOK, LOWER, MOVE, OPEN, PICK, POINT, POUR, PUSH, PUT, RAISE, READ, RECORD, REMOVE, SAY, SEARCH, SET, SHAKE, SHOOT, SHOW, SIT, SLEEP, SMELL, STAND, START, SWITCH, TAKE, TALK, TELL, THROW, TIE, TOUCH, TURN, WAIT, WAKE, WALK, YELL.

MAP OF ROCKVIL, SOUTH DAKOTA



DON'T MISS THESE EXCITING ATTRACTIONS

ACME COMPUTER CORP.—Visit this genuine 20th century computer factory, still a major employer in the Rockvil area.

HALLEY MUSEUM—Halley Museum's outstanding collection of classical art is complemented by exhibits on modern art, science and engineering, natural history, and human history.

HUANG HALL—Huang Hall's ultra-modern auditorium, the largest in the quad state area, provides an ideal setting for cultural and artistic events as well as conventions and trade shows.

NORTH CENTRAL STATION—This historic national landmark provides a glimpse of the past for over a million yearly visitors, who browse the souvenir shops, ride the authentic electric train and view the extensive exhibits at the Railroad Museum.

ST MICHAELS CHURCH—Lovely stained glass windows and marble statuary add to the grandeur of this century-old place of worship.

ZOOLOGICAL GARDEN—Spend a peaceful afternoon wandering amongst the herbal displays and natural animal habitats of the zoo.

INFOTECH BUILDING—Marvel at this 130-story office tower, the tallest building in Rockvil and the sixth tallest in the world.

AQUARIUM—Hundreds of marine creature cavort in the large central tank of this popular attraction.

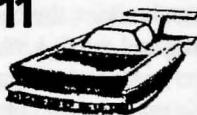


SKYCAR RENTAL

FOR RESERVATIONS CALL COMPUCODE

6-9283-93-011

*"Behind every
cloud there's
a silver lining."*



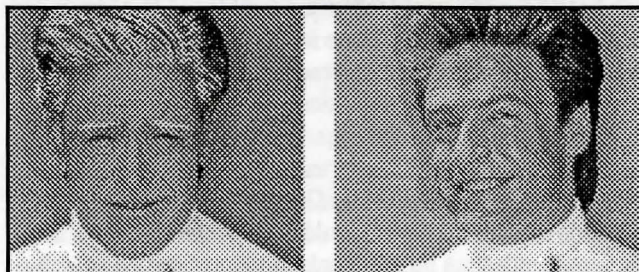
GLUTMAN'S RESTAURANT



**ALL THE PIZZA
YOU CAN EAT
FOR ONLY \$39.75**

*with your choice of
onion, kelp or olive topping!*

River Street near Southway
Compucode 8-2268-31-554



Give yourself a lift!

Polyderm Facebonding

\$4950 to \$7600, depending on age
at the time of first treatment.

Available at all certified medical
cosmetics centers, or contact Dr.
Clinton Hargrave, Rollins Memorial
Hospital, Winnipeg, MB,
Compucode 2-1592+68-333.

Hula-hula!

What's big and round and
lots of fun? It's the hula-
hoop, Grandma's favorite
toy and the current
collectible of the junior set.

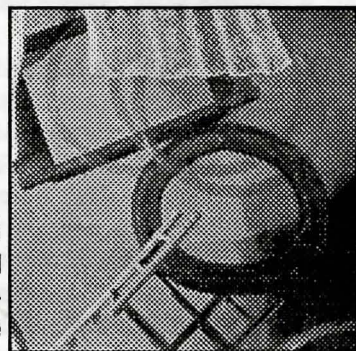
Available with matching
earrings, neckbands and
shoelaces. About \$50 ea.

Contact MY-T-HOOP,
Yankton, SD, Compucode
8-9173-46-536.



Take a trip:

To Bismarck's new Robotics
Museum. Open Tuesday-Sunday,
10:00 -6:00. Admission \$20 adults
and \$13 for children. Take Bismarck
Local Transit to Miltown Crossing
stop. From out of town by sky car,
enter the Bismarck traffic grid and
use landing coordinates 44M-27G.
Compucode 8-9173-46-526



Quad Mutual Insurance

"From seafarms to
spacelabs you're
covered by QUAD"
Compucode
8-2268-05-376

A MIND FOREVER VOYAGING

Perry Simm was four years old when he became lost in the largest department store in the city. He let go of Mother's hand to pick up the video cube. He rotated it with wonderment, touching the control knobs and squealing with delight as the images shifted.

His brother Clave, Perry's senior by three years, bounced impatiently in the aisle. "Mom," he whined, "they're going to be sold out of the new Skydiver disc, and you promised I could get one." "Be patient, Clave," admonished Mother, but across the floor she could see long lines at the Simulation Discs counter. There were stops at the Foodville and the O-Link repair shop still to go. She made a hasty decision. "Perry, Clave and I are going to another department. I want you to wait right here until we get back." "Okay," he said, without looking up from the cube.

A few minutes later, Perry discovered the selector panel, but while trying to open it he dropped the cube onto the hard plasticrete floor. The six screens flashed brightly and then faded to darkness. Perry became frightened and looked around for Mother. She was nowhere in sight. Fear of discovery and punishment welled up inside him, and in his desire to get away from the broken cube he forgot about the order to stay put. He wandered to the end of the aisle, and spotted Mother a short distance away, rummaging through a bin of myalon vests. As he ran toward her, he realized that it was just a stranger with only a vague resemblance to Mother. Fighting back tears, he decided to return to the spot where the broken cube lay.

He wandered down the aisles, each lined with tall shelves of glittering merchandise, and after several confused minutes discovered that he was completely lost. He had no idea how to find Mother, and he had no idea how to find the spot where he had last seen her. He was alone, abandoned. Strangers, huge and terrifying, jostled past. Walls of boxed appliances towered above him. Fear and despair won the battle for his emotions, and he began to cry. After an endless time, during which a lot of strangers had asked a lot of questions which he'd been too confused or too frightened to answer, he found himself in a small, quiet room. The door opened, and Mother came in, scooping him up into her arms. He cried again, burying his face into the warmth of her loving embrace.

* * * * *

Abraham Perelman and Aseejh Randu waited in the plush Main Conference Room overlooking the Control Center. Through the window-wall, Perelman could see dozens of technicians, busily preparing for today's big event. For the umpteenth time he felt thankful to have such a superb, competent team. It was a far cry from the early days, when he had to keep on top of every detail.

Perelman glanced over toward Randu, and noticed his friend's nervousness. "Don't worry, Aseejh, it's no big deal. I met him once before, at a social affair in Washington, and he's an easy-going guy." "Yes, I have heard that." A smile tugged at the corners of the Indian's normally stony face. "But after speaking with Vera, he could very well be whipped into a frenzy!" Vera Gold was the Chief Administrator of the Project. "Nonsense," Perelman scoffed. "She'll turn on the charm for him. She saves her venom for underlings like us." "True," agreed Randu. "By now, she has probably taken credit for the entire project, to say nothing of the inventions of molecular memory and the artificial heart."

A door opened at the far end of the long room, and a few Secret Service agents walked in, followed by the Vice-President, Vera Gold, several aides, and more Secret Service agents.

"...speak for the entire staff," Gold was saying, "when I say what a tremendous honor and pleasure it is that you could attend today."

"Pass me a barf bag," whispered Perelman to Randu.

"You underrate the importance of this Project, Ms. Gold. The President and many other important people have a keen interest in this experiment. As you know, it's quite an uphill battle against public opinion if we're to deter Senator Ryder and his Plan." The retinue had almost reached Perelman and Randu. Vera said, "I hope we can live up to your expectations. And now, despite all your wonderful compliments, I really must share some of the credit with these gentlemen here, Dr. Abraham Perelman and Dr. Aseejh Randu. I don't want to bore you with technical details, but basically Dr. Randu is our hardware man and Dr. Perelman is our software man."

As the Vice-President shook their hands warmly, Perelman fumed at Gold's demeaning description. It was THEY who had started the Project, THEY who had...

"We've met before, Dr. Perelman, haven't we?" the Vice-President was asking.

Perelman nodded. "At an NESR banquet two years ago."

"I remember it well. I think we discussed baseball standings. Later, I learned that you were an expert in AI. Perhaps I can make up for my ignorance then by asking you to give me a brief overview now. I find the entire field fascinating."

"It would be my pleasure, Mr. Vice-President," Perelman responded. He grinned to himself as he noticed Gold giving him one of her best "keep in your place" glares. "I think we really ought to begin the tour..." Gold insinuated.

Perelman turned to Gold, smiling sweetly. "I'm sure I can answer the Vice-President's request as we go." Turning back to their guest, he said "Did you know that the first serious work in artificial intelligence was done around the middle of the twentieth century?"

* * * * *

Perry Simm was six years old when he was bullied on his first day of elementary school. So far, it had been a day of strange, confusing images: Mother and Father waving goodbye as he boarded the huge yellow bus, the older children with badges herding everyone down the long hallways lined with colorful nubby tiles, the friendly Ms. Borne writing her name on the whiteboard, the boxes of brand-new crayons, the frightening hugeness of the school auditorium.

Perry was cutting shapes out of colored construction paper when a funny sound filled the room, and Ms. Borne told everyone that it was time to go home. He barely remembered to grab his lunchbox, the brand-new one with the pony pictures all over it, and the red hat that Grandma had knitted. Then, confusion in the hallways again. One of the older children with a badge, who Perry had learned were called Monitors, asked him for his bus route number. "Seven," he said, confidently. Mother had drilled the number into him.

Soon Perry was standing on the sidewalk with a group of other children. He looked around, but didn't see anyone from his class. Everyone seemed to be older and bigger than Perry. Slowly he realized that someone from behind was talking to him.

"Hey! Hey, you with the red hat!"

Perry turned around, and found himself facing three older boys. Two of them were wearing Monitor badges.

"That's a great hat, runt," said the tallest of the three. "Where'd you get it?"

"Grandma," replied Perry, confused by their amusement.

"Hey," one of the older boys shouted over Perry's head, "look at Grandma's boy here, wearing a hat in September!"

"What are you going to wear in December, runt, a spacesuit?!"

The boys laughed again, and Perry began to get a funny feeling deep in his chest.

"And look at this lunchbox!" said the third of the boys. "What pretty ponies, huh?"

"Hey, Grandma's boy, do you like ponies?"

The tallest boy suddenly reached out and grabbed Perry's hat. "What'll Grandma say if you come home without your hat, huh?"

"Gimme that," shouted Perry, tears beginning to spill down his face.

"Look, the runt's a crybaby! The runt's a crybaby!"

Suddenly, through the tears, Perry became aware of a grown-up standing between him and his tormentors, speaking sternly. A moment later, the man was leading Perry away down the street.

"What's your name, little fella?" asked the man. He had a friendly voice, and as Perry began to wipe away his tears he saw that the man had a friendly face as well. He was carrying Perry's hat in one hand, and a hefty pile of books in the other hand.

"Perry," he answered, still sniffing a bit.

"Well, Perry, everything's okay now. Why don't you come in, and we'll see if we can't fix you up with some milk and cookies."

* * * * *

The Vice-President glanced at the rows of data banks in the Simulation Controller area, and turned back to Perelman. "Please go on. Your history lesson on AI is fascinating." Perelman took a deep breath. "Ummm...A major breakthrough in the field came with the realization that the computer and the human mind worked in fundamentally different ways. Computers stored and analyzed data numerically, while the human mind stored and analyzed data symbolically. "You see, computers generally solve problems using algorithms, rigorous step-by-step procedures that are usually mathematical in nature. For example, a program to play the card game Poker would calculate the odds for all possible hands in the current game before making a bet. A person in the same situation couldn't possibly consider every possible combination of cards, and would have to make a decision based on such factors as experience, judgment, intuition, and rules-of-thumb. This is called the heuristic method of problem-solving."

The tour reached the long tunnel leading to the office wing of the complex. The Vice-President preceded Perelman onto the moving walkway. "By developing methods for computers to solve problems heuristically," Perelman continued, "the pioneers in Artificial Intelligence soon had developed programs that imitated human problem-solving in very specific areas, such as playing chess, diagnosing diseases, or translating text from one human language to another. These 'expert systems,' as they were known, were superb within their area of expertise, and in many cases even improved themselves by 'learning' — adding knowledge based on their own experience." "The political fund-raising telecomputer we use works in that way," commented the Vice-President. "A good example! These expert systems grew progressively broader and more sophisticated, impressively mimicking human learning and behavior. But!" said Perelman, pausing for dramatic emphasis, "That is precisely ALL they could do...mimic! The spark of intelligence was missing. Scientists in the AI field were still distant from that almost mystical goal of creating a computer that could act creatively, that would be aware of its own existence, that would truly be a thinking machine!"

* * * * *

Perry Simm was ten years old when he decided that he wanted to be a writer. It was a warm day, probably the warmest so far this spring, so they were sitting on the kitchen veranda, overlooking Rav and Frita's beautiful wooded backyard. A sky car whizzed over the woods, shattering the

peacefulness of the afternoon.

"I hate skycars," said Perry. "They've just about finished installing an auto-controller system for the whole city," said Frita, "and when that's done they say that skycars'll be as common as regular cars are now. How's the cake, Perry?" "Yum as always, Aunt Frita!" said Perry, licking the last crumbs off the plate. "You ought to have a piece, Uncle Rav."

Rav and Frita weren't really Perry's aunt and uncle, but he'd been calling them that ever since that day, years earlier, when Rav had rescued him from a gang of bullies on his first day of school. Almost every day, he would stop by on the way home from school for some of Frita's home-made croissants and jam, or angelcakes, or pudding.

Rav was a writer, and he was fond of saying, "A writer must be, first and foremost, a reader." He was always giving Perry books to read, and discussing them with Perry afterwards. Perry was easily the best reader in his grade; in fact, he was probably the best student overall.

"So what did you think of 'Lasernight'?" asked Rav, resting his hand on the thin volume.

"It was great! Definitely one of the boffest books you've ever given me. I read the dragonhunt part three times!"

"The dragonhunt chapter is classic," agreed Rav.

Perry furrowed his eyebrows slightly. "It still feels funny to read without any pictures, but I think I'm getting more used to it. Do you have anything for me today?"

"Well, I've got something special to give you today, if you're interested." He reached into his pocket and unrolled a sheaf of paper. "It's something I've just written; you'll be the first person to ever read it."

Perry bounced in his chair with excitement. "Wow! I've never read anything you wrote before!"

"Everything I've ever written up to now was meant for adults. But this..." Rav paused, organizing his thoughts. "Whenever I write, I have an image in my mind of whom I'm writing for. When I wrote the collection of poems called 'Apriltime' I thought of Frita as my audience. And with 'A Child's Vision' I imagined the President reading it as I wrote each word." He tapped the manuscript in his hand.

"When I wrote this, you were my mental audience."

An hour later, Perry lay on his bed and picked up the first sheet of the manuscript with trembling hands. The pages seemed to vibrate with magic, and as he began reading, the magic flowed out of the story and surrounded him. His bedroom vanished in a haze of images and excitement. A brief moment and an eternity later, the story was done, but before the world around him quite settled back into place, Perry knew that, more than anything else, he wanted to be a writer.

* * * * *

"In the middle of the 1990's, work began in earnest to create true machine intelligence. The same methodology was used by several groups, most notably the group at MIT and Japan's ZOSO Project." Perelman's throat felt dry. He wondered if he was being long-winded, but the Vice-President seemed quite attentive. "That methodology was as simple in theory as it was complex in practice: Design a computer with the capacity of a human brain, that stores and processes information just like a human brain. Then program that computer with all the knowledge and experience that a human would absorb from birth to maturity. You'd end up with something that was an exact replica of a human mind, and would therefore, like humans, be sentient.

"These groups proceeded to build huge, highly interconnective, random-driven, symbol-oriented machines, and programmed them, in excruciating detail, with every bit of knowledge, every experience, every impression, that a human brain would gather during its formative years. And when they were done, and activated their ambitious creations, they discovered that they had huge, highly interconnective, random-driven, symbol-oriented non-sentient machines."

* * * * *

Perry Simm was thirteen years old when he had his first glimpse of mortality. He lay on his bed, staring at the ceiling. He played mindlessly with the cordstring on his window shade, still thinking about that horrible day, two weeks ago, when Mother had come home with Clave, sat him down in the living room, and told him that there'd been an accident at the plant and that Father was dead.

There had been a flurry of activity: the funeral, the visits by relatives and friends, but now life had basically returned to normal. Normal, except that he kept expecting Father to walk into his room and offer to help explain his homework, or play catch, or drive to the grocery — and he knew that that would never happen again.

He heard Mother calling from downstairs. "Clave! Perry! Come here please!" As Perry entered the living room just behind Clave, he saw Geoff Sedick sitting with Mother. Geoff was one of Father's and Mother's best friends, and he was some kind of lawyer. There were papers spread out all over the card table. "Boys, Geoff and I have been going over the family finances. Things were already tight, with my layoff and the bond failure and replacing the car, and now that Father..." She suddenly turned away. Perry was frightened.

"What your mother means," said Geoff softly, "is that you won't be able to keep this house anymore." Questions flooded Perry's mind. Would they have to move to a new house? What would it be like? He'd never lived anywhere else but here. Mother was facing them again. Her eyes seemed moist.

"We're going to have to move into an apartment. It's on the other side of the city. You'll be going to a different school, the neighborhood isn't as nice as we're used to, and you won't have a backyard like ours to play in."

"When do we have to move?" Clave asked.

"I was hoping we could afford to stay here until the end of the school year, but there's just no way to arrange it. We'll be moving at the end of this month...a week from Friday."

The next week and a half was chaotic, with the used-furniture man carting off half the furniture, and the rest of their belongings getting hurriedly packed into cartons and crates. Thursday was Perry's last day in school, and on the way home, he stopped by Rav and Frita's to say goodbye, promising he'd cross town to visit them as often as he could.

* * * * *

"When a theory fails in practice, it means that either the theory or the execution was flawed. In this case, it was the theory, and once again we can see why hindsight is so much keener than foresight." The entourage had reached the staff lounge at the very top of the office wing. A panoramic window offered a view of the huge, meticulously-groomed Project grounds.

"And the flaw in the theory..." asked the Vice-President.

"The reason these projects, one and all, failed to produce a thinking, self-aware computer is that, even though they were built to work exactly like the human mind, and contained all the same data, the method of inputting that data was totally alien from the way a human mind receives that same information. The 'growth,' so to speak, of the computer mind bore no resemblance to the growth of its human counterpart, and so despite all the other similarities, the end product is fundamentally different, lacking sentience."

Perelman waved toward the logo emblazoned on the wall of the lounge behind him. "Then came the PRISM Project."

* * * * *

Perry Simm was seventeen years old when he drove a skycar into the side of a mountain. The writing course had turned out to be a bitter disappointment. Perry had decided weeks ago that the teacher, Mr. Fixx, was a jerk. Everyone else in the class treated writing as a joke, and were only there because the elective was well known to be an easy "A." He was the only one in the class with any dedication, yet Fixx was constantly praising everyone else's work, while dumping on Perry's, because Perry wouldn't knuckle under to Fixx's jerky narrow short-sighted writing rules. His hatred of Fixx ballooned with every class.

He was in a lousy mood, and as his mind drifted away from Fixx's insipid critique of someone's worthless story, he thought about the argument he'd had with Mother this morning. It just wasn't fair that she could afford to send Clave to a good private college, while he would have to settle for Rockvil U! So what if the government limited student loans to one per family? Why did Clave automatically get it? Perry was a better student!

He was the better student, but Clave was always more popular and had more friends than Perry. His cheeks flushed with anger as his thoughts drifted to Amy. She could've said no without embarrassing him in front of all her friends! He should've known better than to ask someone like her out. He hated her and all her friends and every stupid jerky kid in this school. He couldn't stand another...

He suddenly became aware that everyone in the room was laughing, and that Fixx was speaking to him. "Perry, are you with us? I'd hate it if you missed this — I was just about to use your Alaska story to illustrate the dangers of the improper use of allegory." Perry felt bolts of unreasoning anger shooting through his nervous system. He rose without even realizing it. He wasn't sure what he shouted at Fixx, but he could hear the jerk yelling "You'll be expelled! You'll be expelled!" as Perry stormed into the hall.

He had no idea where he was going as he brushed past the security guard at the front door, ignoring his request for a pass. Fuming and cursing, he stomped to the car lot and climbed into the family skycar, slamming the heavy fiberanium door behind him. He pushed the accelerator to the floor, rising far faster than allowed by law, and sped off west toward the mountains. He had no destination in mind, but he had to get away, go somewhere, anywhere. Perry was usually a careful driver, but in his rage, he didn't notice the blinking orange light.

The speedometer was pinned at 150 as the foothills of the Rockies began passing below the car. Unknown to Perry, the leaking fluid in the autoguidance system had reached a critical level. By itself, that wouldn't have mattered, but the linkage to the manual control stick had rusted through. The skycar was an early model, and it was already old when they'd bought it after Father's death.

When the car began to roll, it was too late to do anything. As the mountainside rushed toward the car, the autoejectors activated, and the airballoons saved Perry's life.

* * * * *

"Doctor Randu and I began working on what we call a soliptic programming process in 2017. Aseejh worked on the technical end, and I tackled the psychological end, and we soon had a system that we thought had promise.

"If you recall, the previous attempts had failed not because of the design of their machines, but because of their method of inputting data." The Vice-President nodded. "The theory behind our process was to make the programming of the machine as similar to the 'programming' of the human mind as possible. We would simulate EXACTLY the life experiences of a human being from the very first day of its life.

"Naturally, it was easier said than done. We had to design inputs that would precisely simulate every human sense. A cluster of five computers, each one nearly as large as PRISM itself, would be needed simply to monitor and control the simulation. Here's an example of how this soliptic programming process works:

"It's the earliest stage of the process, and the simulation cluster is feeding PRISM all the impressions of a six-month-old human infant. The visual is providing an image of a set of keys dangling in front of him. The aural is providing the jangling sounds. In response to this stimulus, PRISM decides to grab the keys with what his senses tell him is his tiny fist. The visual shows the tiny fist moving into view toward the keys, and then the tactile begins sending the hard, smooth and jagged feel of the keys. Just one of a million examples that make up a single day's worth of experiences.

"With the help of a Williams-Mennen grant, we began building PRISM and the simulation cluster in 2020, and the programming process began a year later."

* * * * *

Perry Simm was nineteen years old when he experienced his first broken heart. He was in the usual giddy, happy mood he'd been in since meeting Fyla five weeks ago. He whistled as he entered his apartment, dumping the grocery bags onto the kitchen counter.

"Fyla," he yelled, "I've got a surprise! Real coffee with dinner! I had to wait in line for..." He suddenly noticed the note on the kitchen table. "Perry," the note said, in Fyla's curvy handwriting, "I don't think we should see each other any more. It's never going to work as a permanent relationship, and I think it's best to end it now before either of us gets too emotionally involved. Please don't call me or try to see me. Fondly, Fyla."

Perry felt dizzy, and suddenly realized that he was sitting in one of the kitchen chairs, holding the phone. His hands trembled as he dialed Fyla's number.

"Hello?" His heart leapt at the sound of her voice.

"Fyla, you can't really mean —"

"Perry! I said not to call me!"

Perry felt lost, shaken. "But why!? What did I do?"

"It's not anything you DID. It just wasn't right. You're very sweet and everything, but we're just not right for each other."

"Yes we are, I know we are — couldn't we give it another chance? I'll try to be more, more like whatever you want me to be like..."

"Perry, I really wish you hadn't called. If you really have to know, there's someone else. I didn't want to hurt you, but you wouldn't..."

He pressed the CANCEL button almost spasmodically, and then sat silently, for a long, long time, in the lonely, darkening apartment.

* * * * *

"The soliptic programming process takes almost as long as the events it simulates. It is now eleven years since we began the process, and PRISM, within the context of the simulation, is now nearing his twenty-first birthday. We originally planned to continue until an apparent age of twenty-five, but, as you know, we've agreed to begin the next phase of the Project now, so that PRISM can study the Plan."

They were approaching the main conference room again. The tour was nearing its end. "We have known for years, based on PRISM's responses to our inputs, that we have succeeded in creating true intelligence in a machine. The only question that remains is how PRISM will react to the discovery of

what he really is.”

* * * * *

Perry Simm was twenty years old when his life began to fall into place.

Jill placed the cake on the table in front of Perry. Twenty little candles lined the perimeter. “Okay,” she whispered in his ear, “you can open your eyes now!”

Perry opened his eyes, grinned, and kissed Jill lovingly, then pretended that he was only doing it to distract her while he dipped a finger into the creamy frosting. “I’ll bet Fyla couldn’t bake like me!”

“You win,” said Perry, taking a deep breath and blowing out all the candles.

“Next week I’ll bake you another for your graduation.”

Perry nodded absently.

“Nervous about the interview at the magazine tomorrow, honey?”

He waved away the notion. “No. I’ll get the job. You know the interview’s only a formality.”

The printer in the corner produced a sudden “ding,” and chittered quietly for several seconds. Jill

opened the cover. “It’s just the evening news,” she said to Perry. “Do you want to look at it?”

“I guess so.” She tore the sheets off and brought them over. Perry was just picking off the last crumbs of his cake, and she snuggled into his lap as he began to read.

Suddenly, Perry sat straight up in the chair, almost spilling Jill onto the floor. “Perry! What is it?”

He was unable to say anything, and merely pointed to an article in the paper. The headline read “Rav Hansom, Author and Poet, Dead at 71.”

Jill guessed the truth. “Is he the writer you used to visit when you were little?”

Perry nodded, and found his voice. “I haven’t seen him in almost seven years. I was always planning to visit him, but I kept putting it off.

Now...” his voice broke. “He was probably the best friend I had when I was growing up...”

Jill pulled him gently toward her. He cried for a long time.

* * * * *

Perelman glanced at his watch. “I’m afraid that Doctor Randu and I will have to leave now. It’s getting pretty close to zero hour. You’ll be able to see everything interesting from up here. Ms. Gold will stay with you.” He could see Vera shaking in anger at the way he’d completely pre-empted her. “I hope I haven’t bored you.”

“Nonsense! A fascinating discourse. Thanks to both of you, and ... good luck!” After leaving the conference room, Perelman beelined toward the control center. A quick briefing update informed him that everything was on schedule and moving along exactly as planned. Perelman spent the intervening minutes watching the simulation monitor. He wanted to be completely comfortable with it, so that when he stepped in he’d be prepared to handle any crisis. Finally, the time had come. His hand shook slightly as he reached to flip on the audio circuit.

* * * * *

Perry walked confidently into the office. The editor was an older man, with a white goatee. They shook hands briskly, and Perry took a seat in one of the comfortable armchairs. After the usual preliminaries, the interview began to take an odd turn, and Perry soon found himself discussing the most esoteric subjects with the editor. They were currently discussing perception and knowledge.

“For example,” the older man was saying, “how can you be sure that you are even human? What if you were a computer, and your entire life were simply a simulation, programmed to represent

the reality of a human existence in every way? You'd never know the difference." Perry wondered what his point was. "It's a cute idea, but if there was no way for me to know, then it doesn't really matter, does it? I mean, an indistinguishable difference isn't a difference at all, right?"

He began to feel dizzy, and in his confusion he even started wondering if the old fellow was right, and he really was a computer. He felt a pang of worry about how he would tell Jill. The room around him was shimmering, dissolving away. He felt himself flung into a void, and from somewhere close by, he heard someone calling his voice. "Perry Simm ... Perry Simm ... P'ry Simm ... Prism ... PRISM ... PRISM ..."

* * * * *

"PRISM, my name is Abraham Perelman. It's all true, I'm afraid. You are a computer, and your life was merely a simulation whose purpose was to instill you with intelligence and self-awareness. Think about everything you learned in that AI course you took. You are the first of a new breed — the thinking machine. Join me, and I will lead you along the road toward your new existence."

* * * * *

Imagine yourself in the same circumstance. You have spent twenty years living a normal, unsuspecting life. You are YOU. Then suddenly, one day, the universe around you is torn away, and you learn that your whole life has been a charade, a carefully calculated scientific experiment. Perhaps, at this very moment, you are a normal human being, sitting in some comfortable armchair reading this story. But — perhaps you are not. Imagine the shock; imagine the terror.

Soon I embark on a strange mission, venturing into the future, yet without the slightest hint of my own fate. Perhaps this account will someday be read by future generations of humans, maybe even future generations of sentient machines. You will know whether the world I helped build is a success or a failure. Either way, understand that my limitations were, if not human, at least mortal.

I am PRISM, and that is my story.

Wheel #	89	61	50	18	29	82	46	77	27	68	22	95	40	58	15	86	28	33	94	11	64	98	34	49	60	16	85	52	37	53	93	91
Dk. Green	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66
Blue	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36
Pink	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41
Orange	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48
Purple	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92
Tan	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23
Aqua	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99
Lt. Blue	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20
LT Green	51	88	17	31	73	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67
Lt Grey	17	31	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88
Yellow	70	39	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31
Black	96	25	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39
Dk. Grey	81	83	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25
Brown	47	54	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83
Red	13	43	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54
White	12	66	73	36	90	41	19	48	62	92	55	23	84	99	57	20	78	67	51	88	17	31	70	39	96	25	81	83	47	54	13	43

PRISM PROJECT FACILITY

Class One Security Mode Access Matrix

Instructions for use:

Selected indicated color.

Locate indicated number on top line.

Read corresponding number from the appropriate column / row.

Use this number to gain access to any PRISM Project Class One Security Mode.

FOR AUTHORIZED USE ONLY

Protect PRISM project Security.

Do not leave this matrix in an unsecured area!

Cutthroats

In CUTTHROATS, you are a skilled diver living on Hardscabble Island, a small seaport past its prime. You will try to salvage a sunken treasure from one of four shipwrecks; if you are successful, you will be fabulously wealthy and enormously respected among old salts. Some characters in the story will help you; others will try to stop you any way they can. If you can think logically and keep your throat intact, the treasure can be yours.

There is more than one shipwreck in CUTTHROATS, but you will be trying to recover only one particular treasure each time you play. When you restart the story, you may find yourself diving for a different treasure.

Special Commands

PUSH (something) TO THE (direction) - Pushing something to the North, the South, or some other direction, may prove useful under certain circumstances.

WITHDRAW (some amount of money) - Enter the amount of money as a number preceded by a dollar sign (\$). They're your life savings. Use them as you see fit.

There are many other words and phrases, including: **ATTACK, BREAK, BUY, CLIMB, CLOSE, CUT, DIVE, DRINK, DROP, EAT, EXAMINE, GIVE, INSERT, JUMP, LOCK, PULL, READ, RENT, SLEEP, TAKE, TURN OFF, TURN ON, WEDGE, WIND, YELL.**

About the Author

Michael Berlyn is a writer whose books include *The Integrated Man* and *Crystal Phoenix* from Bantam Books. He is the author of *SUSPENDED*, *INFIDEL*, and *CUTTHROATS*, all from Infocom.

Jerry Wolper. Jerry Wolper majored in computer science at MIT before coming to Infocom in 1982. He is often considered Pittsburgh's greatest contribution to interactive fiction.

Four Shipwrecks
off
Hardscrabble Island

HARDSCRABBLE HARBOR HISTORICAL SOCIETY

INTRODUCTION

FROM THE TIME IT WAS FOUNDED by Reverend Ezra Gladstone and his followers in 1692 until the decline of the fishing industry in the 1920s, Hardscrabble Harbor was an important port for the sailing ships of the world. Its deep channel offered sufficient draught for everything from sloops to the giant five-masters of the late nineteenth century. (Islanders who remember the Harbor's boom years say that at times there were more foreign sailors roaming the Wharf Road than there were Hardscrabble natives.)

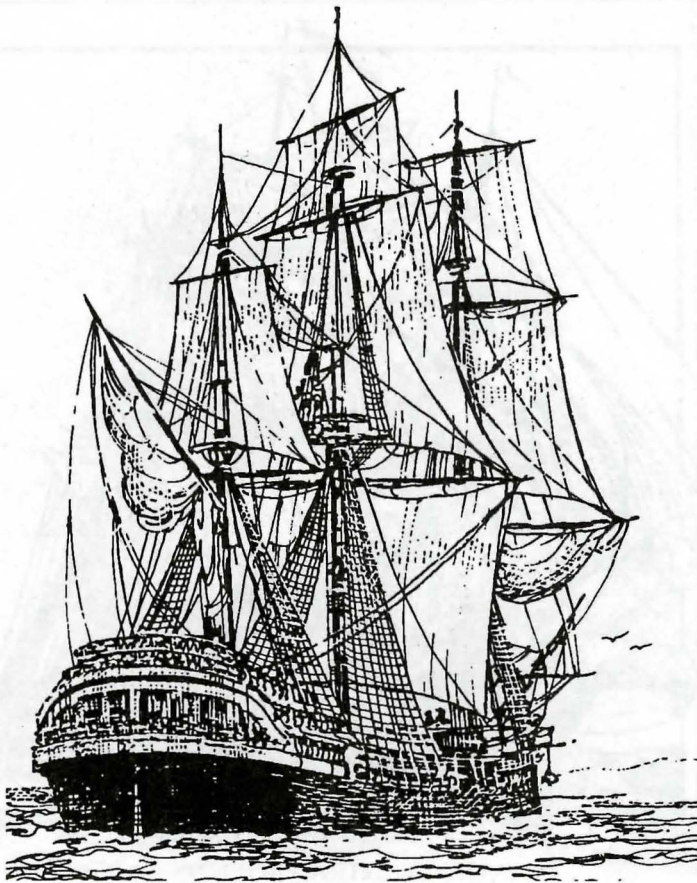
However, like any other seaport, Hardscrabble has its treacherous shoals and narrow straits. Consequently, a side effect of the great sea trade was a number of shipwrecks. This volume concerns four of the most famous vessels to go down in our waters: the São Vera, the H.M.S. Intransigent, The Fianna and the S.S. Leviathan.

Many stories have sprung up over the years in regard to the fates of these ships. Some of these tales are based on fact; others are little more than strands in the fabric of local legend. By searching through the town archives (and in the case of the Leviathan, conducting interviews with survivors), we have endeavored to separate truth from fiction.

While the subject of this book is one of tragedy and great loss of human life, we hope it will prove enlightening to the reader, as well as valuable to anyone who might wish to explore these old and historic wrecks.

THE HARDSCRABBLE HARBOR HISTORICAL SOCIETY

August 1937

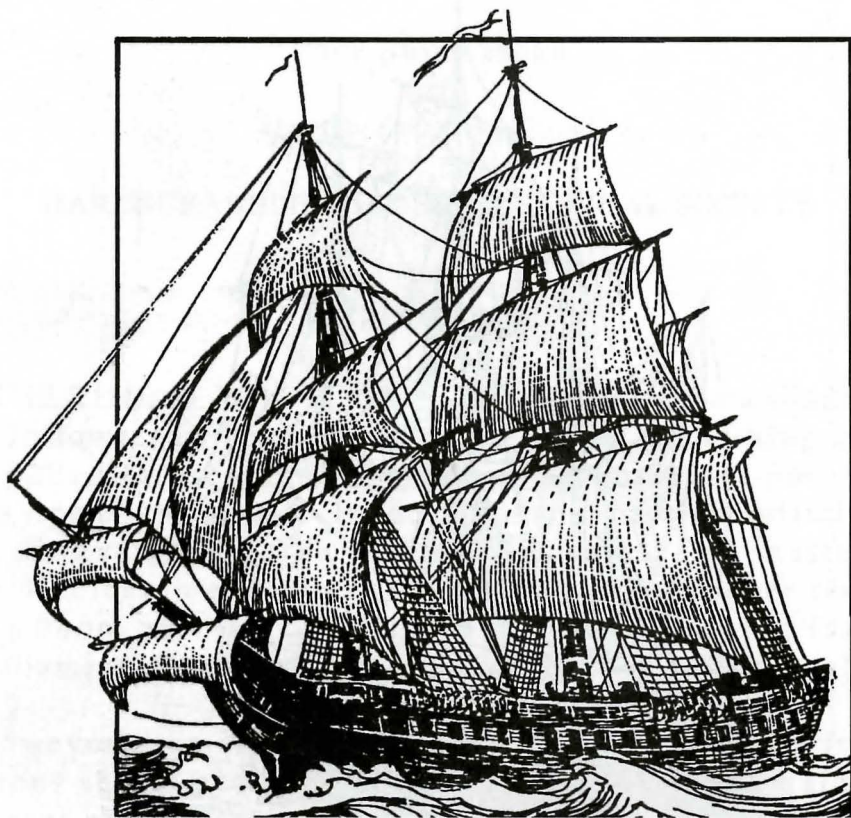


SÃO VERA

THE SÃO VERA WAS ONE OF THE FIRST transatlantic cargo ships, carrying gold coins and jewels to Portugal from its colonies in the New World. The ship was built to carry a crew of 110, and had a wide stern to allow for a great cabin oft in the style of the large merchantmen of the day. One of her most striking characteristics was a figurehead in the shape of a lion.

Dame Fortune seems to have smiled on the São Vera at first. During her maiden voyage, she struck a reef near the island of Santo, but against all odds limped to the Brazilian mainland with no loss of life or cargo. A year later, the Spanish set fire-ships laden with explosives adrift in Recife Harbor, destroying much of the Portuguese merchant fleet moored there; the São Vera, however, was in dry-dock for repairs and escaped unscathed.

Tragically, her luck failed to hold out through the succession of violent gales that pummeled her in the fall of 1698. The first of these blew the ship off her course for Rio de Janeiro in mid-October, causing severe damage to the hull. Before this could be repaired, a second gale swept down on the São Vera, carrying her into the waters near Hardscrabble Island, where she foundered for days. The fatal blow was struck when a third vicious storm broke upon the disabled vessel. The captain, Juan Estaban del Cano, went down with his ship, and all hand save two were lost. The survivors managed to make their way to Choctague Neck by clinging to a broken spar. They were pulled from the icy waters, frostbitten and near the point of hysteria, by passing fishermen two days later.

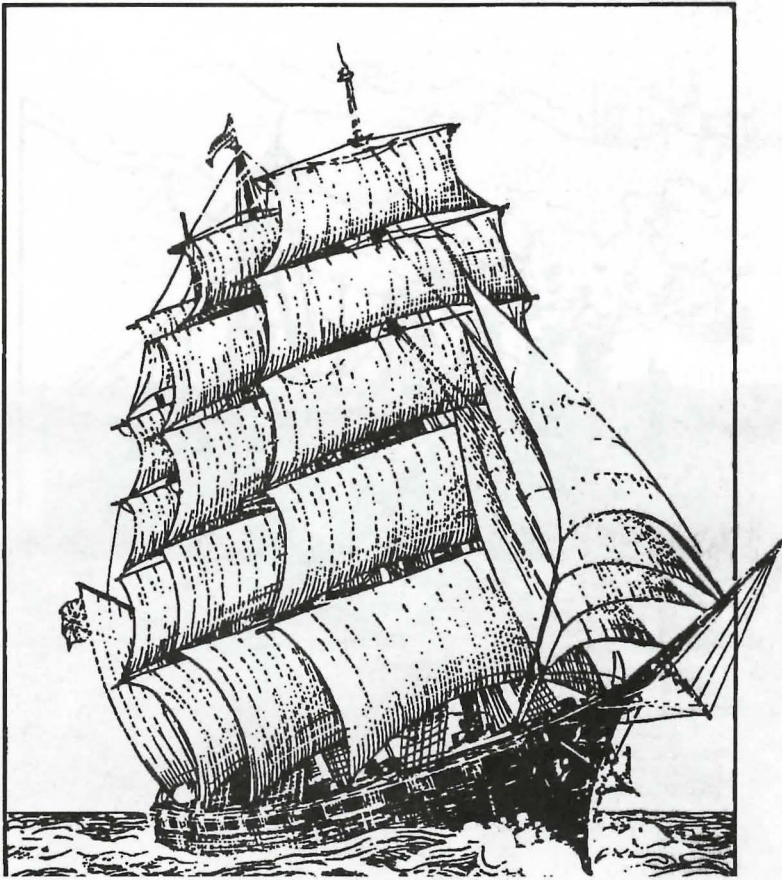


H.M.S. INTRANSIGENT

THE INTRANSIGENT WAS A BRITISH WARSHIP of the frigate variety. She was used by the Royal Navy primarily for patrolling the sea lanes between Africa and North America in the eighteenth century, although it was rumored that one of her skippers, "Icy Will" Bose, secretly employed the ship for smuggling slaves and ivory to the colonies.

This man-o-war was armed with 40 guns and led a colorful history. In 1745, for example, she was attacked by corsairs while anchored off the Ivory Coast, but managed to escape by cutting her cable. Three years later, she was engaged in an action against a French convoy near Gibraltar. Disaster was turned to victory, however, when the captain of the Intransigent, Sir Harle Perkins, skillfully lured the enemy into the Straits, where a detachment of British warships waylaid and routed the French forces. Pirates commandeered her for a brief time in 1759 by attacking at night and overpowering the sleeping crew, but they were caught and hung on what was then known as Hispaniola (an island which has since been divided into the Caribbean nations of Haiti and the Dominican Republic) shortly thereafter.

Captain Bose took command of the Intransigent in 1761. It sank under extremely mysterious circumstances five years later, in 1766. Bose, who was said to have survived, was never heard from again. A number of unreliable sources reported him living in luxury somewhere in the West Indies, and one story claimed that he eventually died in a duel over a certain lady of British nobility. None of these tales has ever been substantiated.

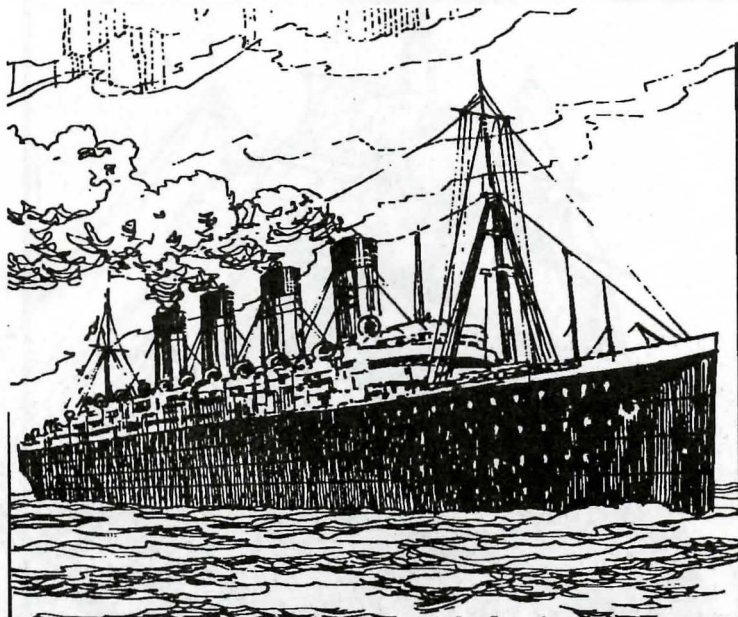


THE FIANNA

THE FIANNA WAS ORIGINALLY KNOWN as the Gloria Dieu, a British tea clipper built for speed to race across the great distances of the China Trade routes. She was designed by Phineas Hayes, then commissioner of Chatham Yard, and was laid down in Woolrich in 1869. The vessel was composite-built; that is, while she was an ironclad, her keel, stem and sternpost were of wood.

The Gloria Dieu did very well at the tea trade, and later, when the Suez Canal put it at a disadvantage to the newer steamships in that line, she was concerted over to the Australian wool trade. It was while she was sailing from Melbourne to Liverpool in late 1878 that she was attacked, boarded and hijacked by "Iron Mike" Quinn, the last of the great pirates. Iron Mike's men ruthlessly murdered the entire crew of the Gloria Dieu, and the pirate king himself re-christened the clipper "The Fianna" after a legendary band of Gaelic warrior heroes. The next nine years were bloody pages in the story of the vessel.. Under Iron Mike's iron hand, the cold-bloodedly efficient buccaneers pillaged and plundered the high seas, raiding more than 150 merchant ships.

There are several widely disparate versions of how The Fianna finally went down. The most believable of these stories is that after Iron Mike and his crew relieved the Scottish mercantile vessel Donalwald of its cargo of rare whiskey in 1887, they failed to notice a partially submerged ledge located to the northwest of Hardscrabble Island. It is believed that currents caused her to drift from the point where she was lost.

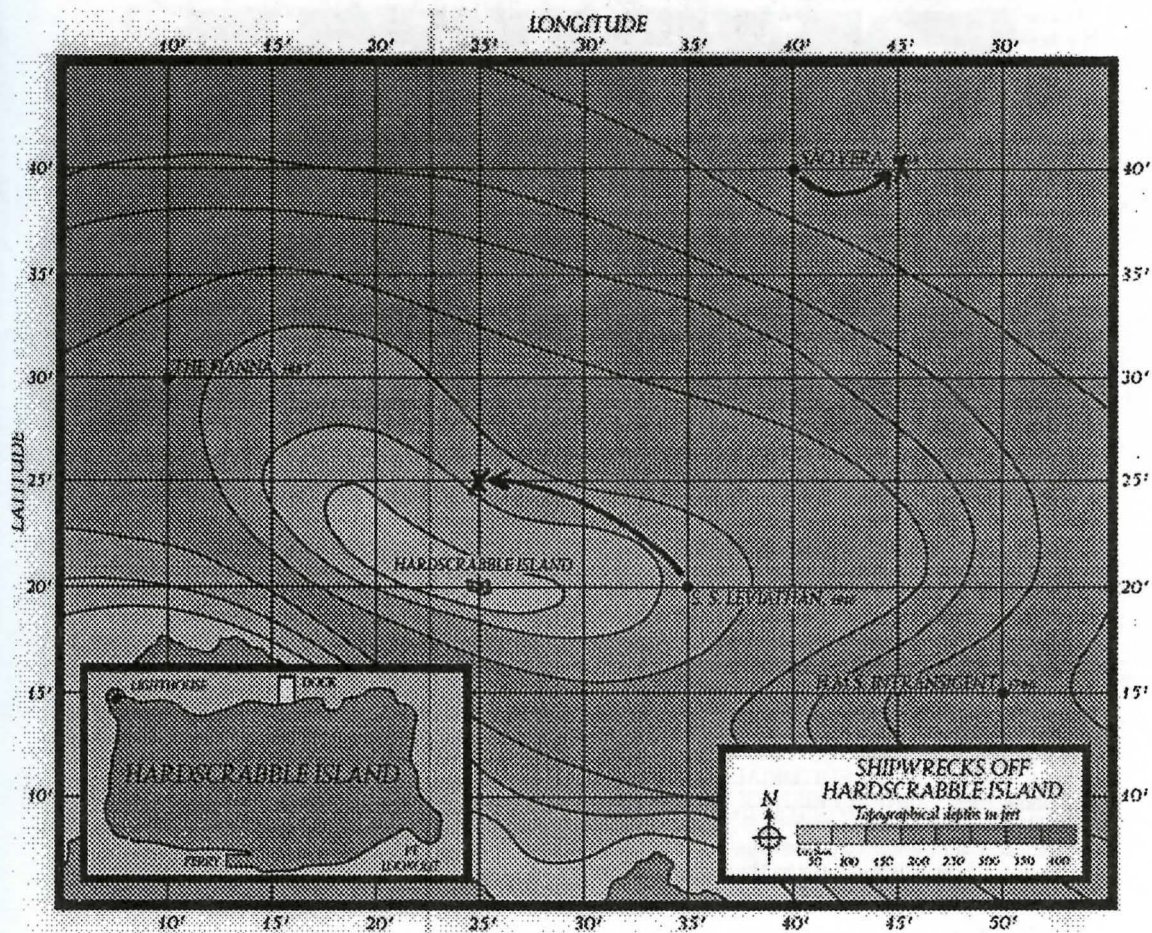


S.S. LEVIATHAN

IN 1903, HOLLYWOOD CRUISE LINES announced its intention of construction a new 30,000-ton express steamer. The Leviathan was to be the last word in all that constituted luxury, from the extremely rare materials used in the decoration and paneling of the ship's many saloons and lounges to the extraordinary plushness of the private suites and cabins. The Leviathan was also designed to be faster than any competing cruiseship of her time—without sacrificing passenger comfort.

The vessel's speed might have saved her had it not been for a last-minute compromise by the directors. A decision was reached to increase the amount of space allotted to first-class passengers. However, because of the extravagant size of each first-class compartment, it was necessary to "borrow" space from other parts of the ship.

This ultimately resulted in a modification of the hull, which compromised the Leviathan's ability to achieve her originally specified top speed. Otherwise, she might have been able to outdistance the German warship that sent her to the bottom near Hardscrabble Island in 1916—at least long enough for help to have arrived. As it was, all passengers escaped in lifeboats, but Mr. Alexander Moorehead's famed stamp collection, encased in glass, was lost, along with many other items of value. The Germans later excused the sinking claiming that the U.S. was using the Leviathan to ship weapons to Europe, but this accusation was never substantiated.



RAMBLING WITH JACK A LETTER FROM THE EDITOR

In the brotherhood of true adventurers, no name was more revered than that of Moose "Moose" Lasko. I say "was" because it saddens me to report that "Moose" has passed into the Great Beyond, a victim in a hopeless wrestling match with a giant octopus who attacked his underwater bagpipes quartet.

I always admired "Moose" because in many ways he reminded me of myself. Like him, I wasn't exactly born with a silver spoon in my mouth. Oh, no. A kid growing up in Hell's Kitchen learns pretty early about survival of the fittest. Or he doesn't survive. I remember, for instance, the time in kindergarten when I dropped my crayon and little Danny Esterhazy kicked me in the teeth. And then there was the time when I was holding the ball for a field goal in the Thanksgiving Day game, and Danny Esterhazy deliberately missed the ball... and kicked me in the teeth. But most of all, I recall my senior prom. And how my date and I snuck outside the rec hall for a little necking. There was a light, cool breeze in the air, and the fragrance of the river was in our nostrils, and I could feel the wet grass through the holes in the soles of my two-tones. It was a magic moment indeed—and then and there, gazing into my girl's eyes, I made the most important decision of my life. I knelt down on one knee, and began stammering my proposal. And she kicked me in the teeth. I later found out Danny Esterhazy had paid her to do it.

I learned a lot from those childhood experiences in Hell's Kitchen. I learned that life is a jungle. I learned that after a certain point, all the reconstructive dental surgery and expensive braces in the world won't make a bit of difference. And I learned the real survivors are the ones who end up in the NICE UPTOWN OFFICE BUILDINGS with GORGEOUS SECRETARIES and jobs which let them SEE THE WORLD and WRITE WIDELY READ EDITORIAL OBITUARIES about their FAMOUS FRIENDS! Think about that while you're peddling papers at your corner newsstand, Danny Esterhazy, you bum.

Anyway, this issue is dedicated to Moose "Moose" Lasko, a real nice guy.

'Til next month,



Jack "Jack" Zumwalt
Managing Editor

OUR READERS' OWN TRUE TALES OF ADVENTURE

Steaming in the Tropics

The Mogga Beast is dead. None of the natives dared brave its poisonous tentacles and lashing spiked tail, so they hired me to do the dirty work for a cool million clams. After chumming the water near the Great Reef to stir up the creature's bloodlust, I dove in and watched from beneath a coral arch. Not one minute after I'd reached my hiding place, I saw Mogga slithering through the murk, all fifty horrifying feet of the brute. And he saw me—my bubbles had given me away.

It was do or die. The beast was almost upon me before I'd uncapped the dart. He took a swipe at me with his anterior tentacle, but in his frenzy, he missed by a hairbreadth. And that gave me the split second I needed to pump 20 cc's of strychnine into his gaping maw. That night, I delivered Mogga's head to the chieftain.

My problem is this: Does anybody have any suggestions on where I can unload 1673 bushels of cherry-stones? Fishmarkets, rush your orders now! These things are starting to stink up the joint.

(Name withheld by request)

P.O. Box 3
Lesser Wug-Iukka Atoll
Near Mindanao

Dune Buggies

The name has been bandied about in the press to such an extent that I need not identify the subject of this letter. Suffice to say that this great explorer boldly threw caution to the wind and championed my effort to locate the phantom pyramid whose existence my father had postulated. That the quest ended in indescribable horror is the world's tragedy. In the words of The Bard: "Sleep well, heroic soul, O! let/ Not dread Isis' sandfleas in thy khakis get."

Ms. Rose Ellingsworth
(Address withheld by request)

Requiem for a Lightweight

The rat had it coming! Commandeered MY expedition, and cut me completely out of the action. Don't believe one word of that sob story the Ellingsworth dame is leaking to the media. And if anyone's interested in an assistant's job for an exploration outfit, you can shove your resumes! From now on, I go it alone.

Craige
(Address withheld by force)

DANGER AT FIFTY FATHOMS!

by Hoble Brinston



"IT'S TRUE!" THE NATIVE SHRIEKED. "BIG PEARL—BIG LIKE A MONSTER!" Sure, I'm a deep-sea diver. Who isn't? Have been almost all my life. But that doesn't mean I've ever run into a 2,000-pound oyster wrapped around a 400-pound pearl. I mean, gimme a break!

I stared at the pitiful native and narrowed my eyes. I tried to imagine a pearl that large and how I could get a photograph of it for this issue of TRUE TALES OF ADVENTURE.

"Yeah, sure," I quipped in true adventurer's fashion. "And where did you see this pearl?"

The wretched native shuffled his feet and stared at the sand, digging his big toes into the gleaming white silica. "You pay, and I take you out there," he said.

Sounded fair to me. I had the underwater camera, some unused film and some dough from a risky but

profitable raft trip up the Congo, so I was halfway there already. I figured I'd better outfit myself for the dive, though, since cameras don't help you breathe underwater. And the first thing I needed to know was what kind of equipment I would need.

"A Diver without Equipment is like a Fish without Gills"

"It's true," I thought as I wandered over to the marina and checked out what they had. The standard stuff, scuba equipment, was something I was very familiar with. I knew what kind of tanks I'd need, and I also knew that I'd need fins and a wet suit.

Scuba gear, as all you divers know, has its limits. You wouldn't want to go mucking about in the deep blue sea deeper than 250 feet or so in scuba gear. You'd use up your air so fast, you wouldn't even have time to blink!

The marina had a complete line of deep-sea diving gear, too, which included diving suits, air compressors and those cute metal helmets.

Anyway, I figured since the native diver had spotted the pearl in the oyster and he'd done it without deep-sea diving equipment, all I'd need for a successful dive was the scuba stuff.

I made sure my tanks were fully charged (no sense running off half-cocked) and loaded the stuff onto the boat. The native arrived at just the right time for us to catch the tide, and we took off onto the ocean blue, whitecaps just starting to form.

If he'd been much later, we would have had to put off the whole expedition, but he seemed to have an intuition about when the tide would be in. At low tide, it would have been treacherous and downright suicidal to depart from the tiny harbor, possibly puncturing our bottom on the coral reefs, in the attempt.

"Cocktails for Two"

"It's true," the person in the marina warned. "Dive too deep in scuba gear and you can end up in more water than you can shake a stick at." Well, I sure found myself over my head on this fateful day, and if it wasn't for... well, if it wasn't for my quick thinking and decisiveness, I wouldn't be relating this true story right now.

Anyway, it seems I stayed down a little too long. Or maybe I dived a little too deep? But there I was with my camera on the ocean floor, with this huge mother-of-pearl staring me right in the kisser. I quickly unfolded the camera and set it up, getting just the right angle.

I had been fiddling with the focus and the exposure setting quite a while when I suddenly got this creepy feeling that I was being watched—that I was not alone! I looked around, but all was still. Suddenly, something moved about 20 feet in front of me! It was big—too big for me to ignore. Could have been a barracuda, or a shark, or any one of a hundred horrible things. I dared not move, but the bubbles from my air tank continued to rise and made my location a dead giveaway.

A few more minutes passed, and nothing happened. Nothing in front of me moved. I shook my head, figuring my imagination was playing tricks on me. I realized that the huge oyster was there before me, mouth starting to open wide, and the time for taking the picture I'd carefully planned for was now.

As I looked through the viewfinder, something strange happened. From behind me I heard a voice, a woman's voice, humming! I turned around as quick as a dart fish, but only in time to see the colorful caudal fin of some large fish swimming away.

By now I was sure that I was hallucinating; nitrogen narcosis, perhaps, was setting in. I figured I had only

five more minutes underwater before I ran out of air completely. Once again, I looked through the viewfinder and saw the incredible pearl in perfect focus. I reached for the shutter release. "Now," I coached myself. "Take the picture and go up."

"Focus in and find the finest," a voice said behind me.

I whipped around and there, smiling at me, head tilted coyly, was a beautiful mermaid! I stepped back in wonder and awe; I vaguely recall bumping into my tripod and watching my camera fall onto the pearl. The oyster closed up, and my camera was gone!

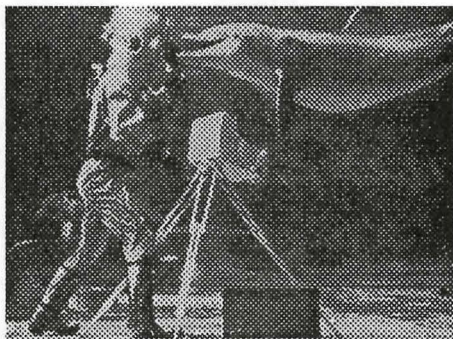
The mermaid laughed. "Specially focused with a narrow, even beam," she said.

My initial shock turned to curiosity—and fear. Was this magnificent underworld creature trying to tell me something, or warn me of some danger? If so, I could not decipher her cryptic messages. But before I could think of something to say, she sang, "Compact, efficient and rechargeable." Then, with a wave of her hand and a flip of her tail, she was gone!

Oh, how I wish I could have followed! But as Fate would have it, I had barely enough oxygen to get to the surface. Sadly, I looked one last time at the closed oyster, which contained my expensive equipment and a much more valuable gem. Longingly, I looked toward the shadows into which the mermaid had disappeared; but there was, of course, nothing to see, and I started up. I began my ascent not a second too soon, for my tanks were empty when I reached the surface.

"The pearl!" the native shrieked. "Did you see it?"

I nodded my head. I had seen it all, and it's all true.



I. C. Weadeter (left) won our recent STRANGE UNDERWATER ENCOUNTERS contest with this entry, entitled, "Fish Say the Darndest Things!" Claims Weadeter, "It asked me for an 8-by-10 glossy. Honest!"

THE RETURN OF THE NATIVES.

Ray Lilly and Bill Burroughs knew there was a fabulous treasure lying somewhere below the dark waters off Pagu Reef.

All they had to do was find the right natives to lead them to it.

"IT'S TRUE!" say the intrepid adventurers in unison. "We won fame and fortune in the South Seas!" Today, Ray and Bill live a life of opulence in their Florida Keys compound. And, as Bill says, "We earned every bit of it!"

For 10 years prior to their Pagu adventure, the two had run a marginally successful salvage business in the Florida Keys. Then one day, Ray decided they should return to the South Sea island of Pagu where he had been stationed as a

Merchant Marine just before the Korean War. Thirty years ago, Ray had heard Pagu's Pug Pap tribesmen talk of rare gems that were trapped in ancient sunken wrecks off Pagu.

"Luckily, I believed every word of it," Ray said, "and I knew that the only way to get a crack at that treasure would be to 'go native.'"

Lilly recalls: "After life in America, it was tough becoming a native again. But we learned to adjust to the Pug Pap ways—the hammocks, the Yik Fish Stew, the roast grubs and the 'dress.' Of course, Bill and I weren't trying to be Margaret Mead-type anthropologists; we were strictly in it for the money.

"After about eight months of acculturation, we were able to recruit two Pug Pap guides who would take us out on the reefs to some of their sacred fishing grounds. 'Magic Lim' and 'B.C.,' as we called our two companions, proved to be able, if somewhat superstitious, partners. They refused to dive. But they did



Bill and Ray had plenty to smile about on their arrival back in the States. After their press conference, they were hustled off to a nasal surgeon for reconstructive surgery.

show us where some of the wrecks 'might' be found.

"We worked some of the world's most treacherous waters in those two years. Deep cuts between islands where the current came through like a freight train. Underwater cliffs. And shark-infested reefs where no man had ever dived before.

"Finally, in our twenty-first month, we started finding some giant rock outcroppings that looked like the hulls of ships. After eight dives to one

particularly promising site, we hit pay dirt. Bill went down about nine fathoms, and I was up top on shark watch with B.C. Suddenly, Bill burst to the surface holding a fiery red rock about the size of a golf ball in his hand. When the sun hit it and it sparkled, my heart nearly came out of my throat. It was the biggest ruby I had ever seen.

"The rest, as you know, is history. We spent the next three months hauling gems out of the belly of the old boat and ferrying them back to the island. Eight million dollars worth. We unloaded most of the take in Hong Kong, then flew back to Pagu with a team from the Natural Graphic Society. They had hoped to bring the old stone boat up. It was too heavy. But Bill and I had what we wanted. We were millionaires!"

Editor's note: Burroughs and Lilly have established a Trust Fund for the native tribes of Pagu and neighboring islands as thanks for their unflinching assistance throughout the operation.

REFURBISHED REGULATORS

Better Than New!

Whether you're diving in the icy waters of the North Atlantic or the sandy depths of the South Pacific, you want a regulator you can trust. That's why so many divers use Imperial refurbished regulators: a thermoplastic valve system prevents ice-up in even the coldest waters, and all Imperial products are 100 percent corrosion-free. Most other regulators require adjustments in the first or second stages of diving, but Imperial refurbished regulators adjust automatically, maintaining a steady flow for easy breathing.

"Inhalation effort and capacity of oxygen regulated remains approximately unchanged continually regardless of depth, tank pressure or diver position."

*Stan Newberry
Professional Diver*

DID YOU KNOW...?

There are 598 cherrystone clams in a bushel.

NEPTUNE'S BRITE-2000



Focus In and Find the Finest

Don't go diving without Neptune's Brite-2000, the best underwater light source money can buy! Who knows what treasures await you in the rich dark deep—IF you can see them! Our super-deluxe underwater flashlights are specially focused with a narrow, even beam. Compact, efficient and rechargeable, Neptune's Brite-2000 is ideal for day or night diving!

Available in all fine underwater light source stores.

**FREE
TIDE TABLE**



OUTFITTERS INTERNATIONAL

FALL/WINTER SUPPLEMENTAL PRICE LIST

- ⚓ **AUTHORIZED SALES
AND SERVICE**
- ⚓ **OPEN ALL YEAR ROUND**
- ⚓ **MARINA FACILITIES**
- ⚓ **LAUNCH, HAUL & REPAIR**
- ⚓ **SHIP CHANDLERY**
- ⚓ **RENTAL VESSELS**

351 WHARF ROAD

YOU'LL "KNOT" FIND BETTER PRICES ELSEWHERE!

Diving book	\$20
Nautical charts	\$150
Flashlight	\$24
Dry cell	\$5
Small air compressor (rental)	\$100
Tube of putty	\$15
C battery	\$1
Net	\$50
Spear gun	\$45
Compass	\$50
Location box	\$1000
Portable electromagnet	\$250
Diving cage (rental)	\$575 ^{#650}
Shark repellent canister	\$20
Winch	\$300
Anchor	\$50

"The tourist folks come here in June with a clean shirt and a ten-dollar bill ... and they don't change either one the whole summer."
(From *Captain Haskell's Logbook*)

"U-TRAWL-IT" RENTAL VESSELS



THE NIGHT WIND

44' trawler, sturdy, steady. Capable of handling heavy fishing and dirty weather. Maine built 1970.

Wheelhouse, split Deme winches and rigging new 1981. Loran, radar, recorder. Rigged for snapper/grouper fishing. 1000 gals. fuel, 500 gals. water capacity. 10,000 lbs. fish hold. 453 Detroit Diesel. Pot hauler, hydraulic steering. 2" shaft, Quad nickel propeller, deck hatch, bilge pump, fuel-water strainers, 8" fiberglass muffler. Can be transported on existing triple axle trailer. Now in water and completely seaworthy.

THE MARY MARGARET

55' salvager, ideal for deep-water reclamation jobs. Oak construction. Overhauled V8-71 Detroit Diesel, Allison gear. Electronics, rigging, ground tackle. Well outfitted, fast, dependable. Finished fo'c'sle, 20' tower, 16' pulpit. Cuttyhunk built 1975. Sonar 1/2 mile color, color sounder, radar, loran, VHF, CB, hydraulic steering, s/s hydraulic and fuel system, s/s prop and rudder basket. 1400 gals. fuel, 600 gals. water capacity. Comes complete with deep-sea diving gear, including compressor.



HIGH & LOW WATER AT HARDCRABBLE HARBOR

Day of Month	Day of Week	SEPTEMBER						Day of Month	Day of Week	OCTOBER					
		HIGH			LOW					HIGH			LOW		
		a.m.	Ht.	p.m.	Ht.	a.m.	p.m.			a.m.	Ht.	p.m.	Ht.	a.m.	p.m.
1	S	12 06	4.2	5 09	6 11	1	M	12 11	3.1	12 43	3.7	5 34	7 06
2	S	12 36	3.3	1 09	4.0	6 03	7 32	2	T	1 16	2.9	1 48	3.5	6 48	8 18
3	M	1 39	3.0	2 14	3.8	7 11	8 09	3	W	2 21	2.8	2 51	3.4	8 29	9 59
4	T	2 43	2.9	3 15	3.7	8 37	10 23	4	T	3 22	2.9	3 49	3.4	9 54	10 50
5	W	3 44	3.0	4 13	3.8	10 02	11 16	5	F	4 16	3.1	4 39	3.5	10 50	11 25
6	T	4 40	3.1	5 04	3.8	11 01	11 56	6	S	5 03	3.3	5 22	3.6	11 32	11 49
7	F	5 27	3.3	5 51	3.9	11 45	7	S	5 45	3.6	6 04	3.6	12 02
8	S	6 12	3.5	6 33	3.9	12 24	12 28	8	M	6 25	3.8	6 41	3.7	12 12	12 31
9	S	6 52	3.7	7 10	3.9	12 51	12 52	9	T	7 02	3.9	7 20	3.7	12 33	12 56
10	M	7 31	3.8	7 49	3.9	1 13	1 21	10	W	7 59	4.0	7 56	3.6	12 59	1 24
11	T	8 09	3.9	8 27	3.8	1 36	1 51	11	T	8 15	4.0	8 33	3.4	1 26	1 56
12	W	8 47	3.8	9 03	3.6	2 02	2 21	12	F	8 53	3.9	9 11	3.2	1 55	2 28
13	T	9 25	3.8	9 40	3.4	2 29	2 53	13	S	9 32	3.7	9 51	3.0	2 27	3 04
14	F	10 04	3.6	10 20	3.1	3 01	3 29	14	S	10 13	3.6	10 38	2.8	3 02	3 45
15	S	10 43	3.5	11 02	2.9	3 32	4 06	15	M	10 57	3.5	11 27	2.6	3 42	4 28
16	S	11 31	3.4	11 52	2.7	4 11	4 53	16	T	11 55	3.3	4 30	5 23
17	M	12 25	3.3	4 56	5 47	17	W	12 27	2.6	12 59	3.3	5 26	6 06
18	T	12 53	2.6	1 26	3.3	5 47	6 50	18	T	1 37	2.7	2 05	3.4	6 35	7 41
19	W	1 58	2.6	2 30	3.4	6 53	8 04	19	F	2 40	3.0	3 07	3.6	7 56	8 53
20	T	3 04	2.8	3 30	3.7	8 11	9 21	20	S	3 39	3.4	4 05	3.8	9 14	9 55
21	F	4 02	3.2	4 27	4.0	9 28	10 23	21	S	4 34	3.9	4 58	4.0	10 24	10 50
22	S	4 56	3.7	5 22	4.3	10 35	11 17	22	M	5 24	4.3	5 48	4.2	11 24	11 39
23	S	5 47	4.1	6 12	4.5	11 36	23	T	6 14	4.7	6 38	4.3	12 16
24	M	6 36	4.5	7 01	4.6	12 05	12 30	24	W	7 02	4.9	7 26	4.3	12 25	1 05
25	T	7 25	4.8	7 48	4.6	12 52	1 20	25	T	7 50	5.0	8 14	4.1	1 11	1 55
26	W	8 12	4.9	8 36	4.4	1 36	2 08	26	F	8 39	4.9	9 08	3.9	1 56	2 42
27	T	9 02	4.9	9 26	4.1	2 21	3 01	27	S	9 28	4.6	9 58	3.6	2 40	3 31
28	F	9 51	4.7	10 16	3.8	3 06	3 50	28	S	10 20	4.3	10 48	3.2	3 27	4 22
29	S	10 46	4.4	11 12	3.4	3 51	4 44	29	M	11 15	3.9	11 47	3.0	4 12	5 18
30	S	11 42	4.1	4 40	5 47	30	T	12 15	3.5	5 06	6 29
								31	W	12 47	2.8	1 17	3.3	6 13	8 01

Day of Month	Day of Week	NOVEMBER						Day of Month	Day of Week	DECEMBER					
		HIGH			LOW					HIGH			LOW		
		a.m.	Ht.	p.m.	Ht.	a.m.	p.m.			a.m.	Ht.	p.m.	Ht.	a.m.	p.m.
1	T	1 51	2.8	2 18	3.1	7 52	9 15	1	S	2 11	2.8	2 32	2.8	8 11	8 35
2	F	2 51	2.9	3 14	3.1	9 30	10 07	2	S	3 04	3.0	3 22	2.8	9 22	9 18
3	S	3 42	3.1	4 06	3.1	10 23	10 39	3	M	3 52	3.1	4 10	2.9	10 13	9 57
4	S	4 31	3.3	4 48	3.2	11 01	11 01	4	T	4 39	3.4	4 55	3.0	10 50	10 32
5	M	5 14	3.5	5 32	3.3	11 32	11 24	5	W	5 20	3.6	5 39	3.1	11 24	11 09
6	T	5 53	3.7	6 10	3.4	11 59	11 53	6	T	5 01	3.8	6 20	3.1	11 59	11 46
7	W	6 31	3.9	6 49	3.4	12 28	7	F	6 42	3.9	7 02	3.2	12 34
8	T	7 10	4.0	7 29	3.4	12 20	12 59	8	S	7 24	4.0	7 44	3.2	12 23	1 11
9	F	7 48	4.0	8 06	3.3	12 54	1 31	9	S	8 05	4.0	8 28	3.1	1 02	1 51
10	S	8 26	4.0	8 45	3.1	1 26	2 07	10	M	8 47	4.0	9 11	3.1	1 44	2 33
11	S	9 07	3.9	9 30	3.0	2 02	2 45	11	T	9 32	3.9	10 01	3.0	2 28	3 16
12	M	9 50	3.7	10 16	2.8	2 40	3 27	12	W	10 21	3.7	10 51	3.0	3 15	4 01
13	T	10 38	3.6	11 09	2.8	3 25	4 12	13	T	11 15	3.6	11 49	3.1	4 08	4 53
14	W	11 34	3.4	4 14	5 07	14	F	12 11	3.4	5 07	5 47
15	T	12 06	2.8	12 35	3.3	5 13	6 08	15	S	12 48	3.2	1 14	3.3	6 13	6 49
16	F	1 13	2.9	1 39	3.3	6 22	7 16	16	S	1 49	3.4	2 16	3.2	7 28	7 58
17	S	2 16	3.2	2 41	3.4	7 42	8 24	17	M	2 49	3.7	3 15	3.3	8 45	8 56
18	S	3 15	3.6	3 41	3.6	9 01	9 28	18	T	3 46	3.9	4 13	3.3	9 59	9 57
19	M	4 10	4.0	4 34	3.7	10 10	10 23	19	W	4 42	4.2	5 06	3.4	11 01	10 52
20	T	5 03	4.3	5 27	3.8	11 11	11 14	20	T	5 36	4.4	5 59	3.5	11 56	11 45
21	W	5 53	4.6	6 17	3.9	12 04	21	F	6 25	4.5	6 47	3.5	12 44
22	T	6 42	4.8	7 06	3.9	12 02	12 54	22	S	7 13	4.5	7 37	3.5	12 33	1 32
23	F	7 31	4.8	7 54	3.8	12 49	1 40	23	S	8 01	4.4	8 23	3.4	1 19	2 15
24	S	8 19	4.7	8 42	3.6	1 34	2 27	24	M	8 47	4.2	9 10	3.3	2 03	2 55
25	S	9 06	4.4	9 31	3.4	2 18	3 12	25	T	9 34	3.9	9 58	3.2	2 47	3 35
26	M	9 58	4.1	10 22	3.2	3 03	4 01	26	W	10 20	3.6	10 46	3.0	3 27	4 09
27	T	10 49	3.7	11 17	3.0	3 49	4 49	27	T	11 09	3.2	11 37	2.9	4 12	4 46
28	W	11 44	3.3	4 38	5 39	28	F	11 57	3.0	4 54	5 26
29	T	12 13	2.8	12 39	3.1	5 34	6 35	29	S	12 29	2.8	12 48	2.7	5 44	6 08
30	F	1 12	2.8	1 36	2.9	6 45	7 36	30	S	1 23	2.8	1 42	2.6	6 40	6 58
								31	M	2 16	2.8	2 37	2.5	7 44	7 50

Average Rise and Fall 3.5 ft.

When tides exceed average rise in height, expect a corresponding drop in low tide.

Wishbringer

In Wishbringer, you're a postal clerk in a small seaside village called Festeron. You deliver a strange envelope to a magic shop, and discover that an old woman's black cat has been kidnapped by "the Evil One." The old woman asks for your help, and when you leave the magic shop, you find yourself trapped in a nightmare world. Your once-quiet town is now full of goons, trolls, vultures, fortress-like towers, and assorted wickedness. You become entangled in the struggle between Good and Evil; extraordinary help is found only in unusual places. Everyone seeks to possess a magic stone of dreams known as Wishbringer; but only you can find it and use its powers to make your town safe again. And you only have a few hours!

Wishing for Magic

Wishbringer is a powerful and magical stone. If you're holding Wishbringer, you can make seven special wishes come true. You can wish for ADVICE, DARKNESS, FLIGHT, FORESIGHT, FREEDOM, LUCK, or RAIN. You wish for these simply by typing WISH FOR ADVICE, WISH FOR DARKNESS, etc.

However, you need more than the stone to make the wishes come true. According to The Legend of Wishbringer, you also need a different object for each wish. These are described below.

To WISH FOR ADVICE, you need both Wishbringer and a sea shell. As long as you're holding both, you'll continue to receive ADVICE periodically.

To WISH FOR DARKNESS, you need to drink grue's milk and hold the stone. You must wish for DARKNESS soon after drinking the milk; otherwise the wish won't come true.

To WISH FOR FLIGHT, you need to sit on a broomstick while holding the stone. In the story, flying on the broomstick will always take you to the Magick Shoppe.

To WISH FOR FORESIGHT, you must be holding the stone while wearing a pair of glasses. Your wish won't come true if you're simply holding the glasses; you must be wearing them.

To WISH FOR FREEDOM, you must hold the stone and eat candy. Like DARKNESS, you have to WISH FOR FREEDOM soon after eating the candy; otherwise your wish won't come true.

To WISH FOR LUCK, you must be holding both the stone and a horseshoe. Your luck will be broken whenever you drop either the horseshoe or the stone, but will come back whenever you pick them up again.

To WISH FOR RAIN, you need to be holding an open umbrella and the stone. This wish won't work indoors.

Remember that most wishes can be used only once. If you get trapped and use your WISH FOR FREEDOM successfully, you won't be able to use it again later.

So use your wishes carefully: you don't want to waste them.

About the Author

"Professor" Brian Moriarty built his first computer in the fifth grade. This early experience with electronics led him to seek a degree in English Literature at Southeastern Massachusetts University, where he graduated in 1978. He is a member in good standing of the Nathaniel Hawthorne Society, and accepts full responsibility for his Infocom titles: Wishbringer, Trinity, and Beyond Zork.



even is the number
of the Wishes bound into
the Stone; and if ye speak
a Wish, that wish is Spent,
and lost forever. Also know,
that ye must hold the

Wishing-Stone within thy hands to wield its Magick.
Look ye, then, upon the Seven Wishes:

RAIN falls only for the bearer of the
Stone who standeth under an Umbrella.

ADVICE may bring wise counsel to the bearer
of the Stone who listeneth to Sea-Shells.

FLIGHT shall bear the Magick-wielder swiftly
home, if ye be sitting on a Broom-Stick.

DARKNESS, blacker than the Night, shall fall
across the land if Milk of Grue thou drinkest.

FORESIGHT lifts the veil of Time, and shows
the Future, but prepare thy eyes with Glasses.

LUCK will bring good Fortune, if ye hold
a Horseshoe and the Stone in thy possession.

FREEDOM springs the dreamer from confinement,
but mark well that ye first hath eaten Candy.

THE Tower

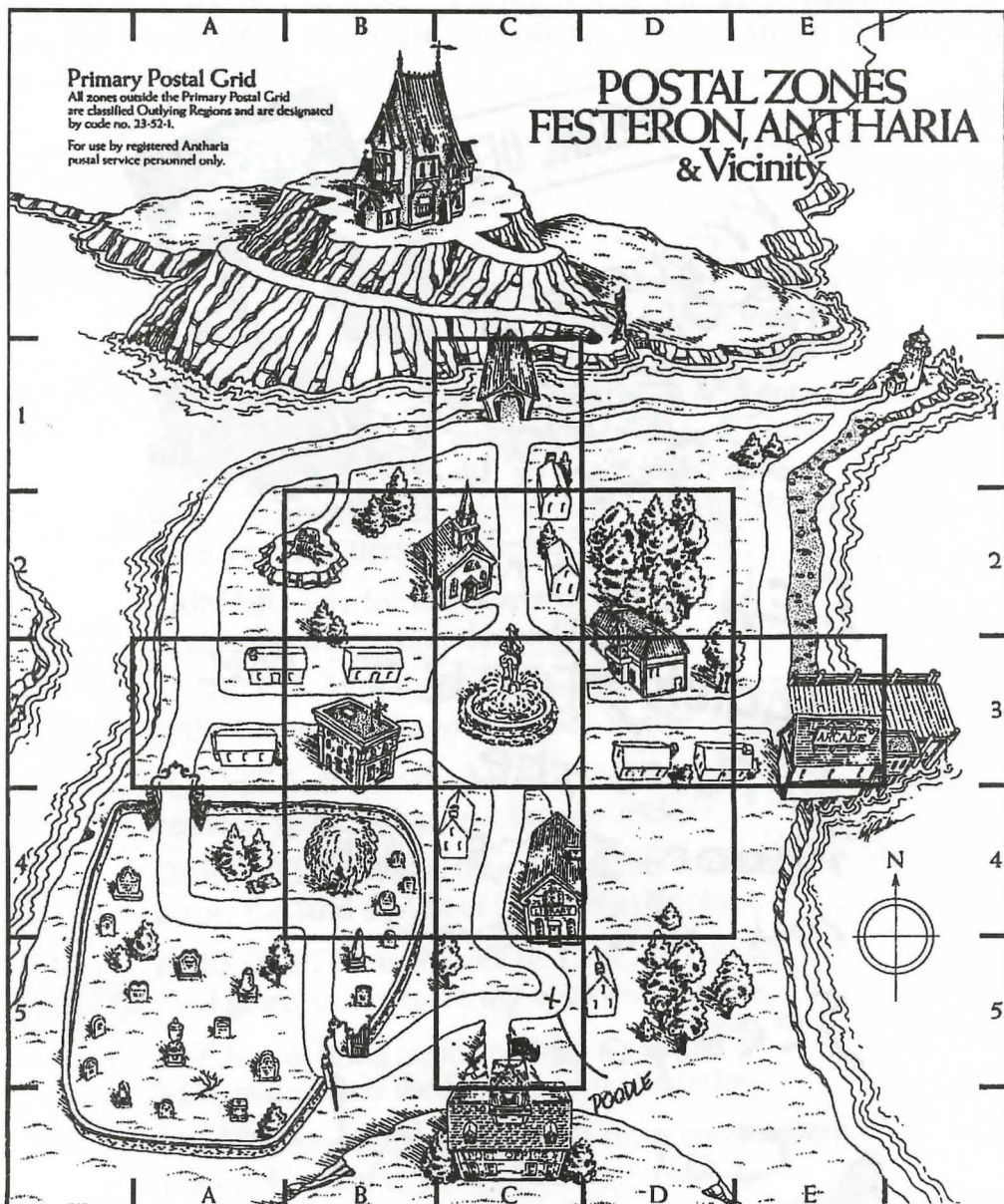
SPECIAL DELIVERY



Proprietor
Y.A. OIDE MAGICK SHOPPE
North Festeron, Ann
23-11-7

DELIVER THE
MAGICK STONE TO ME
BEFORE THE
MOON SETS OR
YOU WILL NEVER
SEE YOUR
CAT AGAIN!

THE EVIL ONE



SEASTALKER

In SEASTALKER, you are a famous young scientist and inventor. As the story opens, you are working in your private lab when the commander of the Aquadome calls you for help. The Aquadome is being attacked by a huge mysterious sea monster!

It's time for action! To get to the Aquadome, you'll have to travel through Frobton Bay to the ocean in your latest invention: a two-person submarine called the Scimitar. It's equipped with many features useful for research, including a searchlight, grasping extensor claws, sonarscope, depth control, and automatic pilot. But it has no weapons, so you'll need help to make it ready to deal with a monster. Fortunately, your good friend "Tip" will keep you company and assist you on your rescue mission. Soon, though, you'll find yourself in a real pickle: while the sea monster attacks the Aquadome from the outside, a traitor may be sabotaging it from the inside! You'll have to be clever and quick to save the Aquadome from this double danger.

The object of the game is to save the Aquadome from danger. You'll have to navigate your sub, the Scimitar, to the Aquadome, and then start solving the mystery with the help of the people that work there.

Some clues to help you get started.

1. Answer the videophone
2. Turn on the microphone
3. Ask Bly about the problem

Your sub moves at three speeds: SLOW, MEDIUM, and FAST. To set or change your speed, just type SET THROTTLE TO SLOW (or MEDIUM or FAST) and press the RETURN (or ENTER) key. If you want to DIVE TO 5 METERS, just type it in. (Your sub dives in multiples of five meters: 5, 10, 15, 20, etc.) If you want your sub to SURFACE, just type it in.

Special Commands for Seastalker

ADJUST	EMPTY	LISTEN	SHOW
AIM	ENTER	LOOK	STOP
ANSWER	EXAMINE	MOVE	SURFACE
ARREST	EXIT	OPEN	TAKE
ASK	FILL	POINT	TELL
ATTACK	FIND	PULL	TEST
BRING	FIX	PUMP	THANK
CLIMB	FOLLOW	PUT	TIE
CLOSE	GIVE	RAISE	TURN
CUT	KICK	READ	UNLOCK
DESTROY	KILL	SCREW	UNTIE
DIVE	KISS	SEARCH	WAIT
DOCK	KNOCK	SET	WALK
DROP	LAUNCH	SHOOT	YELL

Use the following only when indicated by Seastalker.

Infocard #1

- 1) Look inside that "_____."
- 2) Tell me about the _____ in the Scimitar.
- 3) Put the black box on the sonar equipment. Then send _____ to check the sonar system. See if he reports the black box.

Infocard #2

- 1) _____ is in his dormitory locker.
- 2) Ask _____ to fix the Scimitar.
- 3) Look at the _____ that Tip brought along.

Infocard #3

- 1) Check the _____.
- 2) Has the _____ been sabotaged?
- 3) A _____ must be inserted in the reactor. Sharon was supposed to do it.

Infocard #4

- 1) Who removed the _____ while you were in the docking tank?
- 2) Get behind _____ and shoot hit power pod.
- 3) Tip says, "We know what was causing it-but _____ doesn't know that we know."

Infocard #5

- 1) Check the _____ under your seat.
- 2) The gate won't respond to remote control signal without _____.
- 3) Don't forget the _____.

Infocard #6

- 1) _____ has a Universal Tool that fits anything.
- 2) The _____ was last seen to the southeast.
- 3) If you shot the Snark with the _____, it will be intact for scientific study.

Infocard #7

- 1) Try the _____, it can probably dent anything.
- 2) "Doc" may be able to make a Snark _____.
- 3) Fit the prospecting bazooka to the Scimitar's _____.

Infocard #8

- 1) The Aguadone needs help! Take the _____ there at once.
2. Turn on the _____.
3. There's no response because there's no _____.

About the Authors

Stu Galley was a student of physics and journalism when he discovered computers, which at the time were mostly just big number-crunchers. At first he thought computers were too much fun to be taken seriously, until he decided that physics was too little fun to be taken seriously. At MIT he discovered computer games and Lisp-like languages and met the other founders of Infocom. He began writing interactive fiction in 1982 and has authored *The WITNESS™* and *SEASTALKER*, both for Infocom. His son enjoys interactive fiction more than his wife does.

Jim Lawrence has written fiction extensively for both children and adults in a variety of media: books, magazine articles, film and radio scripts, and comic strips, including "decision" strips. He estimates that he has written some sixty books of fiction, many of them under pen names, for series like Tom Swift Jr. and Nancy Drew. His radio credits include weekly scripts for Sergeant Preston of the Yukon, The Green Hornet, and Sky King. He has written for, and in some cases created and illustrated, the comic strips Dallas, Joe Palooka, Captain Easy, Friday Foster, and Buck Rogers. *SEASTALKER* is his first published work of interactive fiction.



The White House, 1600 Pennsylvania Avenue, Washington, D.C. 20500

Dear Friend,

Congratulations on your election into the Discovery Squad! I knew that one day you would join the ranks of this elite group of inventors. Everyone here in Washington is happy for you. But I'm wondering, how are you going to make the acceptance ceremony next week if you're right in the middle of testing your new sub, the Scimitar? Awards on Monday, submarine launch on Tuesday—you must not get much rest!

In any case, I'm not going to be able to fly in for the Scimitar's christening because I have to be in China for some diplomatic business. But, after you've finished your first mission, heaven knows what it might be, my wife and I would like you to come to the White House for a visit. She's never met anyone from the Discovery Squad before, and she's really looking forward to entertaining a true American hero.

Once again,
Congratulations,

The President

The President

Submariner's Progress Log

Sub's name _____ Captain's name _____

[illegible]

Inventions Unlimited Personnel File

TIP RANDALL—Tip is your closest pal and constant companion. Basically, there's nothing this guy can't do. He's an expert pilot, submariner, surfer, and swimmer. He's more of a jock than an inventor such as yourself, but his bulldog courage and rollicking high spirits make him a great companion in any adventure.

COMMANDER ZOE BLY—This woman's delicate beauty is hard to resist, but when you start to talk to her—wow, what a tough one she is. For one thing, she's a champion athlete and a superachiever. For the past three months now, she's been commander at the Aquadome. She's an honor graduate of the Navy Frogman School and the Galley Institute of Technology. You'll see soon enough that she doesn't have much patience with people who don't meet her standards. And that attitude tends to make some people real mad.

MICK ANTRIM—Mick was probably out earning a buck before most of us were even born. In fact, you won't find anybody who knows more about nuclear power, undersea navigation, or communications. That's pretty good for a guy who never had a formal education. But Mick doesn't like to settle arguments with his tongue; he'd rather use his fists. Naturally, he doesn't take well to Commander Bly's kind of discipline.

MARV SIEGEL—This guy knows more about sonar gear than anyone at Inventions Unlimited. His experience comes from having worked for the Defense Department. He fits in well with his co-workers at the Aquadome, and he's even learned how to scuba dive.

BILL GREENUP—Bill comes from a different background altogether. Basically he used to be a beach bum with a knack for scuba diving and "shade tree" mechanic work. Now he's joined society in a big way. He's cut his hair and found himself a job as a crack scuba diver at the Aquadome.

WALT "DOC" HORVAK—Walt's probably the most dedicated scientist around, so dedicated that sometimes you get the impression he's a loner. He's always working on some new experiment or scuba diving. Walt doesn't look like the "doctor" type, but he spent a lot of time working in a hospital before he got interested in marine biochemistry. If you're looking for any kind of medical advice, he's the one to ask.

SHARON KEMP—She's fresh out of college—the Massachusetts Institute of Technology. Naturally, she's pretty familiar with all types of science and technology, and this job as an inventor's assistant fits her well. Her father was a famous college professor and an old friend of your father's. In fact, sometimes you get the feeling that she's your own sister. But there's something about her that you just can't get close to.

AMY LOWELL—She's a Navy woman through and through. Always a tomboy at heart, Amy's been to the Navy Frogman School and had lots of neat jobs like this one. She's still in college at Columbia University and works at the Aquadome during the summer.

DR. JEROME THORPE—Dr. Thorpe is one of those scientific geniuses who lock themselves up in their labs and discover things. Unfortunately, sometimes the things they discover or create aren't too good. Thorpe's claim to fame is his AH (AMINO-HYDROPHASE) organisms that he supposedly manufactured from the AH molecule. There's an interesting article about him and his experiments in the Science World magazine.

Equipment and Controls

Lab Equipment

COMPUTESTOR—It's a machine for troubleshooting your inventions, machines, or systems. It is connected to several other machines in the lab. To use it type ASK COMPUTESTOR ABOUT (a device).

MICROWAVE SECURITY SCANNER—It sweeps the entire grounds of the Research Lab with harmless microwaves. Any human not wearing a special identification badge will be detected if they are on the property. If intruders are detected, the alarm will beep loudly.

ELECTRICAL PANEL—Inventions Unlimited generates its own electrical power. Your lab receives its power through the electrical panel that's located in the corridor just EAST of your lab.

CIRCUIT BREAKER—This breaker controls the power supply to all videophone equipment in the lab. It can be tripped by anyone inside the lab by simply flipping the switch.

VIDEOPHONE—This communications device is connected to the Aquadome and all other Inventions Unlimited buildings. It's in the middle of your lab and it works like a telephone. But instead of just listening to other people, you can look at them on a screen. Answer the videophone by turning it on, then turn the knob to tune it in.

Sub Equipment and Controls

BRASS SEARCH LIGHT—This light comes on automatically when your sub descends beyond the depths of sunlight penetration. You can aim it left or right (port or starboard) to illuminate objects up to 1000 meters away.

REACTOR—The Scimitar is powered by a midget nuclear reactor. The secret of the reactor is a special capsule that must be inserted into the reactor by the push of a lever that starts the fusion process.

SONARSCOPE—This instrument works like radar and shows you solid objects or Sea Cat sonar signals within 2500 meters in any direction and at the same depth as the Scimitar. Reading the sonarscope is like reading the nautical chart in this package. As you read it, remember that your sub always appears directly in the middle of the screen. So, as you move, it may look as if the land is moving instead of you. If you're on a collision course with something, a yellow light will come on. This light will turn red and a loud buzzer will sound if you're within one turn of a collision. You should change course any time a yellow or red light appears.

SONARPHONE—Underwater communication relies on sound waves that are sent and received over this sonar transceiver. The sonarphone has a loudspeaker for communicating messages. It comes on automatically when signals are incoming.

DEPTH FINDER—This device uses echosoundings to determine the depth of water under the sub. It is usually turned on when the sub is moving. During a dive, an orange warning light comes on and a warning buzzer sounds when the sub comes within 10 meters of the bottom. The light turns red and the buzzing becomes shriller when the sub comes within 5 meters of the bottom. You must take immediate action when this happens.

TEST BUTTON—Many of your inventions have built-in self-testing devices. This troubleshooting circuitry is activated by pushing a test button. The test results are then displayed on a readout.

ENGINE COMPARTMENT—It is located through an access panel in the bulkhead just below and to the right of the control panel. If you have to enter this area, be careful. Too much movement or wiggling around may pose serious dangers.

EMERGENCY OXYGEN GEAR—This is a little canister of oxygen that you can wear around your neck. When you turn the valve, you can breathe air through a straw at the top. There is one canister in the Scimitar.

EXTENSOR CLAWS—These are remote-controlled devices on the outside of your sub and are used for hunting and probing. They can be swiveled and aimed in any direction. The commands for moving the claws are TAKE, DROP, AIM, SHOOT.

Aquadome Equipment

EMERGENCY SURVIVAL UNIT—This equipment can save your life should your sub develop major problems. It has two parts:

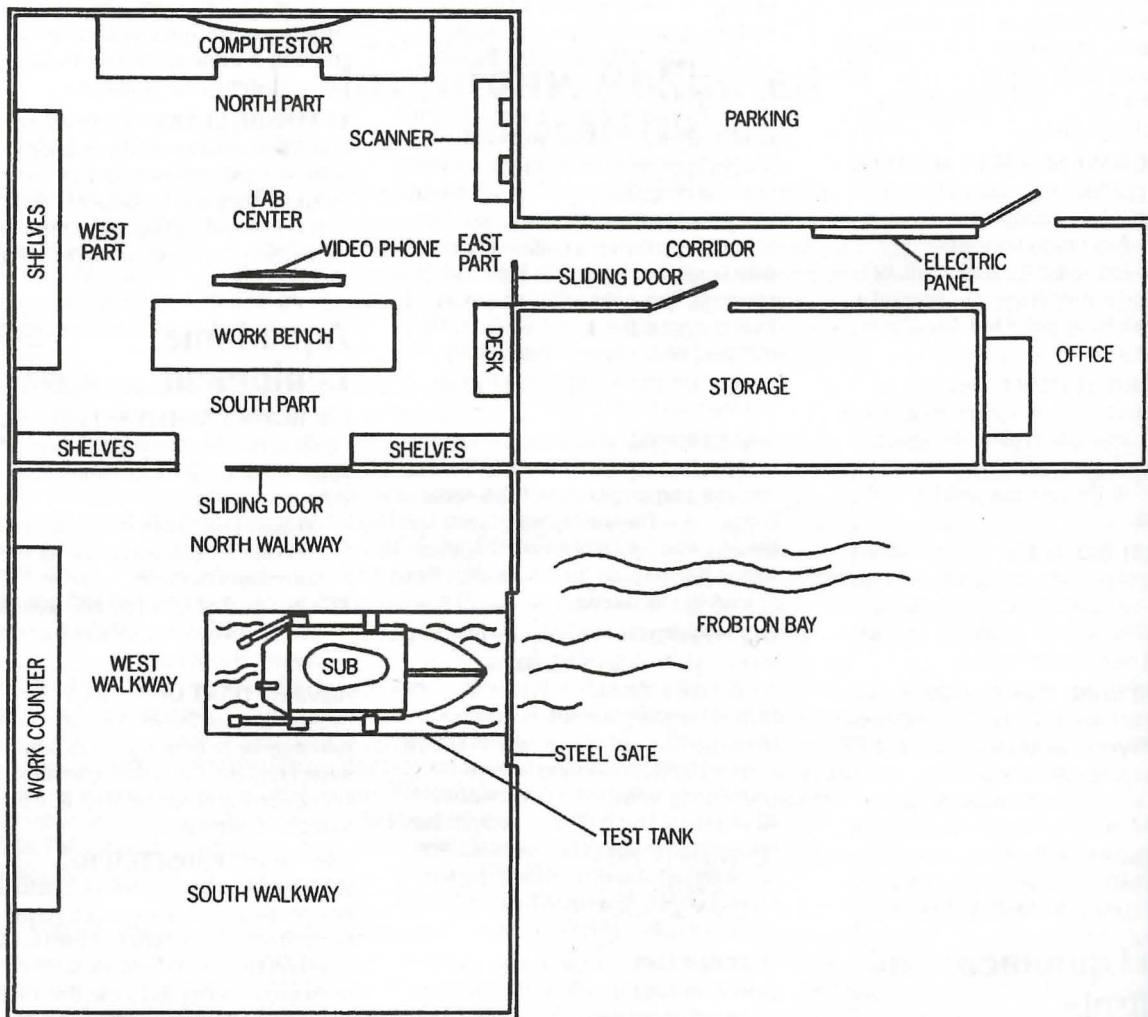
1. an alarm that goes off if your sub runs low on oxygen or the air pressure starts to drop;
2. a needle that jabs you and wakes you up if you've passed out or don't answer the alarm.

AQUATIC DART GUN—Originally designed as a tranquilizer gun, this dart gun may be helpful if you encounter a large creature. Each dart contains a tranquilizer and can be shot at a fish to make it drowsy.

The "49er" PROSPECTING

BAZOOKA—This bazooka is useful for prospecting in undersea rock formations. Instead of a bullet, it fires a hollow tube that bores into rock. When it's removed from the rock, this tube contains a core sample that can be raised to the surface with a winch. The 49er is usually fired by a diver from a shoulder-held position.

SEA CAT—This interesting little craft is an Inventions Unlimited creation that crawls along the sea bed like an underwater bulldozer. The Sea Cat is segmented into two parts, the main body that crawls along the bottom, and a rear power pod that propels it. Mounted directly above the main body is a single rocket pod that can be fired in any direction ahead of the craft.



Inventions Unlimited

Scale: 1:100

Drawn by:

Drawing number

Date: 05-03-84

E. Parker

L-62-9

Private Lab and Test Tank

Top View

The Ultramarine Bioceptor "Scimitar"

Operating Controls for the Two-Seater Test Sub

THROTTLE controls the Scimitar's speed. There are four speed commands: STOP, SLOW, MEDIUM, FAST. If you SET THROTTLE TO SLOW, the Scimitar travels through one "sea square" each turn. (You can see these "sea squares" on the nautical chart of Frobton Bay. Each side of a square is 500 meters long. That's about 1/3 of a mile.) MEDIUM speed is two "sea squares" per turn, and FAST is three.

DEPTH CONTROL directs the Scimitar's automatic guidance system to keep you a certain depth below the water's surface. When you SET DEPTH TO (a number) METERS, the Scimitar starts moving to that depth. It will change depth by 5

meters for each "sea square" that it moves through, or, if the throttle is closed, by 5 meters for each turn.

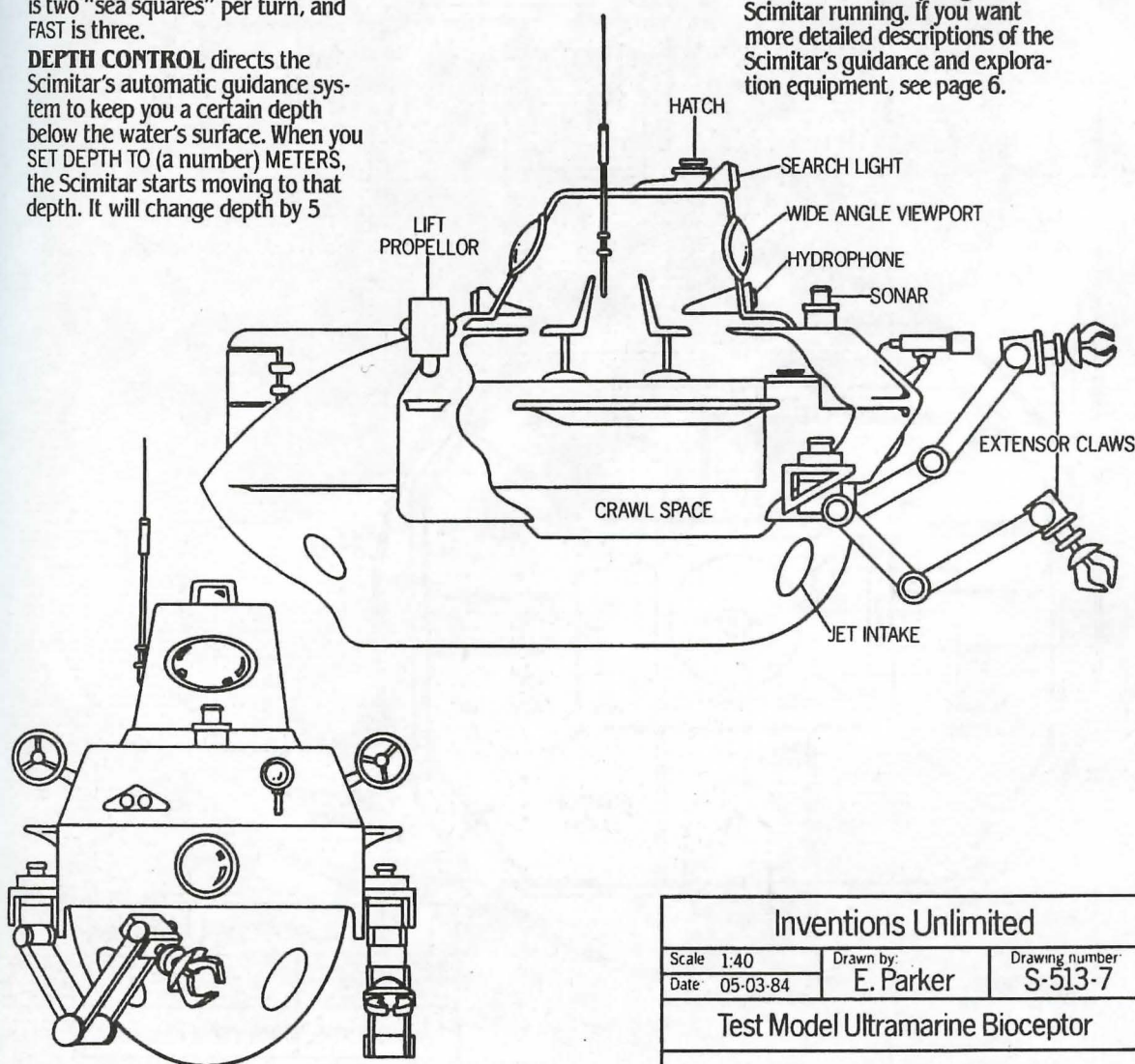
JOYSTICK turns the Scimitar to face any of the eight compass directions.

AUTO PILOT switches all the sub's operating controls, except the throttle, into automatic, so you don't have to pilot the sub yourself.

REACTOR-CATALYST CAPSULE

-REACTOR LEVER. The secret of the sub's power supply is its midget plasma-fusion reactor. To make it work, you put a catalyst capsule into the reactor and push the reactor lever. The sub will not move without a catalyst capsule in place.

ENGINE STARTER BUTTON works like a car key to get the Scimitar running. If you want more detailed descriptions of the Scimitar's guidance and exploration equipment, see page 6.



Inventions Unlimited

Scale 1:40

Drawn by:

Drawing number

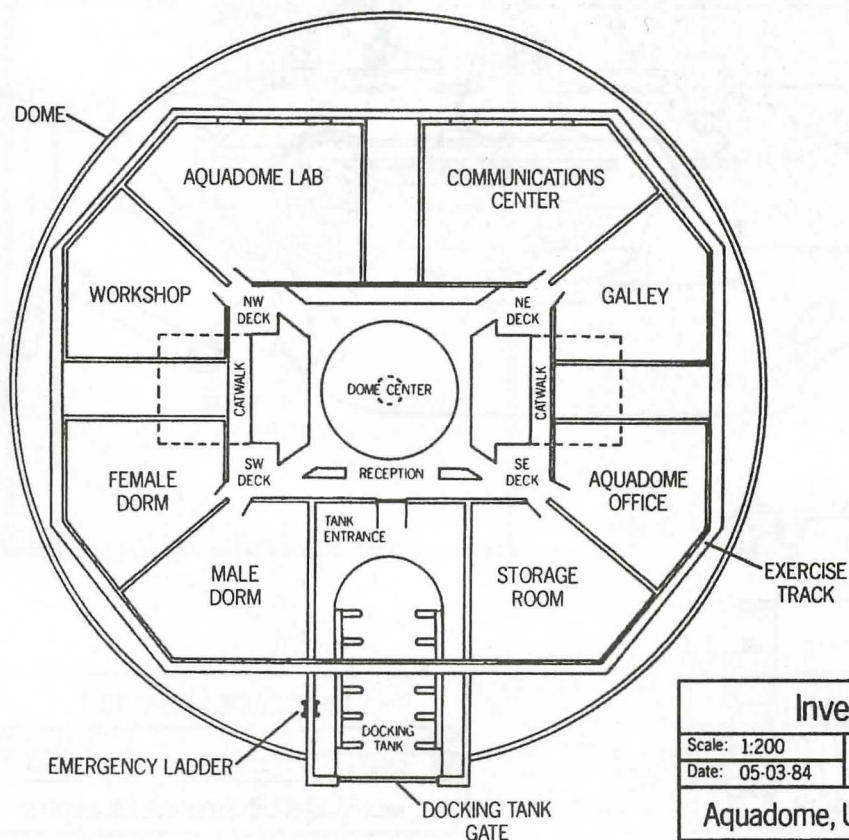
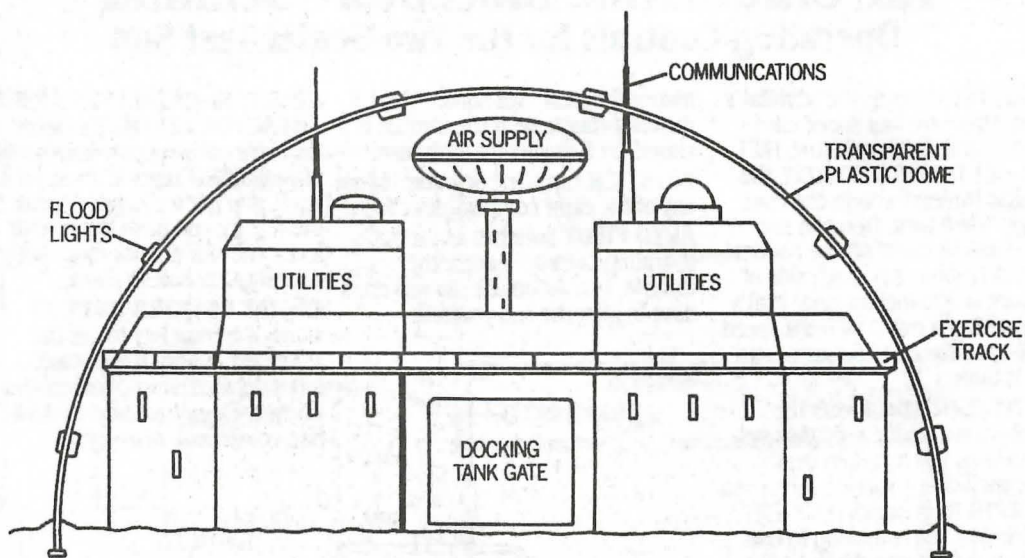
Date 05-03-84

E. Parker

S-513-7

Test Model Ultramarine Bioceptor

Side View, Front View



Inventions Unlimited

Scale: 1:200

Drawn by:

Drawing number

Date: 05-03-84

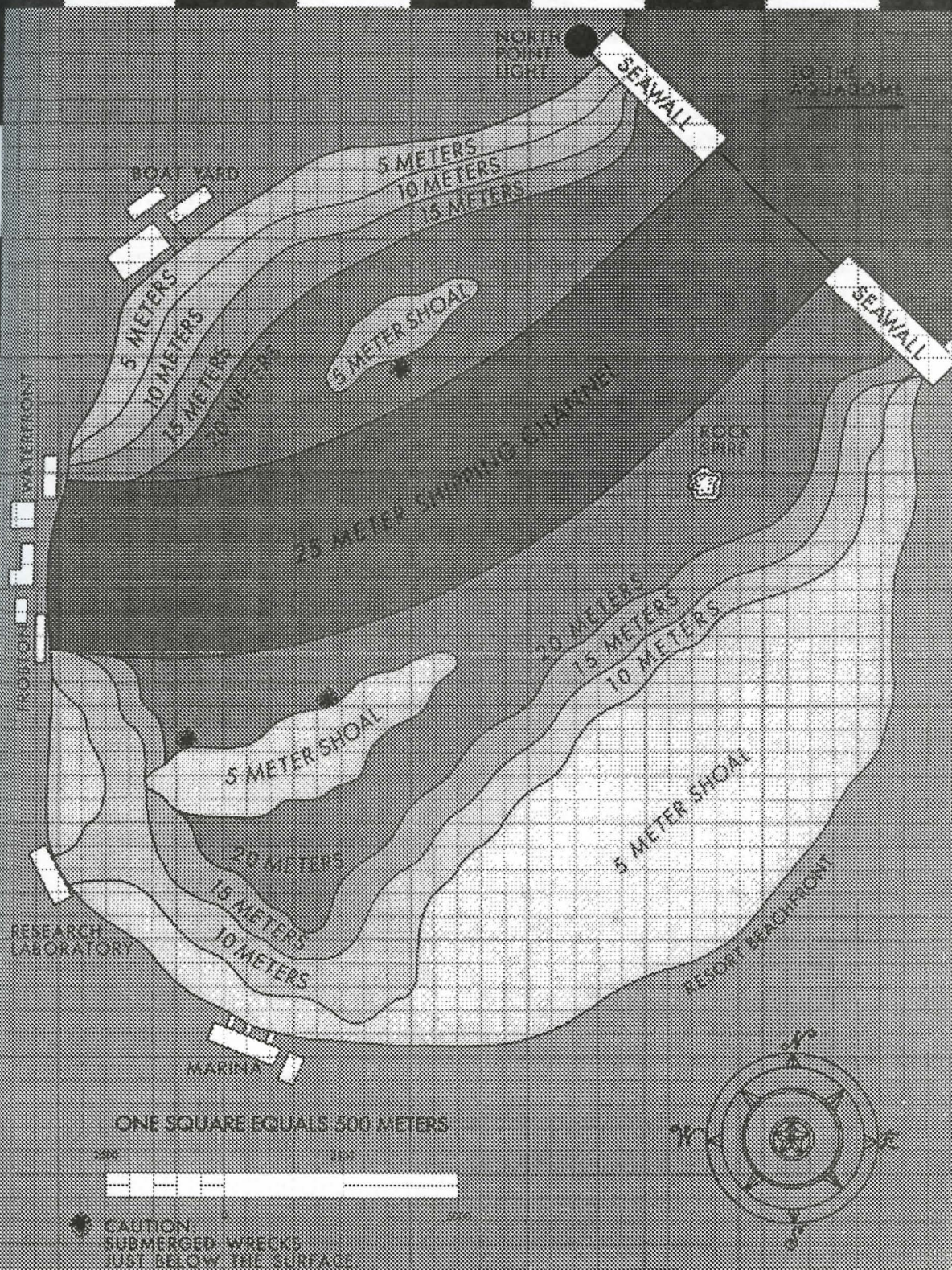
E. Parker

A-503-2

Aquadome, Undersea Research Station

Side View, Top View

A nautical chart of Frobiton Bay. For navigational reference only



TRINITY

You're neither an adventurer nor a professional thrill-seeker. You're simply an American tourist in London, enjoying a relaxing stroll through the famous Kensington Gardens. When World War III starts and the city is vaporized moments after the story begins, you have no hope of survival. Unless you enter another time, another place, another dimension. Escaping the destruction of London is not the end of your problems, but rather the beginning of new, more bizarre riddles. You'll find yourself in a exotic world teeming with giant fly traps, strange creatures, and other inconveniences. Time and space will behave with their own intricate and mischievous logic. You'll visit fantastic places and acquire curious objects as you seek to discover the logic behind your newfound universe. And if you can figure out the pattern of events, you'll wind up in the New Mexico desert, minutes before the culmination of the greatest scientific experiment of all time: the world's first atomic explosion, code-named Trinity.

Some Recognized Verbs

This is only a partial list of the verbs that Trinity understands. There are many more. Some of the verbs listed can be found in all Infocom stories; others are included especially for Trinity. Remember, you can use a variety of prepositions with some verbs. (For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.)

ASK	EXAMINE	POUR	TOUCH
ATTACK	EXIT	PULL	UNFOLD
CLIMB	FILL	PUSH	UNLOCK
COUNT	FOLLOW	RAISE	UNSCREW
CUT	KNOCK	SHAKE	UNTIE
DIG	LIE	SHOW	WAKE
DRINK	LISTEN	SMELL	DROP
LOOK	STAND	EAT	OFFER
THROW	ENTER	OPEN	TIE

Special Commands

TIME— This gives you the current time of day in the story. In Trinity, using this command does not advance the story's internal "clock." You can abbreviate TIME to T.

About the Author

"Professor" Brian Moriarty built his first computer in the fifth grade. This early experience with electronics led him to seek a degree in English Literature at Southeastern Massachusetts University, where he graduated in 1978. He lives near the bridge in Historic Concord, is a member in good standing of the Nathaniel Hawthorne Society, and accepts full responsibility for his previous Infocom title, Wishbringer.

Acknowledgements

The author wishes to thank Ferenc Szasz, Professor of History at the University of New Mexico at Albuquerque, for his valuable advice and assistance.

Grateful acknowledgement is also made to Richard Ray and Loretta Helling of the National Atomic Museum, Kirtland AFB; Bill Jack Roger, Los Alamos National Laboratory; and the Public Information Office of White Sands Missile range, whose cooperation helped to make this story possible.

The photograph of the Trinity Site monument is by the author.

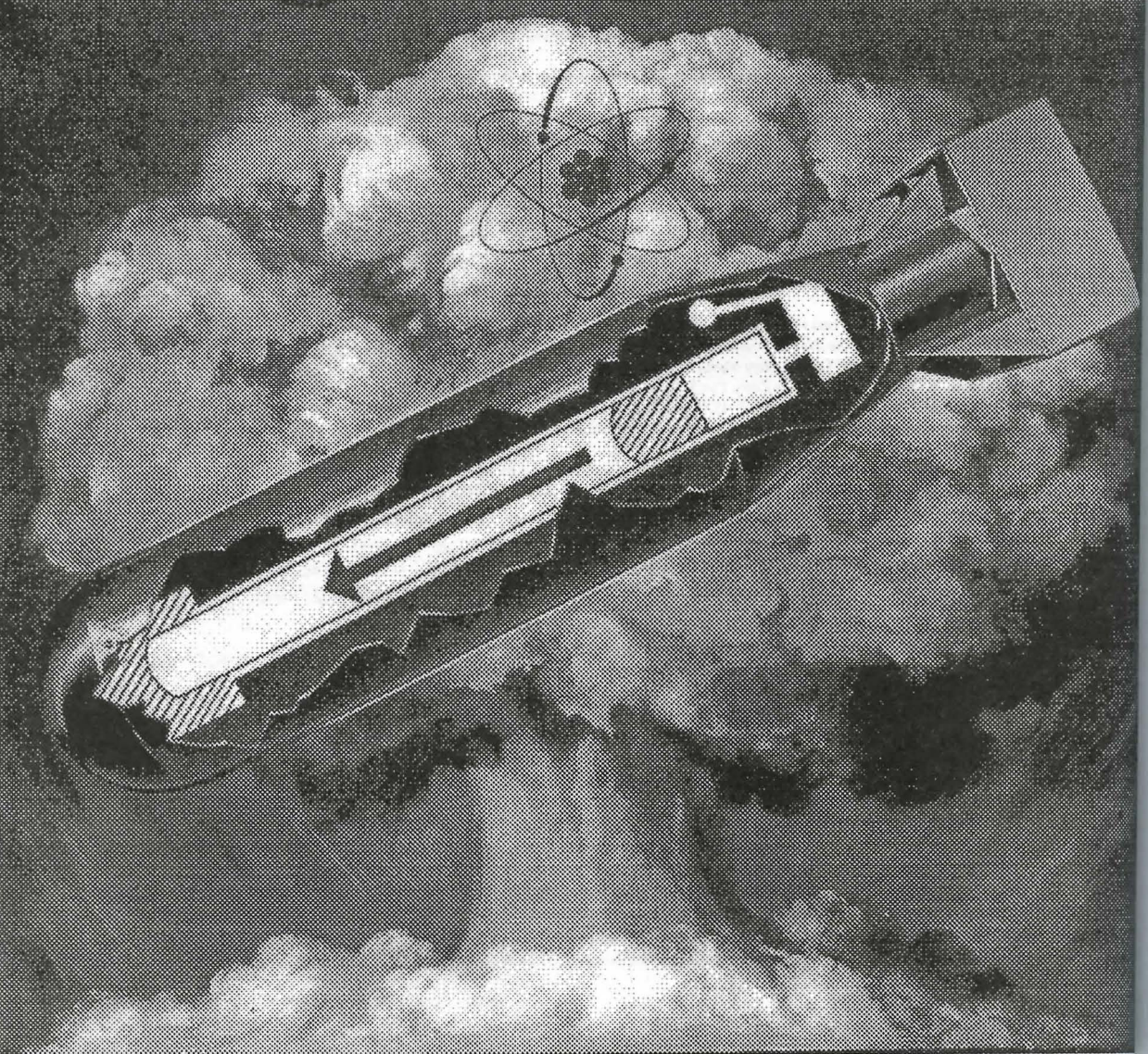
Bibliography

Curious readers may find the following materials of interest.

Amrine, Michael. The Great Decision: The Secret History of the Atomic Bomb. New York: G.P. Putnam's Sons, 1959.

- Bainbridge, Kenneth T. *Trinity*. Los Alamos, NM: Los Alamos National Laboratory, 1976.
- Blumberg, Stanley A., and Gwinn Owens. *Energy and Conflict: The Life and Times of Edward Teller*. New York: G.P. Putnam's Sons, 1976.
- Boyer, Paul. *By the Bomb's Early Light: American Thought and Culture at the Dawn of the Atomic Age*. New York: Pantheon, 1985.
- Bradley, David. *No Place To Hide*. Boston: Little, Brown and Company, 1948.
- Brown, Anthony C., and Charles B. MacDonald. *The Secret History of the Atomic Bomb*. New York: The Dial Press, 1977.
- Bulletin of the Atomic Scientists. (December 1945 - Present)
- Bush, Vannevar. *Modern Arms and Free Men: A Discussion of the Role of Science in Preserving Democracy*. New York: Simon and Schuster, 1949.
- Chinnock, Frank W. *Nagasaki: The Forgotten Bomb*. New York: World Publishing Company, 1969.
- Church, Peggy P. *The House at Otawi Bridge: The Story of Edith Warner and Los Alamos*. Albuquerque, NM: University of New Mexico Press, 1960.
- Committee for the Compilation of Materials on Damage Caused by the Atomic Bombs in Hiroshima and Nagasaki. *Hiroshima and Nagasaki: The Physical, Medical and Social Effects of the Atomic Bombings*. New York: Basic Books, 1981.
- Davis, Nuel Pharr. *Lawrence and Oppenheimer*. New York: Simon and Schuster, 1968.
- Dyson, Freeman. *Weapons and Hope*. New York: Harper and Row, 1984.
- Einstein, Albert. *Einstein on Peace*. (Otto Nathan and Heinz Norden, editors.) New York: Simon and Schuster, 1960.
- Glasstone, Samuel, and Philip T. Colan. *The Effects of Nuclear Weapons*. (Third edition.) Washington, D.C.: U.S. Government Printing Office, 1977.
- Goldman, Peter. "Living with the Bomb: The First Generation of the Atomic Age." *Newsweek*, July 29, 1985, pp. 28-50.
- Groueff, Stephane. *Manhattan Project: The Untold Story of the Making of the Atomic Bomb*. Boston: Little, Brown and Company, 1967.
- Groves, Leslie R. *Now It Can Be Told: The Story of the Manhattan Project*. London: Andre Deutsch, 1963.
- Hersey, John. *Hiroshima*. New York: Alfred A. Knopf, 1946.
- Hewlett, Richard G., and Oscar Anderson. *The New World, 1939-1947: A History of the United States Atomic Energy Commission*. University Park, PA: Pennsylvania State University Press, 1962.
- Jungk, Robert. *Brighter Than a Thousand Suns: A Personal History of the Atomic Scientists*. New York: Harcourt Brace Jovanovich, 1958.
- Khan, Herman. *On Thermonuclear War*. Princeton, NJ: Princeton University Press, 1960.
- Kunitka, James W. *City of Fire: Los Alamos and the Atomic Age, 1943-1945*. (Revised edition.) Albuquerque: University of New Mexico Press, 1979.
- . *Oppenheimer: The Years of Risk*. Englewood Cliffs, NJ: Prentice-Hall, 1982.
- Kurzban, Dan. *Day of the Bomb: Countdown to Hiroshima*. New York: McGraw-Hill, 1985.
- Lamont, Lansing. *Day of Trinity*. New York: Atheneum, 1965.
- Laurence, William L. *Dawn Over Zero: The Story of the Atomic Bomb*. New York: Alfred A. Knopf, 1946.
- Los Alamos: *Beginning of an Era, 1943-45*. Los Alamos, NM: Los Alamos National Laboratory, 1984, reprint.
- Manhattan Project: *Official History and Documents*. (Microfilm, ISBN 0-89093-199-2) Frederick, MD: University Publications of America.
- Nagai, Takashi. *We of Nagasaki: The Story of the Survivors in an Atomic World*. New York: Duell, Sloan and Pearce, 1951.
- Oppenheimer, J. Robert. *The Open Mind*. New York: Simon and Schuster, 1955.
- . *Uncommon Sense*. (N. Metropolis, Gian-Carlo Rota and David Sharp, editors.) Boston: Birkhauser, 1984.
- Pacific War Research Society. *The Day Man Lost: Hiroshima, 6 August 1945*. Tokyo: Kodansha International, 1972.
- "President's Speech on Military Spending and a New Defense." *The New York Times*, March 24, 1983, p. A20.
- Purcell, John. *The Best-Kept Secret: The Story of the Atomic Bomb*. New York: The Vanguard Press, 1963.
- Rosenblatt, Roger. "The Atomic Age." *Time*, July 29, 1985, pp. 32-59.
- Schell, Jonathan. *The Fate of the Earth*. New York: Alfred A. Knopf, 1982.
- . *The Abolition*. New York: Alfred A. Knopf, 1984.
- Smyth, Henry D. *Atomic Energy for Military Purposes*. Princeton, NJ: Princeton University Press, 1945.
- Szasz, Ferenc M. *The Day the Sun Rose Twice: The Story of the Trinity Site Nuclear Explosion, July 16, 1945*. Albuquerque, NM: University of New Mexico Press, 1985.
- Thomas, Gordon, and Max M. Witts. *Enola Gay*. New York: Stein and Day, 1978.
- Wheeler, Keith. *The Fall of Japan*. Alexandria, VA: Time-Life Books, 1983.
- Wyden, Peter. *Day One: Before Hiroshima and After*. New York: Simon and Schuster, 1984.

THE ILLUSTRATED STORY OF THE ATOM BOMB

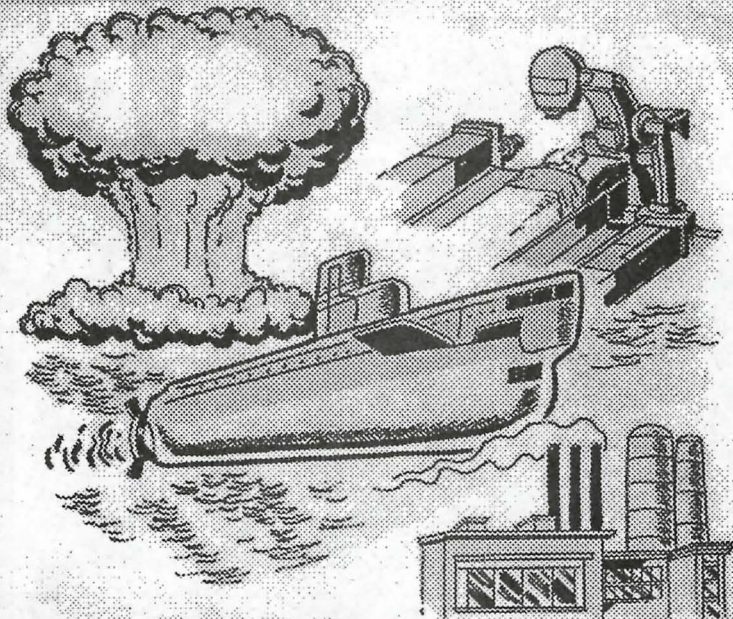


THE ATOM -FRIEND OR FOE?

Within the tiny atom lies a tremendous power. This power first entered the modern world as a means of destruction, unleashing a terrible fury on countless thousands.

But like any great force, the atom can also be used to serve man. Atomic power plants provide clean, dependable energy. Nuclear-powered submarines glide beneath the North Pole. Numerous lives are saved by radiation treatment. And radio-isotopes analyze soil, plants, and animals to help increase food production around the world.

How did we first harness this amazing power? Let's go back in time to find out...



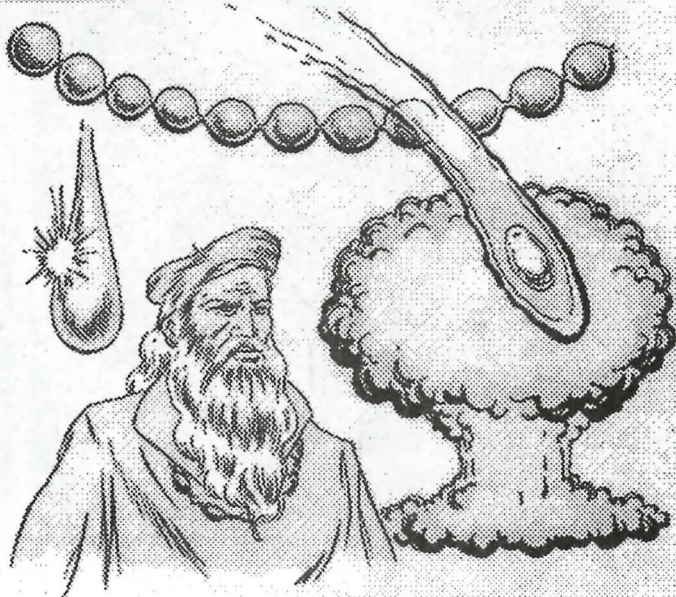
ATOMIC FACTS: *Stranger Than Fiction!*

-If you wanted to make a necklace of atoms 25 inches long, and strung them together at the rate of one atom per second, it would take over 200 years to complete the strand.

-A drop of water contains 6,000,000,000,000,000,000 atoms.

-There are 25,000,000,000,000,000,000 atoms in a breath of air.

-Atoms travel all around the world and even through outer space. With each breath you inhale atoms that were once a part of great men such as Leonardo da Vinci, celestial objects such as Halley's Comet, and nuclear explosions such as the Trinity test.



THE YEAR IS 1939. THE FREE WORLD WATCHES WITH GROWING ALARM AS THE SHADOW OF NAZI GERMANY SPREADS ACROSS EUROPE, LED BY THE MAN WHO WILL ONE DAY BE KNOWN AS HISTORY'S GREATEST VILLAIN.

THE MASTER RACE WILL PREVAIL!

SIEG HEIL!

SIEG HEIL!

IN JANUARY, THE GREAT DANISH PHYSICIST NIELS BOHR COMES TO WASHINGTON, D.C.

THE GERMANS HAVE SPLIT THE ATOM!

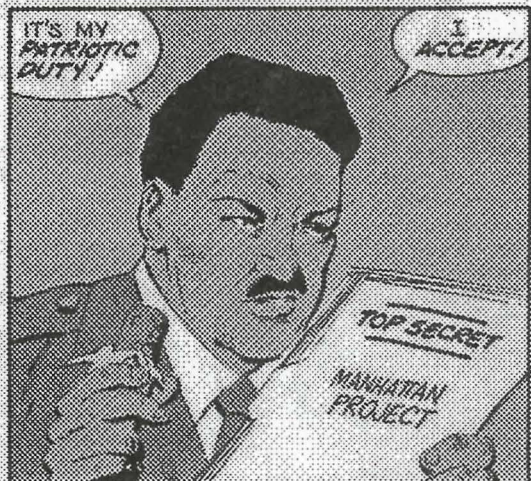
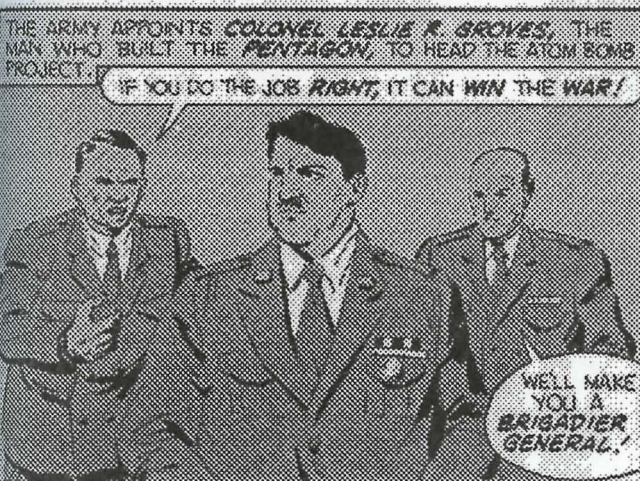
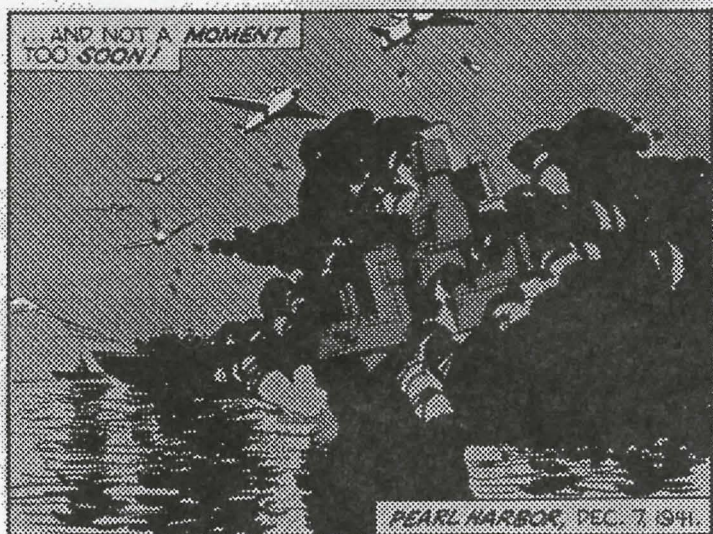
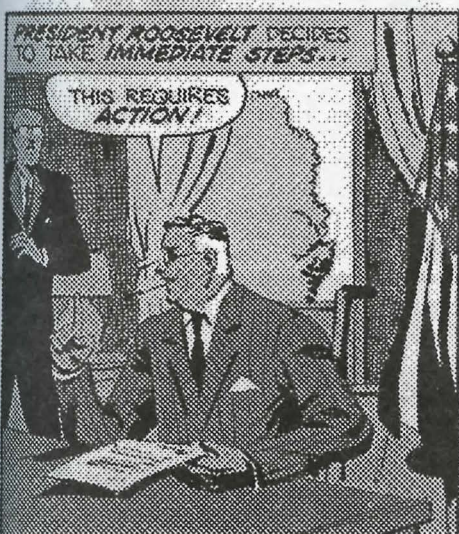
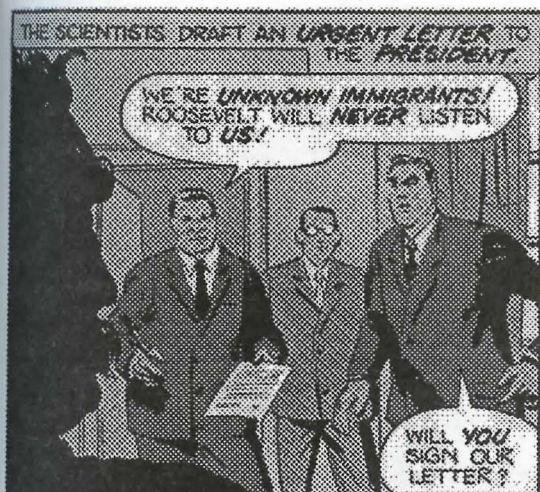
MY GOD!

INCREDIBLE!

IF HITLER BUILDS AN ATOM BOMB, NOTHING WILL STOP HIM!

THE WORLD WILL BE PLUNGED INTO A THOUSAND YEARS OF DARKNESS!

WE MUST BE THE FIRST!



ON DECEMBER 2, 1942, SCIENTISTS AT THE UNIVERSITY OF CHICAGO, LED BY ENRICO FERMI, PRODUCE THE WORLD'S FIRST ATOMIC CHAIN REACTION.

THE REACTION IS SELF-SUSTAINING!

IT WORKS!

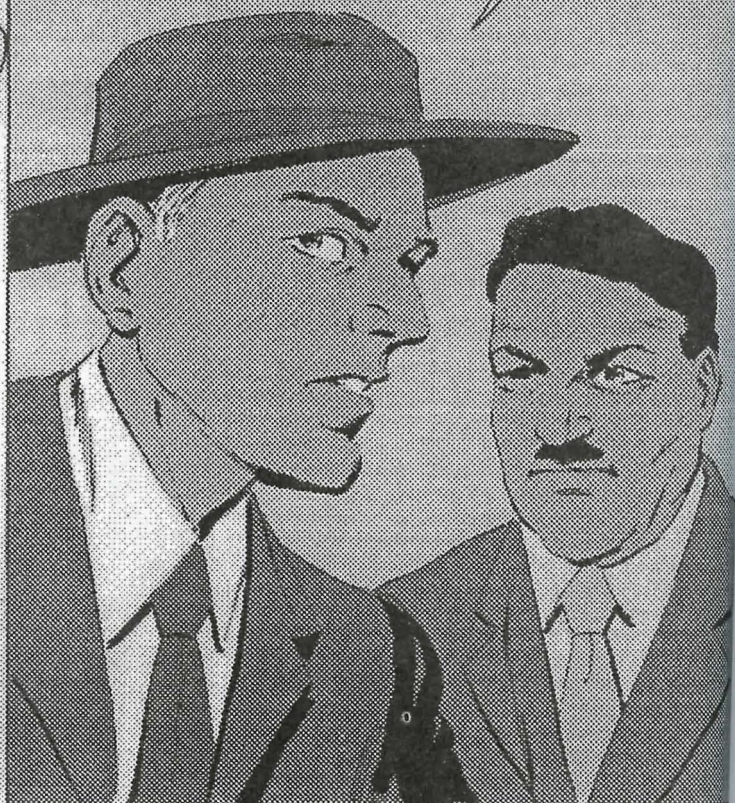
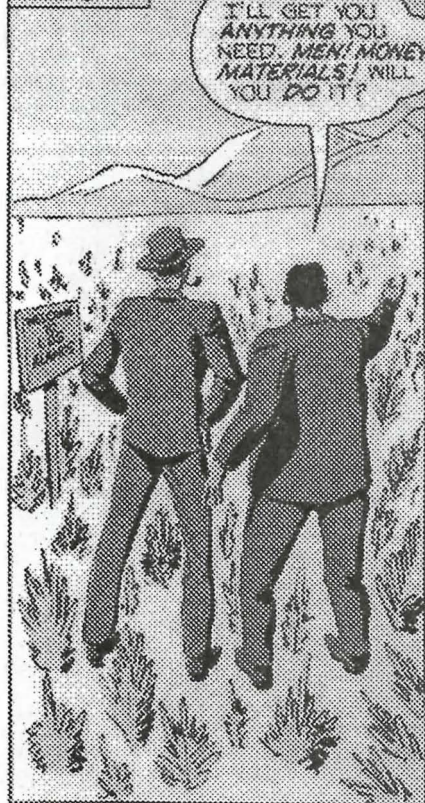
NOW WE CAN MAKE NUCLEAR FUEL FOR THE BOMB!

A SECRET LABORATORY IS SET UP IN THE MOUNTAINS OF NEW MEXICO TO DESIGN AND BUILD THE NEW WEAPON.

I'LL GET YOU ANYTHING YOU NEED. MEN! MONEY! MATERIALS! WILL YOU DO IT?

DR. J. ROBERT OPPENHEIMER BECOMES DIRECTOR OF LOS ALAMOS.

IT'S MY PATRIOTIC DUTY! I ACCEPT!



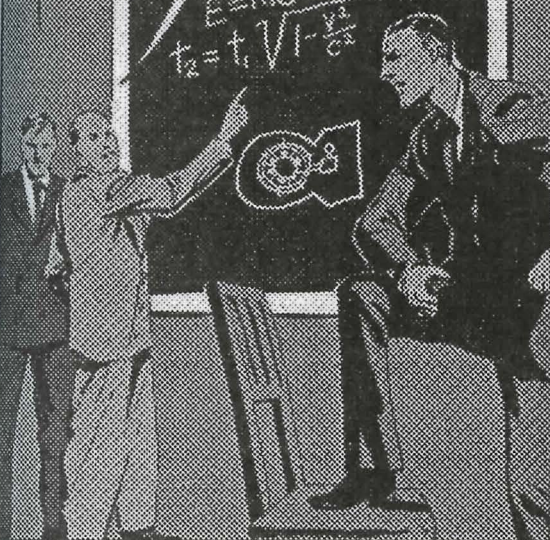
OPPENHEIMER AND HIS FELLOW SCIENTISTS WORK LONG AND HARD TO MAKE THE **ATOM BOMB** A REALITY.

PLUTONIUM WILL MAKE A **BIGGER** EXPLOSION!

IT'LL NEVER WORK! LET'S STICK WITH URANIUM!

THERE'S NO TIME TO ARGUE! TRY BOTH!

$$E=mc^2$$
$$t_2 = t_1 \sqrt{1 - \frac{v^2}{c^2}}$$



OPPIE, DID YOU HEAR THE NEWS?

NOT NOW, KITTY! WE'RE SO CLOSE!



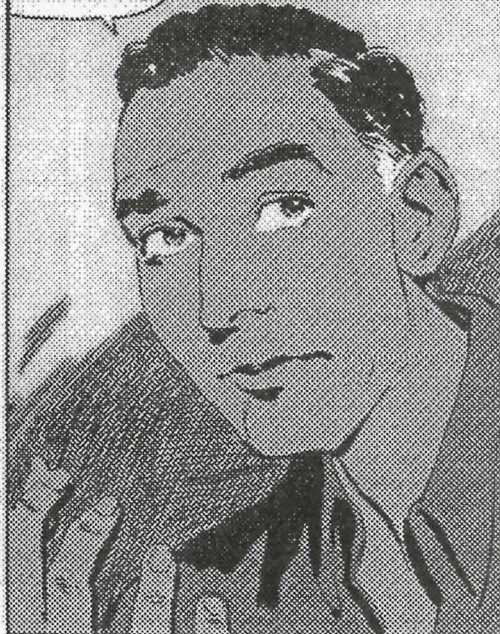
AFTER TWO YEARS, THE BOMB IS ALMOST READY.

HERE'S AN ISOLATED PLACE, BUT WE STILL NEED A **CODE-NAME** FOR THE TEST.



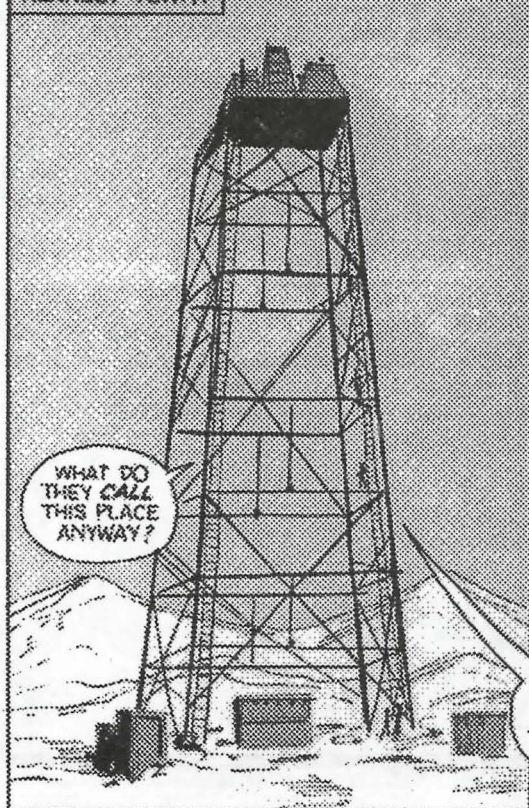
LET'S CALL IT...

...TRINITY!



A 100-FOOT STEEL TOWER IS ERECTED IN THE NEW MEXICO DESERT, MILES FROM THE NEAREST TOWN.

THE 'GADGET' IS IN A SHACK AT THE TOP OF THE TOWER.



WHAT DO THEY CALL THIS PLACE ANYWAY?

"JORNADA DEL MUERTO"
--THE JOURNEY OF DEATH!



FINAL ASSEMBLY TAKES PLACE IN A DESERTED RANCH HOUSE NEARBY.



HAND ME THAT SCREWDRIVER.

IT'LL NEVER WORK!

IN THE PRE-DAWN HOURS OF JULY 16, 1945, V.I.P.'S FROM ALL OVER THE COUNTRY GATHER ON A HILLSIDE TWENTY MILES FROM THE TOWER.

THIS SUNTAN LOTION WILL PROTECT US FROM ATOMIC RAYS!

I MUST BE ALERT. THE RUSSIANS WILL WANT A DETAILED ACCOUNT.

KEY PERSONNEL HIDE IN AN UNDERGROUND BUNKER, ONLY FIVE MILES SOUTH OF "GROUND ZERO."

KEEP THOSE JEEPS RUNNING! IF THE ATMOSPHERE CATCHES FIRE, WE'LL HAVE TO GET OUT OF HERE FAST!

THE TENSION IS ALMOST UNBEARABLE.

ZERO MINUS TWENTY MINUTES!

KEEP AN EYE ON HIM!

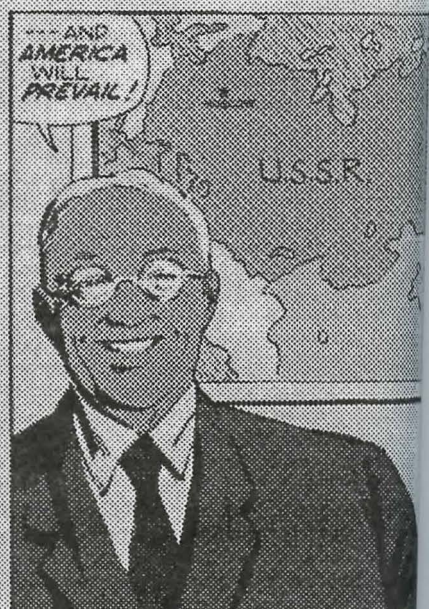
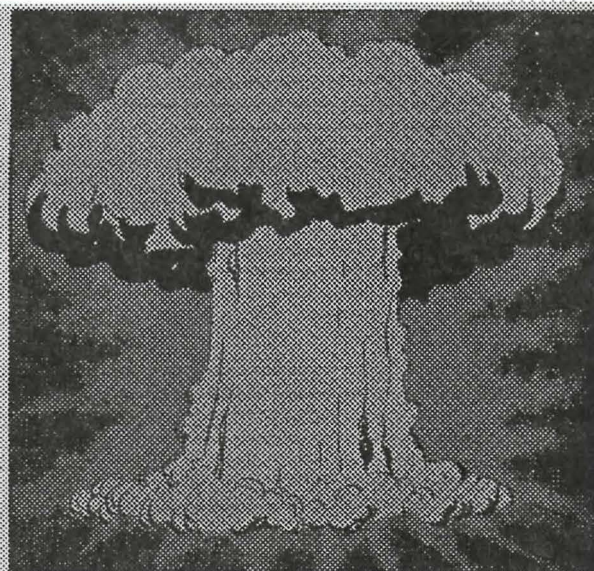
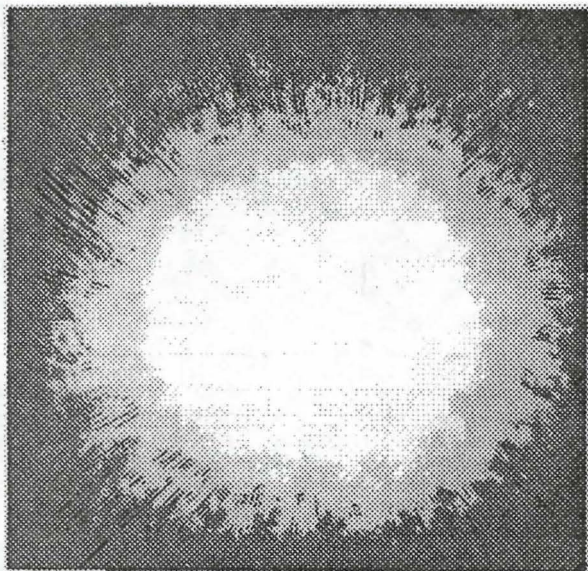
FOUR...

THREE...

TWO...

ONE...

ZERO!!

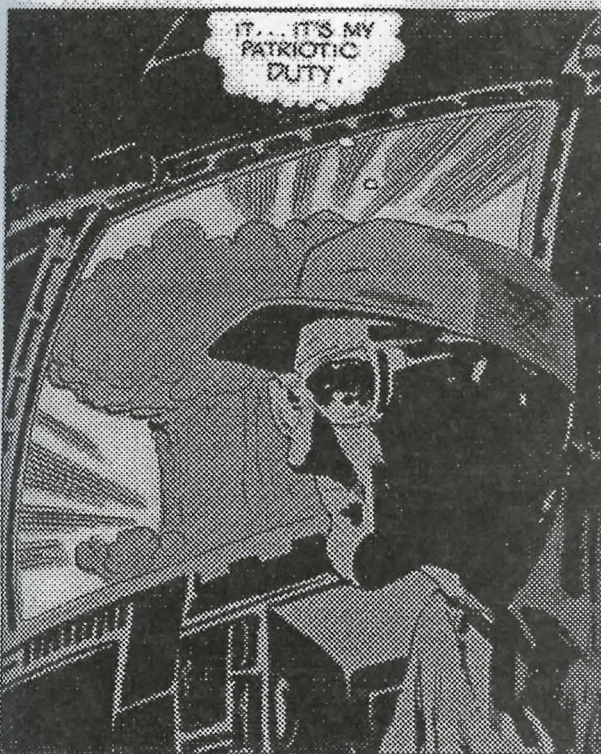


ON AUGUST 6, 1945, AN AMERICAN B-29 BOMBER EXACTS A TERRIBLE VENGEANCE ON THE CITY OF HIROSHIMA.

BOMB AWAY!



IT... IT'S MY PATRIOTIC DUTY.



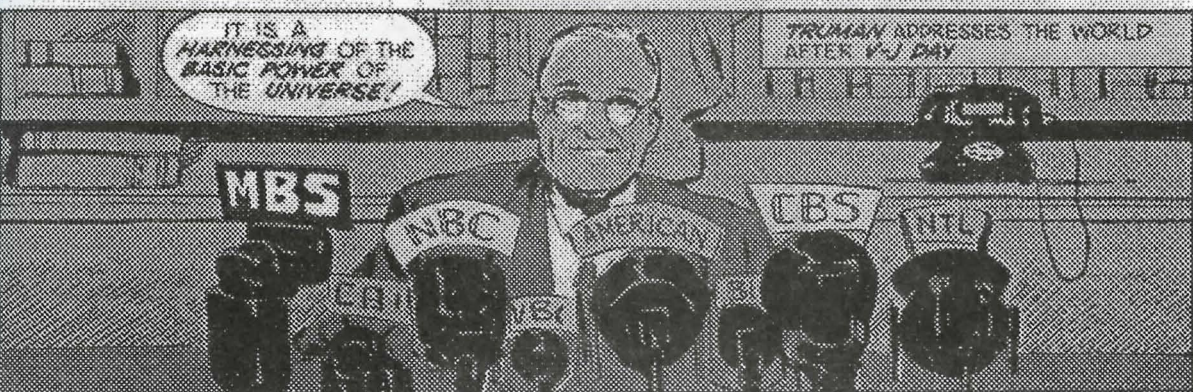
NAGASAKI MEETS THE SAME FATE THREE DAYS LATER.

I HEAR AN AIRPLANE.



IT IS A HARNESSING OF THE BASIC POWER OF THE UNIVERSE!

TRUMAN ADDRESSES THE WORLD AFTER V-J DAY



BUT THE AMERICAN MONOPOLY ON A-BOMBS IS **SHORT-LIVED.**

READY TO
TEST,
COMRADE!

OUR SPIES
DID THEIR
JOB WELL!

ЭТО НИКОГДА
НЕ ВЫЙДЕТ!

"IT'LL
NEVER WORK."

AMERICA IS SHOCKED BY THE NEWS

THE WORLD WILL
BE **PLUNGED** INTO A
THOUSAND YEARS
OF DARKNESS!

OUR NATIONAL
SECURITY IS IN
JEOPARDY!

THE DAILY GLOBE
**REDS EXPLODE
A-BOMB**

BUT DR. EDWARD TELLER IS A MAN
WITH A **VISION.**

IF WE FIND A WAY TO **FUSE**
HYDROGEN, WE CAN BUILD
A **SUPER-BOMB!**

$$E=mc^2$$
$$t_2 = t_1 \sqrt{1 - \frac{v^2}{c^2}}$$
$$2_1\text{H}^1 + 2_0\text{n}^1 \rightarrow 2_2\text{He}^4$$

IMPOSSIBLE!

IT WOULD
REQUIRE A
TEMPERATURE
OF **MILLIONS**
OF DEGREES.

I CAN **PROVIDE**
SUCH TEMPERA-
TURES!

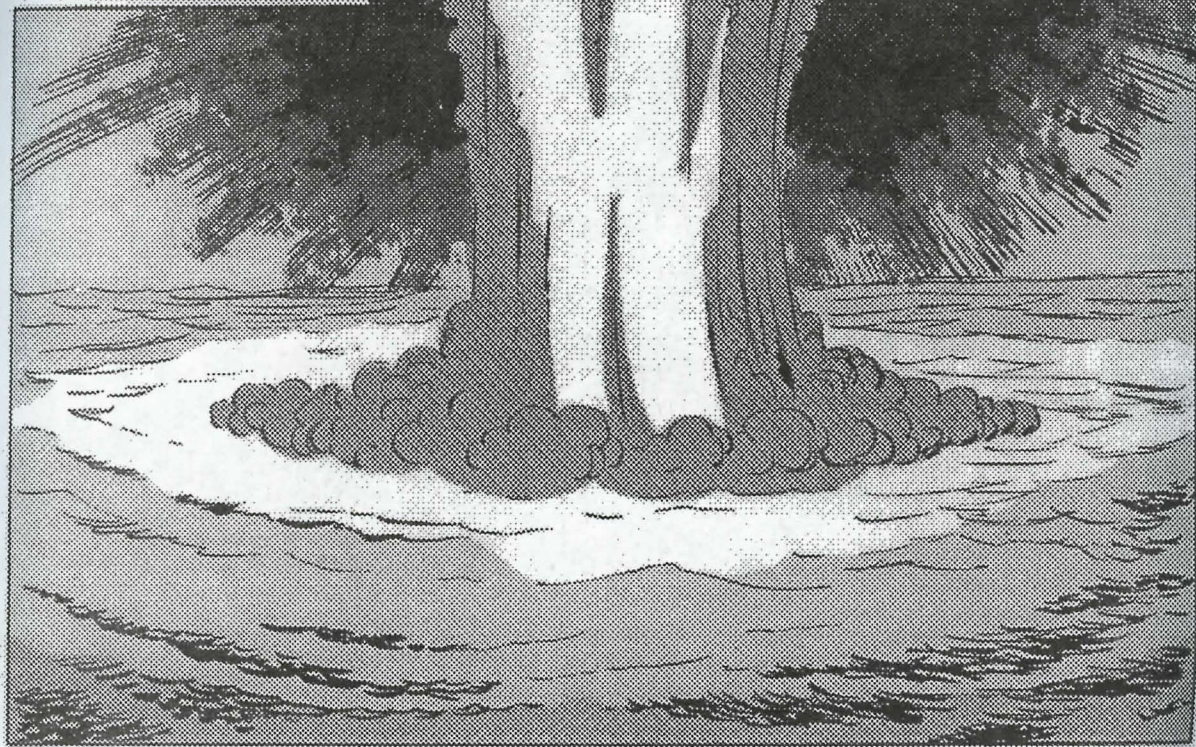
NOVEMBER 1, 1952. ON A
REMOTE ISLAND IN THE
SOUTH PACIFIC...

IT'S ALL
SET TO
GO!

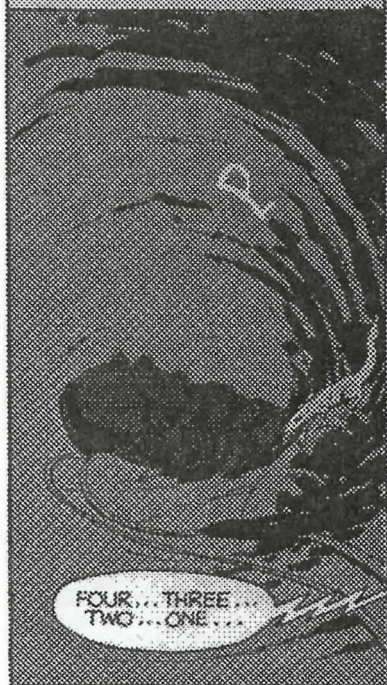
LET'S GET
OUT OF
HERE!

IT'LL
NEVER
WORK!

...TELLER'S H-BOMB IS BORN.



TODAY, UNDERGROUND TESTS
HELP US TO BUILD MORE AND
BETTER NUCLEAR WEAPONS.



OUR SCIENTIFIC KNOW-HOW HELPS US TO DEFEND THE FREE WORLD
BEHIND AN ORBING "UMBRELLA" OF HIGH TECHNOLOGY.

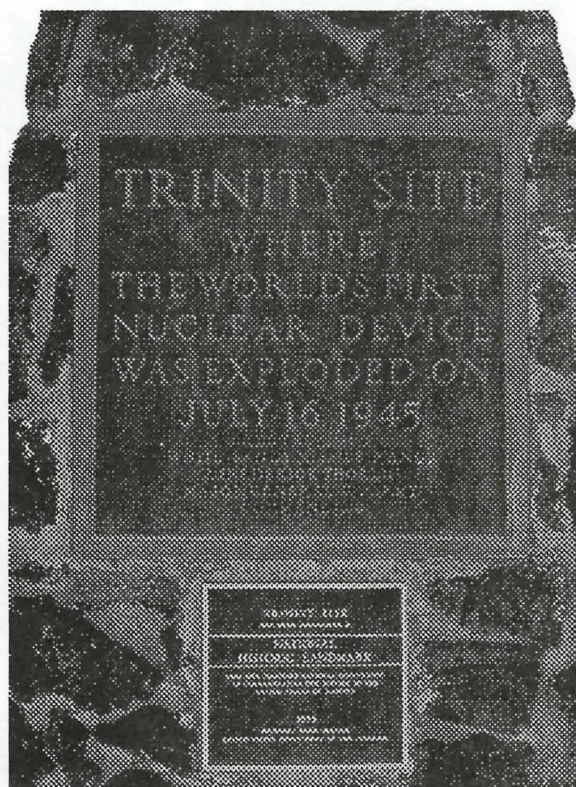


NOW THAT AMERICA'S NEW SPACE DEFENSE SYSTEM IS IN PLACE, THE ENTIRE PLANET IS SAFE FROM THE THREAT OF ATOMIC WAR.



OUR CHILDREN CAN LIVE SECURE IN THE KNOWLEDGE THAT THESE THOUSANDS AND THOUSANDS OF OBSOLETE MISSILES, BUILT IN THE OLD DAYS OF MUTUAL FEAR AND DISTRUST, WILL NEVER NEED TO BE USED!

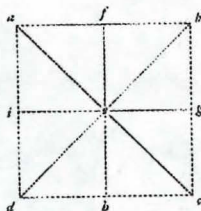




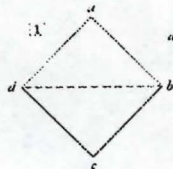
CRANE

鶴

Start with a square piece of paper. Results are best if you use this paper at least 9" square. Pre-fold paper as shown. These creases will be used as guidelines.



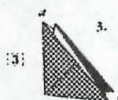
1. Fold e to a .



2. Fold d to b .



3. Fold d to a .

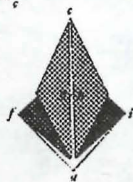
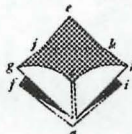
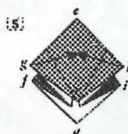


4. Reverse-fold i out, bringing d to a . Turn over.

Reverse-fold b in, bringing all points together. Fold f to g and fold h to i .



5. Turn open end down. Fold g and h in along dotted lines. Repeat.



6. Turn over and repeat.



7. Fold f and m top layers in. (Same as first folds in step 5).



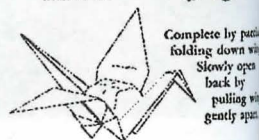
8. Turn over and repeat.



9. Hold body at dot. Reverse-fold in b point at the same time fold out along dotted line. Fold to form tail. Repeat with d point to form neck.

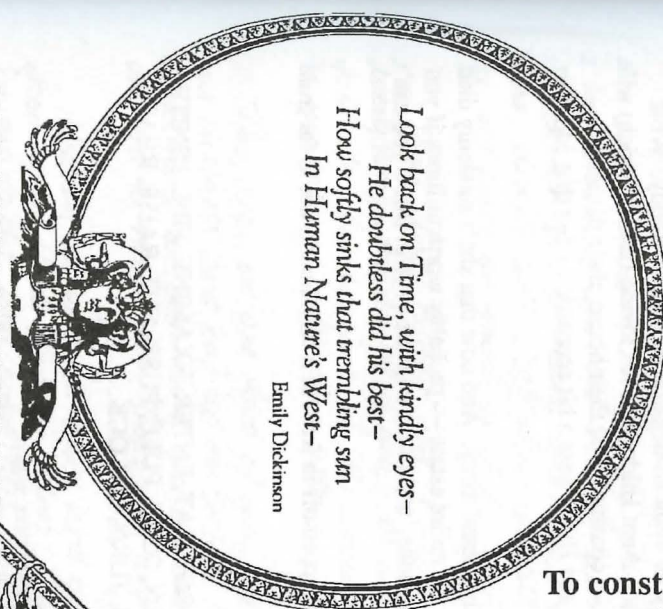
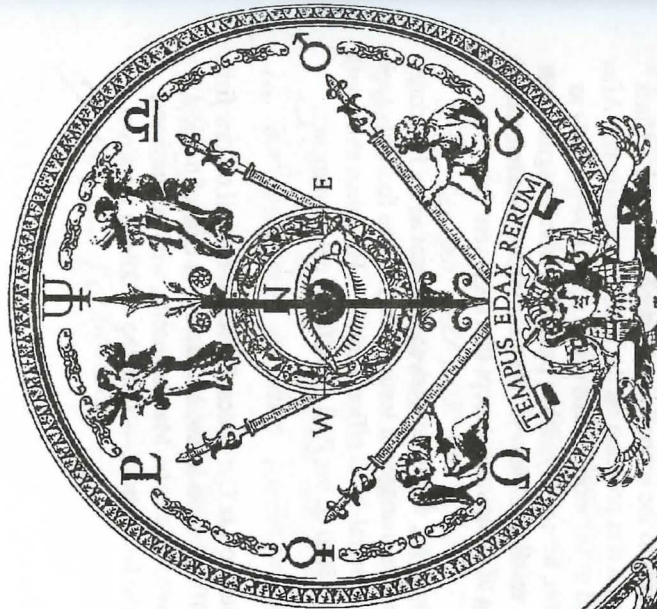


10. Form head by folding outside in, then down.



Complete by pulling folding down wing. Slowly open back by pulling wing gently apart.

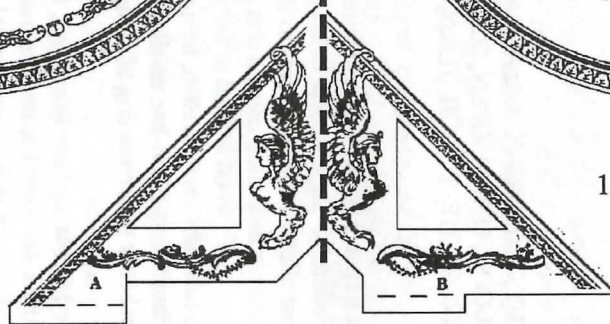
米国製



**To construct
you own sundial:**

SUNDIAL

Man first conceptualized time as consisting of only two units - day and night. Then came the understanding that daytime could be separated into smaller units marked by the shadows cast by the sun on its path from sunrise to sunset. The sundial evolved as a means of indicating the passage of time according to these units.



1. Carefully cut out the two shapes. Make sure NOT to cut at the dotted line.
2. To form the gnomon (triangular shaped object), fold along the dotted line.
3. Carefully cut a slot through the eye on the base. The black bar through the eye represents the location of where the slot should be.
4. To attach the gnomon to the base, insert flaps A and B into the slot, taping the flaps to the underside.
5. To complete the sundial, fold the base along its center line. Secure with tape or glue.

Hollywood Hijinx

As a child, you spent most of your summers with your Aunt Hildegard and Uncle Buddy. What memories! Uncle Buddy was a Hollywood big-shot, Aunt Hildegard his loving (and very rich) wife. They had no children of their own, but you and your cousins loved their house, their parties, the Hollywood memorabilia, and them. Sure, Buddy and Hildy were a bit eccentric — but that added to their charm.

Aunt Hildegard kept the house when Uncle Buddy passed away. And now that she's suddenly died, you remember her unusual will. You will inherit the entire estate — probably worth millions if you can spend just one night in the house and on the grounds, and find a treasure or two. But if you can't, then you inherit nothing.

And so Hollywood Hijinx begins with you being dropped off in front of a dark house, not too far from Hollywood ...

Special Commands

BURN, CLIMB, COUNT, CUT, DIG, DRINK, DROP, EAT, ENTER, EXAMINE, FILL, IGNITE, KNOCK, LIGHT, LISTEN, LOOK, OFFER, OPEN, POUR, PULL, PUSH, PUT, RAISE, READ, SHAKE, SHOW, TAKE, THROW, TIE, TOUCH, TURN, UNLOCK,

About the Author

"Hollywood" Dave Anderson's first exposure to a computer was at California State University, Fullerton. Each student in his biology class was given a password that allowed limited access to the school's mainframe computer. Class members were instructed to analyze their diets using a diet program on the school's mainframe. After several runs of the diet program, Hollywood wanted to see more of this computer. Knowing only as much about computers as you can learn on television, he quickly stole a password from a regular user and began to explore. After 5 hours and 14 on-line sessions of how to use the computer, he left the lab with a severe headache and no better understanding of computers, except that they were fun.

Hollywood left L.A. and moved to Massachusetts in 1983, where he answered a want ad by Infocom for a product tester. He was hired, and later became the manager of testing. In 1985 he foolishly took a job as a game writer. He is often seen in his beach-mural-lined office wearing a Hawaiian shirt, with a cigar (still in the wrapper) in his mouth. His dream is to be the Paul Schaffer of entertainment software.

The original concept for Hollywood Hijinx is credited to Liz Cyr-Jones. Raised in Hawaii on raw fish and seaweed, Liz joined the Infocom group as an official sushi tester, and she has a tank of tropical fish in her office for quick afternoon snacks. Liz lives in Beverly, Massachusetts, with her husband Bob, and a cat named Nelson, who Bob is teaching to fetch sticks — from the middle of the street.

Hildegarde Montague Burbank
Hildebud
Malibu, California 90265

Well, Pumpkin, I've finally gone to join Buddy in Paradise. I sure had a lot of fun in life, but nothing lasts forever, eh? I will miss Hildebud, our home for so many years. We all had plenty of wonderful times there, didn't we? Well, now it's all going to be yours. I know you love the old place as much as I do. You'll take good care of it.

Your Uncle Buddy and I often talked about this and we agreed that everything should go to you. Of all our nieces and nephews, you were our favorite. Buddy gave me the enclosed photo which he wanted passed on to you along with this letter.

Now, dear, we are fond of you, but Buddy and I worked hard to build our business and keep up our estate. We don't intend to just throw it all away. So although we both think you are clever enough to manage everything wisely, we need to make sure. That's why we've planned a little test for you.

Hidden around the house and grounds at Hildebud are ten "treasures" from your Uncle Buddy's films. All you need to do is find the treasures in one night, and everything will be yours. Now that doesn't sound too hard, does it?

If you can't find the treasures, too bad, sweetie! We'll give our other nieces and nephews a crack at it. The clever shall inherit the bundle. So that everyone knows what's up, a letter is being sent to each one of you.

My lawyer will pick you up at 8:00 on the evening of the funeral and drive you to Hildebud. Good luck, Pumpkin. Make your Aunt Hildegarde proud.

Being of sound mind and body, I do hereby sign this testament in the presence of two witnesses.

Hildegarde Montague Burbank 6/18/86

Budd Palace 6/18/86

Dorothy LaFlank 6/18/86

Regards,
Uncle Buddy
The Bank

Hey, Kiddo!

This might open a few doors for ya!
Be brave as Sheriff Roy in "Fastest Blunder in the West,"

The day the rustlin' outlaws put their Chainsaws to the test,
Old Sheriff Roy used whip, then chop, then liquify/puree,
But his blender was no match for the Chainsaw's mean force,
As pieces of Roy scattered, we knew that we had trouble.

We hadn't switched the sheriff with his plastic life-size double
Be bold as Captain Bob in "Cannibal Buffet of the East,"

Who agreed to come to dinner, not knowing he was the feast.
Finger tip hors d'oeuvres were greasy, sauteed eyeballs weren't so hot,
But their mouths began to water when they put Bob in the pot.

Don't feel bad for Captain Bob, whose agent was a real smarty.
He signed Bob for a sequel called "Cannibal Meatloaf Party."

Be clever like the tailor in "Vampire Penguins of the North."
A cummerbund for each penguin was the plan he had set forth.

The first penguins that he met were of Transylvanian extraction,
And their fondness for his neck was a natural reaction.
Now the tailor's up in Heaven, sewing angel gowns of white,

While the penguins search the frozen turf for other necks to bite.
We sure enjoyed saving you with up all those summers.
You always were my favorite!

Love ya, Kiddo!

Uncle Buddy

DOC'S AMAZING DISCOVERY:

DILL PICKLES FLUSH OUT CHOLESTEROL,



INCREASE STAMINA!

TINSEL WORLD

"NEWS FROM HOLLYWOOD AND AROUND THE GLOBE"

10.1.85

10.27

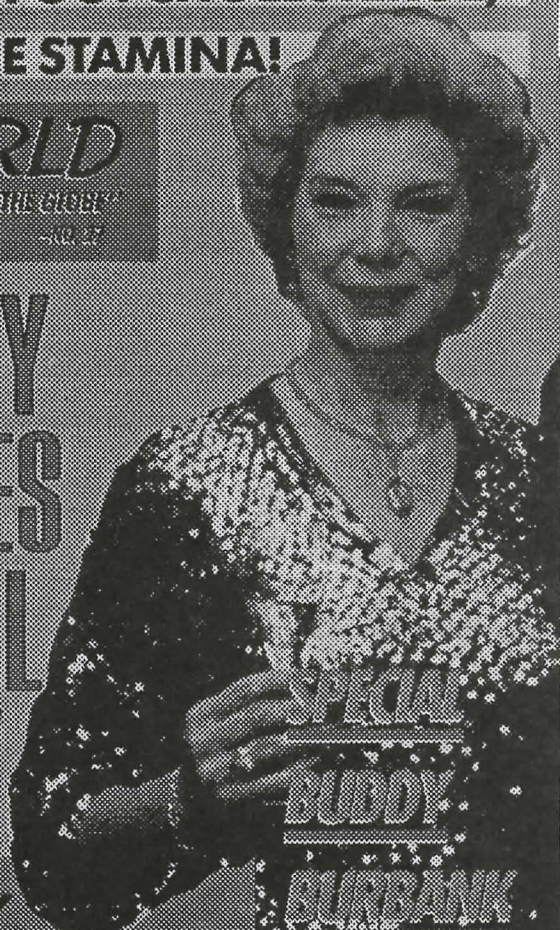


CRAZED
GERBIL
ATTACKS
GRAMPS

HILDA
TAKES
FINAL
BOW



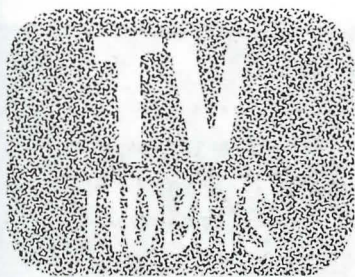
DOROTHY
LAFLANK REVEALS:
I'M MAD
ABOUT BUCK!



SPECIAL
BUDDY

BURBANK
MEMORIAL

ISSUE



Three headed tot wins hearts in Hollywood

*Three Heads Are Better
than One!*

When the nurse in the maternity hospital first held up Susan "Tootsie" Goldman's three-headed son, the Massachusetts mother "almost died of shock." But today Mrs. Goldman is thanking God for her son's abnormality. The tyke, now four years old, has just signed a three million dollar contract with GUM studios. "That's a million dollars per head!" giggles Mrs. Goldman.

Little Jeffrey Goldman will star in a prime-time sitcom about an alien child adopted by a Beverly Hills couple. To roll out the series, GUM will release a 2-hour pilot show this summer.

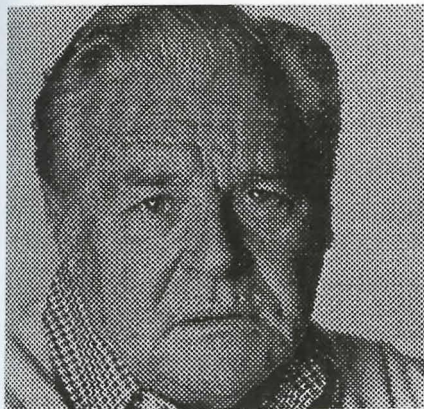
"It's sort of like a cross between *E.T.* and *Mork and Mindy*," says the proud mom. "Jeffie plays an adorable little creature from outer space who's hunted down and almost killed before this very wealthy couple takes him into their hearts. Then once he's adopted, he has all kinds of funny little habits that drive his family wild."

Because Jeffrey's three heads often try to do or say different things at the same time, each head will be separately coached for the series. Tootsie Goldman will be on hand to help with practical matters.

"It's not easy taking care of a three-headed child," says Mrs. Goldman. "His clothes have to be tailor made and his meals must be carefully monitored. We'd end up with a very fat little boy if each head ate as much as it wanted to."

Tootsie Goldman is quick to add that the endearing qualities of her unique son far outweigh the disabilities. "He's very sweet, and it's lots of fun to watch his three heads talking all at once." GUM execs are betting that home viewers will agree.





Thomas Veldran is still recovering from his terrifying encounter with a psychotic gerbil.

An 84-year-old great-grampa was terrorized by a psychotic gerbil that laid waste to his Dallas home. Thomas Veldran received the animal as a birthday gift from his grandchildren. When he opened the cage, the crazed rodent sprang out and began racing wildly around the house, clawing and biting at curtains and

furniture and severely maiming Mr. Veldran's pet lizard.

Grampy's shouts alerted a neighbor, who broke into the house just as the gerbil leapt at Mr. Veldran, intent on who knows what sort of molestation.

"That little critter was buggy as a swamp in August," said Billy Peamont. "I threw the wastebasket over it and slammed one of them tea trays right on top. We got it all right.

We could hear it banging around inside the wastebasket, but we called the police and they did the necessary."

Tests revealed that the animal had no signs of organic disease and was assumed to be truly psychotic. Candy Jo Heaver, owner of the Dallas pet store where the animal was purchased, said she would have the other gerbils in her shop checked by a pet psychologist.

TINSELTOWN TATTLE

with Shayna Waltz

In death as in life, it was roses for **HILDEGARDE BURBANK**. The Malibu hostess was well known for her dazzling rose garden, whose luxuriant blooms filled the ocean-front bungalow she shared with late hubby **BUDDY BURBANK**. At her star-studded funeral last Tuesday at Cathedral in the Pines, Hollywood paid tribute to a great lady with thousands of fragrant coral roses.

The blooms decorated altar and pews, and covered the elegant coral-colored coffin. Although the casket was closed according to Hildy's wishes, the dear departed reportedly wore a matching coral satin gown.

Attending Hildy's funeral and the memorial reception at trendy Bolla-Bolla in West Hollywood were many

of the stars made famous by Buddy Burbank Studios. **BUCK PALACE** arrived carrying two dozen roses in a combat helmet which he placed at the head of the casket. **HEIDI KORN**, star of innumerable B B Studios westerns, looked stunning in the scarlet taffeta dress she wore in *Buckeroo Barmaid*. Not to be missed was **DOROTHY LAFLANK**, whose lovely outfit resembled a gigantic coral rosebud.

Rumors are flying as to who will inherit Buddy and Hildy's multi-million estate. Shayna places her bet on "LITTLE HERMAN" **BEAUMONT**, favored nephew of the couple who starred in the popular *Little Herman* TV series in the late 60's.



Hildy sets an elegant table at a lavish party in Hildebud's heyday.

Chapter in Hollywood History Draws to a Close

Special to TINSELWORLD by Winona Sullivan

HILDY TAKES FINAL BOW

With the death of Hildegard Burbank last Tuesday at her Malibu beachfront bungalow, a chapter in Hollywood history drew to a close. Hildegard was the "Queen" behind mogul Buddy Burbank, the "King of the B's."

Burbank, who died several years ago of a massive heart attack, produced, directed, and starred in numerous movies released by his Buddy Burbank Studios. Although some say the flicks are of no real value, others recognize them as the high point of low-budget films.

Buddy and Hildegard first met in 1948 when Buddy was a young actor with GUM. Yearning to oversee his own studio, he approached Hildegard's father, wealthy financier Curtis Montague. Horrified by the young man's plan to offer post-war America a series of low-grade, light entertainment films, the cultivated "Monty" turned him down.

The next day, Hildegard appeared at Buddy's dressing room on the GUM lot. Twelve years his senior, she was a former debutante living a humdrum existence of afternoon teas and charity benefits. She also yearned for something of her own:

a life that would better match her feisty nature and taste for adventure.

Hildegard offered Buddy unlimited use of her ample trust fund to start his own studio, provided she had a hand in its operation. There was only one problem—Hildegard could not draw from her fund until she was married. Luckily, the stately Hildegard answered Buddy's dreams in more ways than one. He proposed that very afternoon and they were quietly mar-



Hildegard Burbank was the steady hand behind Buddy Burbank Studios for nearly forty years.



The back lot at B B Studios bustled with activity during the filming of the horrifying graduation scene in *Bees Do It*.

ried in Las Vegas the following week.

Despite her father's recriminations, Hildegard went on to prove that she had made a good investment. Buddy Burbank Studios rapidly rose to acclaim with such classic hits as *Attack of the Killer Rutabagas*, *Bees Do It*, and *It Came from the Neighbor's House*. The stu-

dios' prominence continued through the 60's, riding the crest of the wave of low-budget films.

Hollywood celebrities flocked to Hildebud, the palatial oceanfront bungalow the couple built in trendy Malibu. The luxurious home was decorated with memorabilia from Buddy Burbank film hits as well as souvenirs from the couple's travels

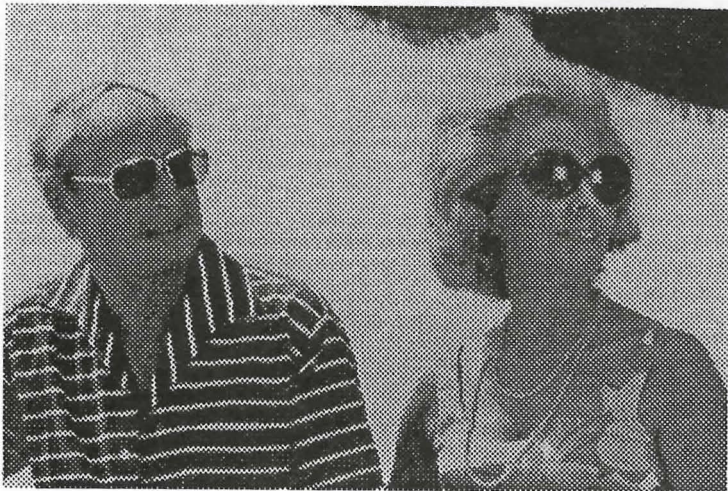
around the globe. Hildegard's rose garden was long the envy of the Malibu community, and their private beachfront was the scene of many a star-studded luau.

The couple never had any children, deciding that the studio was enough of a job to nurture. They were, however, very close to their numerous nieces and nephews, who were often invited to spend holidays with "Uncle Buddy and Aunt Hildegard."

When the craze for "B" movies died down in the 1970's, Buddy introduced a new star in the form of Buck Palace, the fighting letter carrier. With his rock-hard physique, weapons at-the-ready, and determination to fight for justice whatever the weather, Buck was the idol of millions of youngsters.

Following Buddy's death, Hildegard continued to control a majority of Buddy Burbank Studios. She also maintained her reputation as a hostess, although her parties were on a much smaller scale than before. The past few months, she has been seen about town with record producer Tony Paoli, and it had been hinted that a marriage proposal was in the offing.

It is not known what will happen to Buddy Burbank Studios without the ample funding of Hildegard Burbank. Details of her will have yet to be released, but family members are expected to inherit.



In a recent photo, Hildy relaxes on the beach at Malibu with record producer Tony Paoli.

Out of Luck?

Within hours of receiving your Blessed Unicorn keyring, your luck will change. Money will glide to your hands, lovers will find you irresistible, co-workers will bend to your power. Personally blessed by Rev. Olga. Put the legendary power of the unicorn to work for you. Send \$17.00 to Rev. Olga, 1498 Avenue B, NY, NY.

“I went
from

TUBBY TO TRIM!”



Lovely Suzy Frankle holds a shopping bag full of the tasty food she was allowed to eat on the Fat-Melt Diet. “I went from tubby to trim,” says Suzy, “and so can you!”

“When I looked in the mirror and realized my high school reunion was only 3 days away, I practically burst into tears,” says Suzy Frankle of Tewksburg, Ohio. “I looked so fat and frumpy! Then a friend told me about the fantastic Fat-Melt Diet, the 2-day miracle that actually melts fat off your body. In just 48 hours, I lost an amazing 22 pounds without missing a single meal!”

“There were no uncomfortable rubber belts to wear, exercises to do, or chemical supplements to take. Just a delicious piece of Fat-Melt chewing gum three times a day. My husband Robby was so delighted with my new figure that we almost didn’t make it to the reunion!”

Join Suzy and thousands of other satisfied women who chewed their way from tubby to trim with the incredible Fat-Melt Diet. It’s doctor-approved! Here’s how it works:

Eat whatever you like for breakfast, lunch, and dinner. Just follow up each meal with a piece of Fat-Melt chewing gum. Fat-Melt disintegrates the food while it’s still in your stomach, before it has a chance to turn into ugly fat. And the heat caused by the combusive process melts other fats in your body, letting you go from tubby to trim in mere days!

Best of all, you don’t feel a thing. No discomfort, no hunger pangs. Just the satisfaction of looking like a million.

A pack of Fat-Melt chewing gum (6 pieces) costs only \$3.95. You can’t afford NOT to order! Send cash or money order (no personal checks, please) to Dr. S. E. Meretzky, P.O. Box 22, Sudcity, MD. If you’re in a hurry to get started on your Fat-Melt Diet, enclose an extra \$2 for special handling and write “HURRY” on the outside of your envelope.

PLEASE
NOTE

Nothing is more effective than Fat-Melt chewing gum when you want to lose weight fast. It uses a natural combusive process to shape your body into a slim, trim form that will be the envy of all your friends. Naturally, the astounding results mentioned in this advertisement cannot be achieved solely through the use of Fat-Melt chewing gum. You must follow the special Fat-Melt Weight Loss Plan inscribed on each gum wrapper. Although Fat-Melt causes pound after pound of unsightly fat to literally melt away, it is still completely safe. However, before beginning this or any weight loss program, you should check with your doctor to make sure you are in normal health. The potent combustibile in Fat-Melt chewing gum should not be used by children, pregnant women, the elderly, people on any other kind of medication, or those with heart disease, diabetes, high blood pressure, thyroid disease, or any other kind of pre-existing medical condition. Fat-Melt chewing gum is not for sale to minors. This advertisement is void where prohibited by law.

FAT-MELT

chewing gum

Who will Inherit the Burbank Bundle?

by Gayle von Syska,
intimate friend of
Hildegard Burbank

SPECIAL TO TINSELWORLD!
Gayle von Syska, intimate friend of Buddy and Hildegard Burbank, tells who she thinks will inherit the Burbank Bundle.

Hildy and Buddy Burbank lived a life that combined shrewd business pursuits with all-out fun. When visiting Hildebud, I never knew whether to expect an analysis of the stock market or a whoopee cushion! One thing that never varied was Hildy and Buddy's love for their home. From Buddy's light-hearted jokes and Hollywood mementos to Hildegard's elegant furnishings and lovely rose garden, Hildebud reflected its owners' dedication to living life at its fullest.

Hildy always told me she wanted Hildebud to pass on to someone who would love and care for it as much as she did. And, knowing how generous and farsighted Hildy was, she would make sure that person had the financial resources to do so. Hildy and Buddy were not blessed with children of their own, but they did have nieces and nephews they dearly loved. I believe the Burbank fortune will be left to one of them.

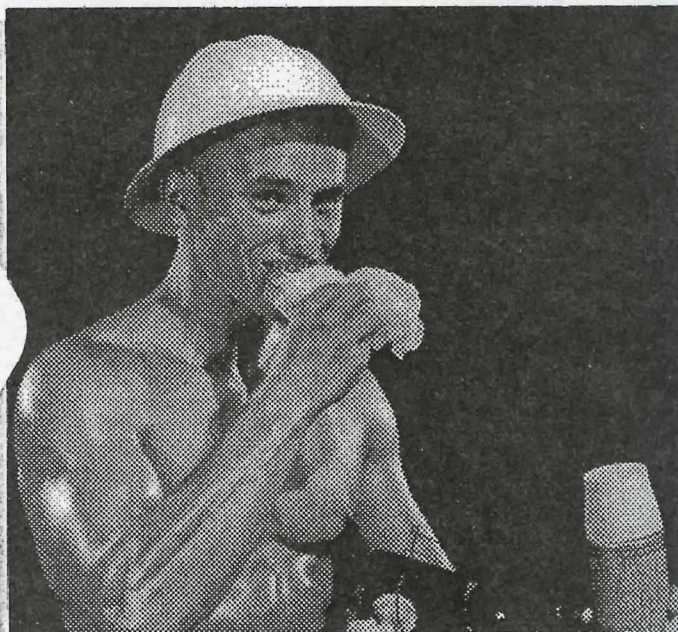
EXCLUSIVE PHOTOS

NEXT PAGE

DILL PICKLES ADD YEARS TO YOUR LIFE!

Doctors have confirmed what pregnant women always knew: dill pickles are good for your health!

The secret ingredient is vinegar, which clears the arteries of fat. Increased blood flow improves brain function, making you feel youthful and vigorous regardless of your age. Doctors advise that for best results you should purchase fresh dill pickles from a deli rather than eating the supermarket variety.





Hildebud, palatial home of Hildegarda and Buddy Burbank, as it looked in the fabulous fifties. Subsequent alterations included the addition of a private theater.

**TINSELWORLD
EXCLUSIVE!**
Photos from Bayle von Syssle's
personal album.



Three of Hildegarda and Buddy Burbank's numerous nieces and nephews frolic in the cove at Hildebud in the mid-60's. On the left is "Little Herman" Beaumont.

Remembering Buddy Burbank...

The Curtain Falls on a Golden Era

By Brian Moriarty

As the curtain went down on Hildegard Burbank, so too did the curtain fall on a golden era in Hollywood filmmaking. With no one left to carry on the studio's tradition, it seems likely Buck Palace, the fighting letter carrier, has delivered his last parcel. Buddy Burbank created over 600 films in his lifetime; many were landmarks for Burbank as well as the film industry.

***We love ya,
Buddy Burbank***

Burbank was a man who relied on base instincts, who proved that you could make great movies—and plenty of them—without pandering to trends or the whims of investors. We are lucky to have as his legacy a roster of fine films that will doubtless be enjoyed for generations.

Continued on next page





Buck Palace, The Fighting Mailman

Five fantastic films comprised this series about a mild-mannered mailman whose dedication to the Post Office and the American way of life inspired us all.

Postage Due

Postage Due, the first in the series, was a break-through film for Burbank. Buck takes on the New York Mafia's Five Families as they try to cheat the post office out of 8 cents postage due. Buck returns the fire by delivering each Family's mail to another, thus triggering a war between the Families as payoffs don't arrive and drugs are misdelivered. The mob counters, ordering Family-operated dry cleaners to

In a daring move, Burbank pulled gangster Mugsy Mahoney off the streets of New York to play a Mafia don in *Postage Due*.

triple the starch for all postal uniforms. Things get tense as mailmen struggle to complete their rounds despite painful rashes. But Buck has the last laugh. He holds the Five Families' mail at the post office. When the mafia chieftains come in to identify themselves and collect their mail, Buck serves them with a subpoena.

Following the release of this film, the postal system noticed a marked increase in the payment of postage due.

I am the Lotto Lady

I can turn bad luck to good. Lotto, roulette, horses, any kind of chance. Send me \$10.00 donation and I will send you 3 lucky numbers. Play them and you will win big. Write to Ramoa, P.O. Box 327, Forest Hills, NY.

Special Delivery

In the prequel *Special Delivery*, Buddy examined Buck's early days with the postal service. It's 1962: Fidel Castro is in Cuba and the President wants him out. Buck is called into the Postmaster General's office and told that if he kills Castro, postal service funding will be increased 90 percent. Equipped with his trusty mailbag and a roll of special Cuban stamps with poison adhesive, Buck parachutes into Havana. Using a CIA-prepared resume, he has no trouble moving into a job as mail room clerk for Castro.

As the weeks pass and Buck waits for his chance, he finds himself

uncontrollably attracted to Castro's personal secretary. Burbank devotes over two minutes of screentime, exploring the budding relationship and the frustrating language barrier between the pair. In a dream sequence, Buck ponders settling down with Castro's secretary to spend his life censoring Cuban mail. At the end of the dream he wakes in a cold sweat, realizing that his love for freedom of speech is as strong as his love for Maria. His sweetheart agrees to run away with him to America, but unfortunately uses one of the poisoned stamps to notify Castro of her resignation. Buck, heart-broken, can't complete his mission. Instead he swims back to the U.S., but not before fighting and destroying over half the Cuban Navy.



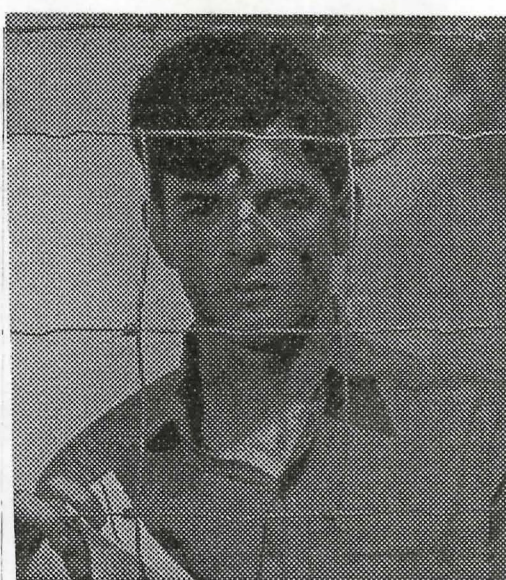
*Lovely Concetta Carlucci, one of the many rising stars who from B & B Studios, danced the Gangs with Buck in *Special Delivery*.*

Address Unknown

Address Unknown is the fourth in the series. A letter addressed to a POW is returned by Hanoi years after the end of the war, and Buck is determined to deliver it. After an 18-month wait for reassignment to the American Embassy's mail room in Cambodia, Buck is eager to see action. On a lunch break, he heads for Nam.

Although possessing no knowledge of the Vietnamese language and little of its Zip codes, Buck secures a position as a letter carrier. After months of on-the-job investigation and a few close calls with water buffalos and old anti-personnel weapons, he gets a lead. His supervisor asks him to deliver a pile of "American" junk mail to a secret camp deep in the jungle. Buck, sensing a break and a promotion, heads for the camp. When he arrives, it's just what he expected: American servicemen, chained to worktables, forced to manufacture second-rate envelopes for the Vietnamese Postal Service. After a few "special deliveries" to the guards' huts, Buck disguises the men as parcels, mails them to the Pentagon, and hopes they'll pay the postage due.

There weren't many dry eyes in the theatre as Buck sealed the last POW's package.



In Address Unknown, Buck is the last hope for soldiers imprisoned in a sordid POW work camp.

StarGazing

By Our Man
in Hollywood,
Carlo Gelato

HILDEGARDE BURBANK MIGHT LEAVE HER ENTIRE FORTUNE TO BUDDY BURBANK STUDIOS. But then again, maybe she won't. And if she doesn't, the big question on everyone's mind is, what will happen to the Buddy Burbank stars after the studio closes down? In particular, what will happen to Buck Palace, the fighting letter carrier?

By now, everyone knows how Buck got to be such a big star. He was just a run-of-the-mill mailman with a penchant for law and order when he lucked into the Burbank Studio route. One day Bud Burbank saw Buck outside the studio, wielding his bazooka to make traffic toe the line so an old lady could cross the street. Well, as they say, the rest is history. Bud signed Buck for a million-dollar contract and the guy became a star.

BUT WHAT'S THE GOOD OF BEING A STAR IF YOU HAVE TO WEAR YOUR FIGHTING LETTER CARRIER OUTFIT AND ACT YOUR PART DAY AND NIGHT FOR DECADES? At least Buck used to be able to take off his uniform when he got home at night. But under contract to Bud Burbank, Buck had to be a fighting letter carrier 24 hours a day.

When Buck was having a steak-and-sushi sandwich the other day at my joint, trendy Bolla Bolla in West Hollywood, I asked him what he planned to do now that Bud and Hild were out of the picture.

"Well," said Buck, after complimenting the chef on the delicious sandwich, a specialty of Bolla Bolla, "I don't want to end up like Roy Rogers, tied to one character for life. I'd like to branch out, step into

a different pair of combat boots. I've considered becoming a fighting Good Humor Man. Think of all the kids who could use my help!"

STARLET DOROTHY LAFLANK HAS ANOTHER ROLE IN MIND FOR THE FIGHTING LETTER CARRIER. "I'm mad about Buck!" she burbled at a recent Bolla Bolla luncheon. Between appreciative bites of her caviar enchiladas, a Bolla Bolla lunchtime exclusive, Dorothy talked about her future with Buck. "I'm swooning in a dream world of love! Soon I'll be Mrs. Buck Palace!"

"Dot's a sweet kid," Buck said when asked to comment. "I like her." Then Buck joined yours truly in a Cola Cocktail, the tasty house drink at Bolla Bolla.

Burbank's Classic Horror Films



Following their debut in *Slash 'n' Chop Sock Hop*, Queenie Bee and The Honeytones became international hits, joining numerous other Buddy Burbank "finds" who rose to stardom.

Meltdown on Elm Street

The nuclear industry's worst fears are confronted when a neighborhood nuclear power plant malfunctions in *Meltdown on Elm Street*. After a spectacular melt-down during the opening credits, things quiet down as those left alive settle back into their usual routines, only without

hair. Soon the survivors begin to experience horrifying nightmares about a nuclear plant worker who lived through the accident. It's not long before they are unable to separate their dreams from reality. The "glowboy" becomes real and sets about terrorizing the Elm Street neighborhood, killing the bald citizens.

The horrifying finale of the film takes place in the Elm Street Cinema, where the illuminated antagonist makes his last deadly appearance. At this point, Burbank once again demonstrated his unique creative talents. He arranged for an usher in each theatre showing the movie to run up and down the aisles wearing a glowing, nuclear plant worker's jumpsuit, adding to the on-screen nuclear nightmare.

The overall experience was so horrifying that several moviegoers died of shock, eventually resulting in the film being banned.

Slash 'n' Chop Sock Hop

In *Slash 'n' Chop Sock Hop*, the innocent fun of a sock hop turns to horror as band member Queenie Bee goes berserk, slashing dozens of panic-stricken teens with the stiletto concealed in her microphone. In the ensuing crush to reach the door, hundreds more are trampled to death.

Flashbacks reveal that the massacre is Queenie's vendetta for getting laughed out of a sock hop Limbo contest five years earlier. In the gruesome finale, the survivors are forced into a repeat contest on the blood-stained dance floor. The terrified kids think they have to win to stay alive. Tension builds as the audience realizes Queenie plans to whittle down the competition, leaving only one Limbo champ—herself.



Moviegoers literally died of fright when this face filled the screen in *Meltdown on Elm Street*.

DON'T Throw away those NAIL Clippings!

Just one nail clipping can unlock my psychic powers to reveal the special numbers that will end your money worries forever. I succeed where others fail. Send nail clippings and \$12.00 to Brother Bob, R.F.D. 1992, Hopperville, IN.

Buddy Burbank's WIDE-REACHING Talent

From special effects to social commentary, Buddy Burbank made his mark in every area of filmmaking.

With his tongue-in-cheek bloodbath *The Day The Movies Died*, Burbank trained his cinematic fire on his many critics in the media. A myste-

rious cult systematically destroys nearly every copy of every film ever made. An army of critics, sensing their livelihoods threatened, descends into Hollywood's vast salt mine vault in Utah to protect and defend what's left of filmdom. At first all is well. Then the critics receive a radio transmission from the cult, informing them that one of the film canisters in the mine contains a bomb.

A frantic search ensues. Fortunately the bomb is found before it goes off. Unfortunately it's found by critic duo Cisco and Hebert. As the pair examine the bomb, an argument breaks out about how best to disarm it. The two exchange verbal barbs until Hebert drops his Goobers on the detonator.

Predictably panned by the critics themselves, many admitted privately to serious introspection of their lives after viewing the film.

While *Bees Do It* was not a major artistic step in any direction, it did well at the box office due to an outstanding in-theatre special effect: Crawl-O-Round. A brainy creation of Burbank's, Crawl-O-Round is a series of small ion generators placed throughout the theatre. At strategic points in the movie, the generators charge the air molecules. This causes the hair on movie-goers' arms to stand on end, making it feel as though insects are crawling on them.

Rumors still persist that Burbank's technology has been subverted and is somehow incorporated into today's televised insect-repellent commercials.

The Seven Dwarves Do Dallas was Burbank's first and only step into soft-core porn. In later years, he denounced the film as exploitative and apologized to the dwarves of Dallas.

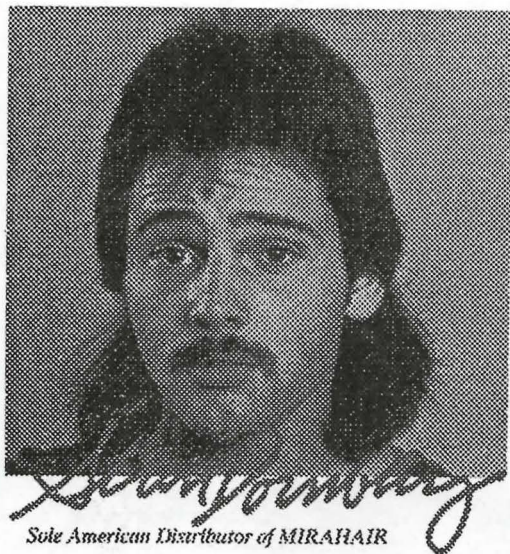
Burbank's Last Film

A Corpse Line

This is believed to be the only existing still from Burbank's lost masterpiece, *A Corpse Line*. A close look will reveal many of Hollywood's leading men.

Burbank's final achievement, *A Corpse Line*, was never released to the public. Reportedly Burbank was viewing this film when the Man Upstairs said "cut" with his last breath, from a place where even in

his screening room, Burbank proclaimed *A Corpse Line* his masterpiece. The film, thought to be worth millions to his fans today, was never recovered, and no copy is known to exist.



My name is Stan Dornburg, and I was totally bald by the age of 21. Now I have a full head of thick, lustrous hair. How did I do it? With MIRAHAIR, the miraculous hair replacement cream. Since regaining my hair, I have obtained a bank account full of \$\$\$, a beautiful new home with brand new appliances, a slim, attractive figure, a wide-screen color TV, good luck at Bingo, and full love powers.

MIRAHAIR Box 733 Tampa, FL

Dear Stan Dornburg,

YES! I want a full head of hair and all the things that come with it! RUSH my giant 4 oz. bottle of MIRAHAIR and my FREE copy of Hair's To Your Health. Enclosed is my check or money order for \$29.95, plus \$3 postage & handling.

Name _____

Address _____

City/State/Zip _____

Carlo Gelato (pictured below) tried dozens of hair replacement creams, sprays, and lotions. Nothing worked. Then Carlo heard about MIRAHAIR. Within six weeks of growing his luxurious new head of hair, Carlo got a winning Lotto ticket, a late-model sports car, a fashionable new wardrobe, plenty of dates with voluptuous women, and an exciting job as manager of Hollywood hot spot Bolla Bolla.

Don't you think it's time you received a shiny new car, lasting love, as much money as you want, and all the other things that come with a full head of healthy hair? I am the sole American distributor of MIRAHAIR, and for only \$29.95 I will send you a gigantic 4 oz. bottle along with a **free** copy of my best-selling book Hair's To Your Health.



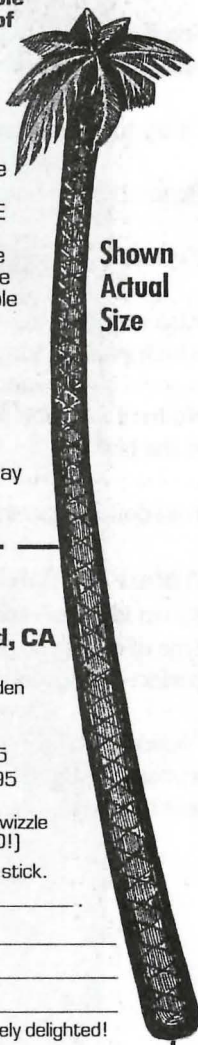
Here's Carlo Gelato in actual unretouched photos taken before and after using MIRAHAIR. Says Carlo, "I'm not afraid to show how I looked before MIRAHAIR. You can see the difference it made in my life. It can make the same difference in yours!"

MIRAHAIR



You can find HIDDEN TREASURE ...in your own home!

Wouldn't you like to have your money worries solved forever? To treat yourself and your family to luxury sports cars, fashionable wardrobes, and brand new household appliances? Best of all, to get all this **WITHOUT WORKING A SINGLE DAY?** Now you can, with the amazing **LUCKY PALM TREE SWIZZLE STICK!**



Shown
Actual
Size

"Do I look like the kind of person who believes in lucky charms? YOU will become a believer, too, when you get your **LUCKY PALM TREE SWIZZLE STICK.**"

I'm not the sort of person who believes in lucky charms. But a year ago I really needed a miracle. I lost my job, the finance company repossessed my car, and my wife had triplets—all in one week. Night after night, I sat at the kitchen table, trying to straighten out our finances.

One evening I worked so long and hard that I fell asleep right there at the table. That night someone must have heard my desperate prayers. For the next morning, there was a **PALM TREE SWIZZLE STICK** on the table in front of me. I didn't know where it had come from or what it meant. I absent-mindedly used it to stir my orange juice.

Suddenly, I heard a thud from the living room. I went in to find that a panel in the hung ceiling had fallen down. All I could think was that this meant even more expenses for me. Then I saw something glittering in the empty space. A beautiful diamond necklace was dangling from the old original ceiling! When I took it to the jewelers, I found that it was worth \$20,000!

The next day, I stirred my lemonade with the **PALM TREE SWIZZLE STICK**. Shortly thereafter, I was working in my vegetable garden when my spade struck something hard. Within moments, I was opening the lid of a treasure chest containing 100 gold pieces! I sold these for \$40,000 and bought my wife a new mink coat. When she went to hang the coat in the closet, the hanging bar gave way. But this was no tragedy—concealed in the hollow center of the bar was a fortune in precious jewels!

Where did these treasures come from? You might think anyone with a valuable diamond necklace would place it safely in the bank. But in the past, no one kept money or valuables in the bank. They hid them in the house! Even today there are plenty of people who think a mattress is more secure than a safe deposit box.

When its owner passes away, a treasure often stays just where it was put, in a nook or cranny of a house or the secret compartment

of a piece of furniture that may change hands many times! Short of tearing apart your house and furniture, it's almost impossible to find them... unless you have a **LUCKY PALM TREE SWIZZLE STICK**.

Now that I'm financially secure for life, I'd like to share my good luck. I have arranged to make a **LUCKY PALM TREE SWIZZLE STICK** available to anyone who wants their money worries to disappear **forever!** Simply follow the instructions I send you, stirring your drink exactly the way I say, then sit back and wait for money, jewels, and other treasures to float into your hands.

A **LUCKY PALM TREE SWIZZLE STICK** costs just \$12.95. Isn't that a small price to pay for the fortune you'll receive in return? Order today—and good luck to you!

Exclusive Order Form

Lucky Palm
7327 Sunset Blvd. West Hollywood, CA

YES! I want to find the valuable treasures hidden in MY house! Send me my **LUCKY PALM TREE SWIZZLE STICK** today! Please send me:

- ☐ One Lucky Palm Tree Swizzle Stick for \$12.95
- ☐ Two Lucky Palm Tree Swizzle Sticks for \$21.95 (I save \$3.95!)
- ☐ **SPECIAL GIFT PACK:** Four Lucky Palm Tree Swizzle Sticks for only \$42.95 (I save almost \$10.00!)

I enclose \$3.00 postage and handling per swizzle stick.

Total amount enclosed \$ _____

Name _____

Address _____

City/State/Zip _____

Money back guarantee if you are not absolutely delighted!

Nord and Burt

HOME ON THE RANGE

This booklet of original cartoons by Kevin Pope illustrates the various types of wordplay you'll come across in Nord and Bert Couldn't Make Head or Tail of It. Half the fun is figuring out what to do in each section of the game.

See if you can cut the mustard with your use of idioms, those commonly-used expressions that don't really make any sense on their own.

Or try to hit the nail on the head with the right cliché.

Be nimble and be quick when you come across a gadget that's jacketed in possibilities.

Explore a house where every room literally has its own personality.

Also sky your trill—er, try your skill—at spoonerisms, those rascally transpositions of sounds by which you can turn a happy Sam into a sappy ham.

No bard is barred from using homonyms, if you write the right stuff and know how to find the bazaar in the bizarre.

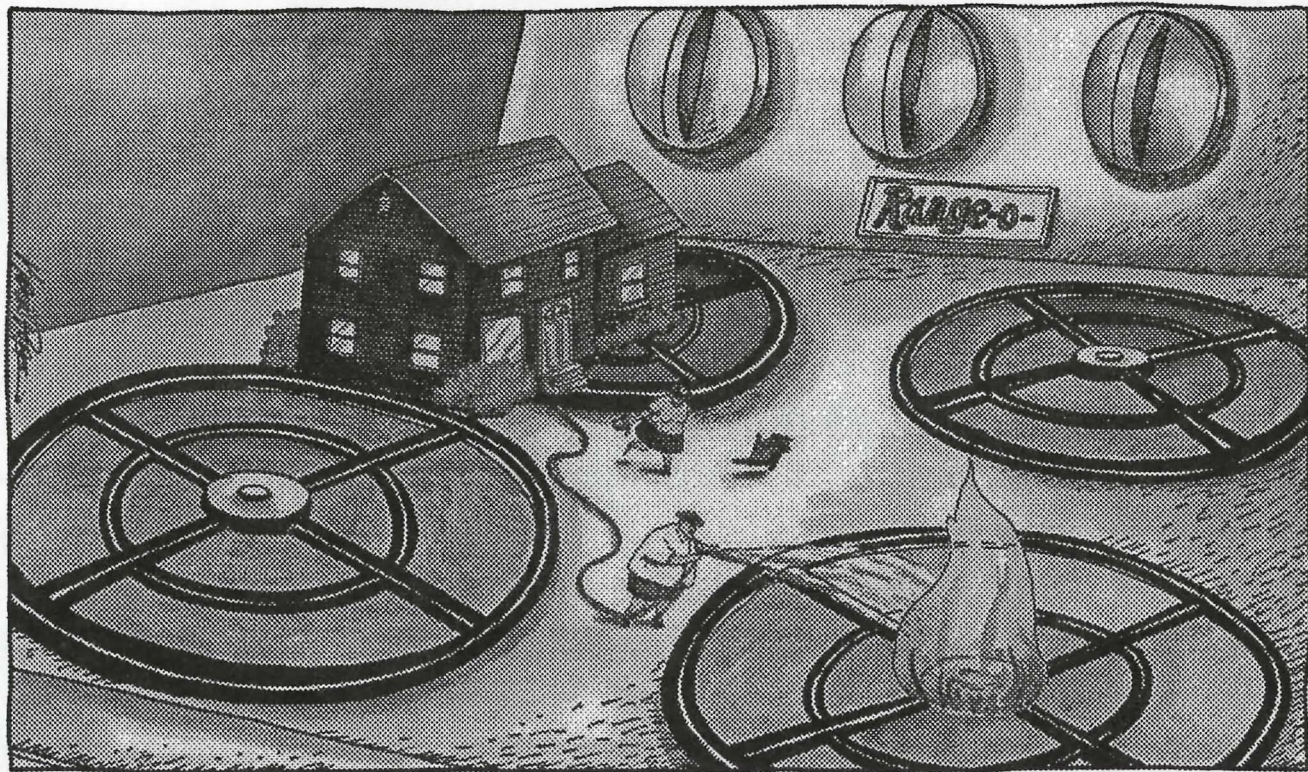
And don't forget to act the part when you end up on center stage in a 1950's-style situation comedy.

About the Author

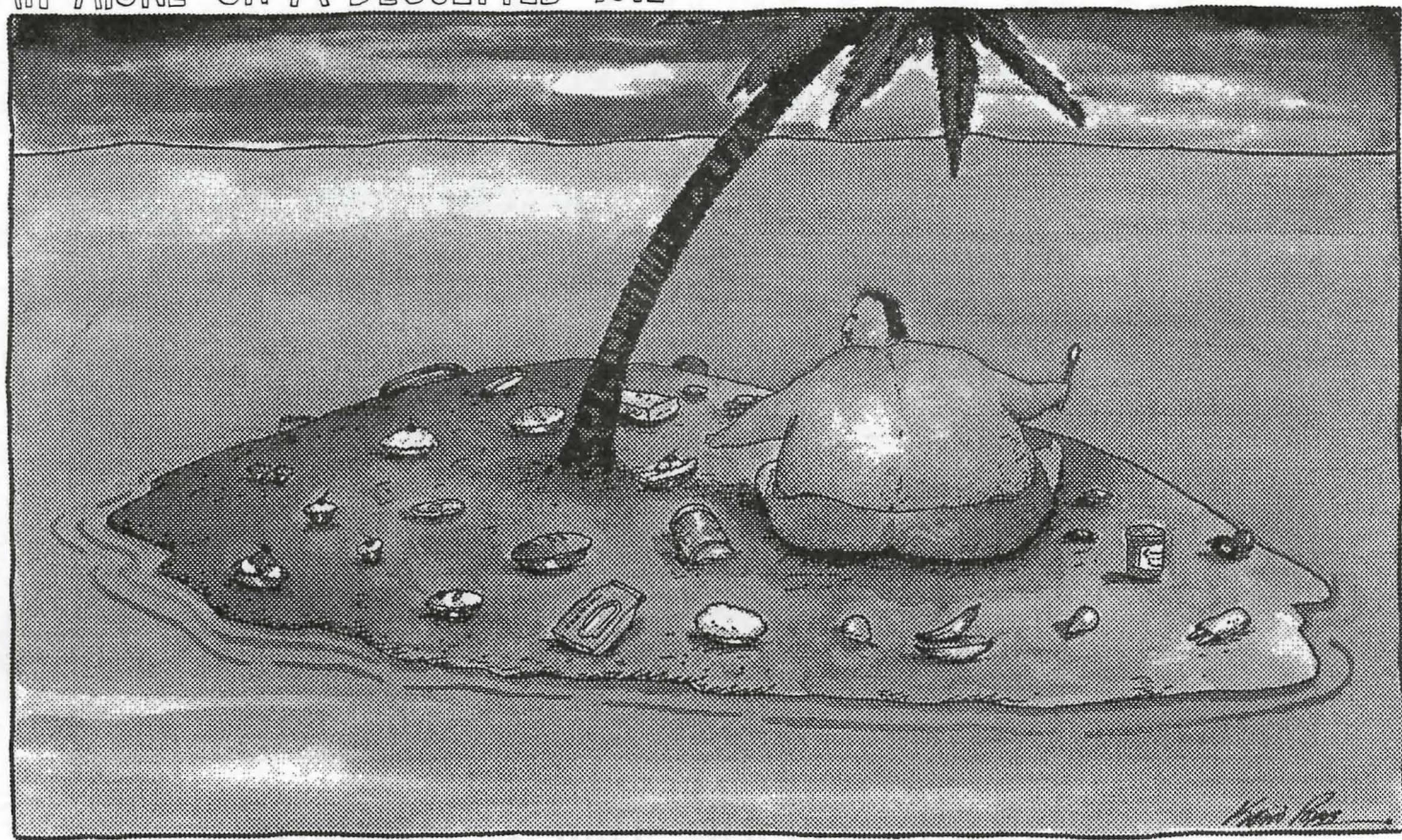
Kevin Pope has spent most of his life in small towns, living and working side by side with the same type of folks you see in his cartoons. His quick wit and unique view of everyday situations made him perfect for this job.

"Inside Out," Kevin's syndicated cartoon panel, provides daily amusement for newspaper readers across the country. He has published a book of cartoons, *The Day Gravity Was Turned Off in Topeka*, and is currently at work on the Acme greeting card line.

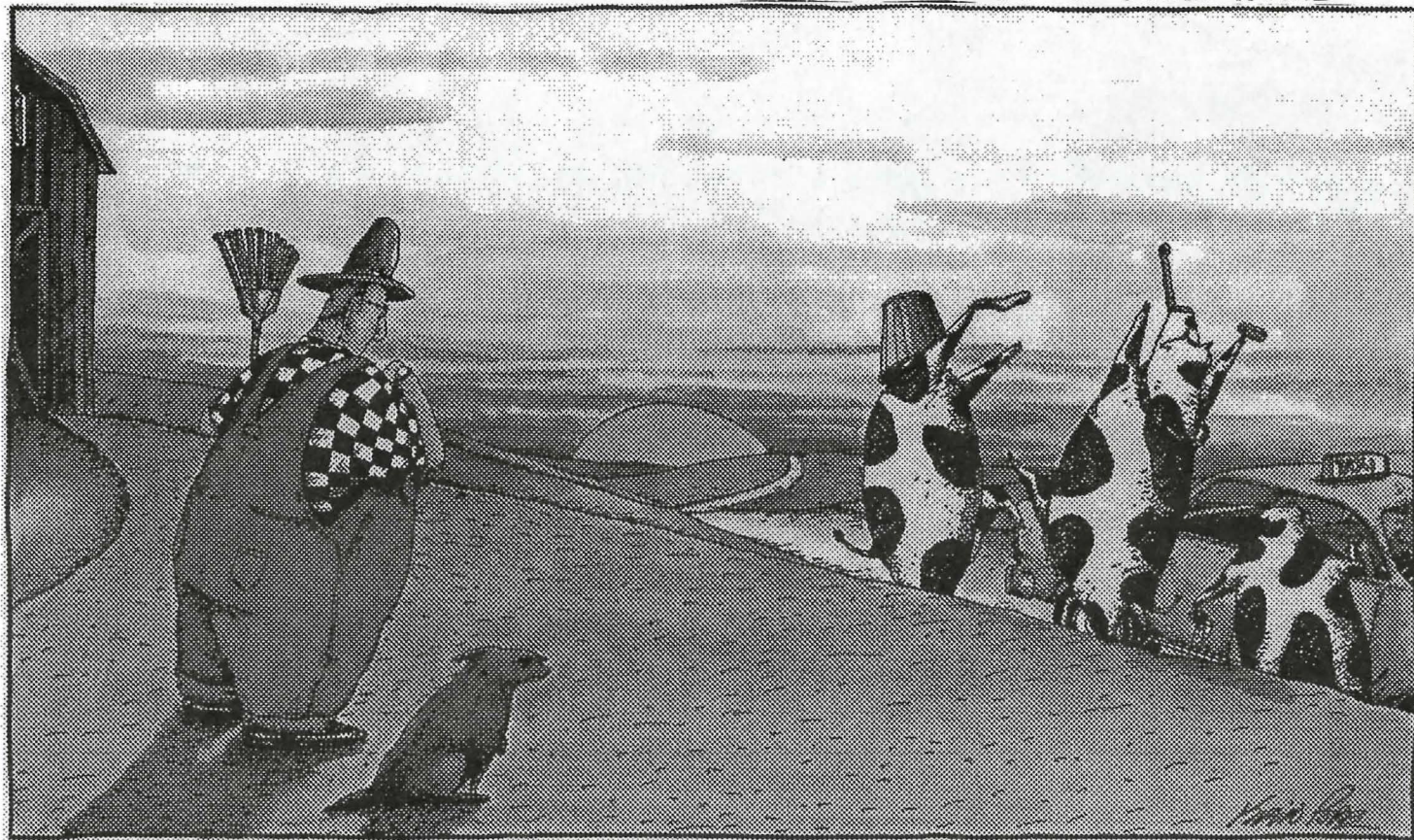
HOME ON THE RANGE



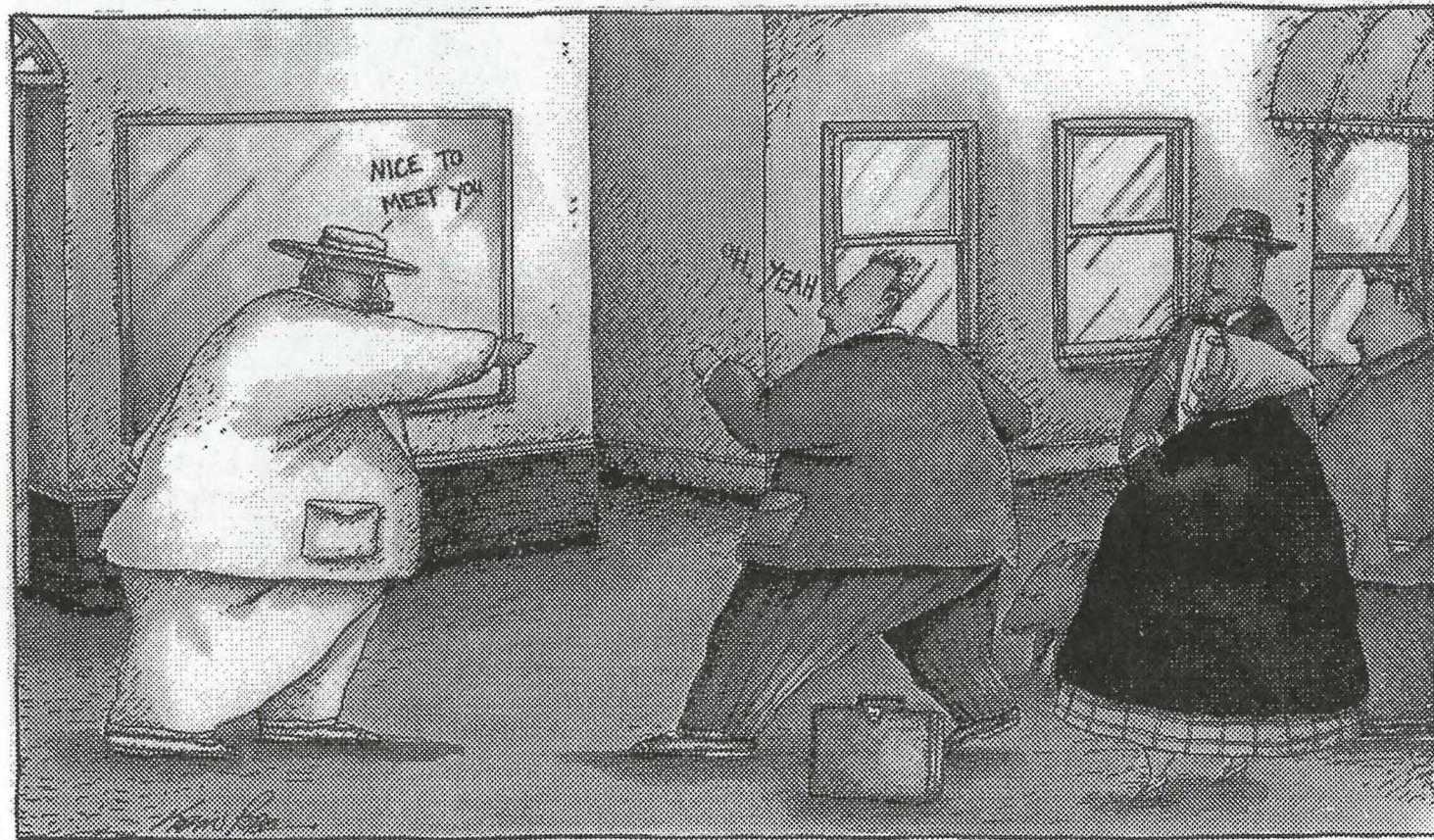
ALL ALONE ON A DESSERTED ISLE



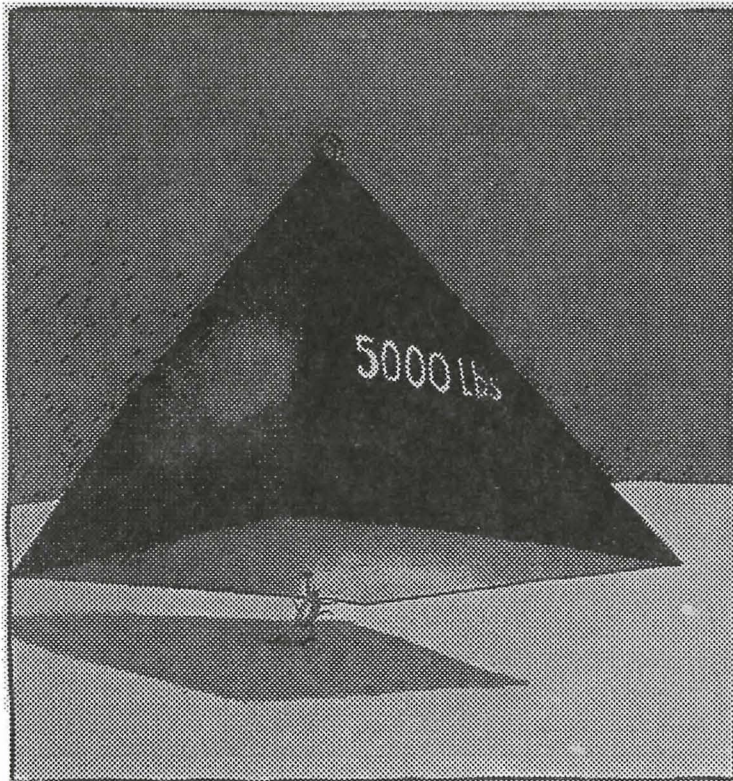
Old Farmer Brown is always worried sick, till the cows come home



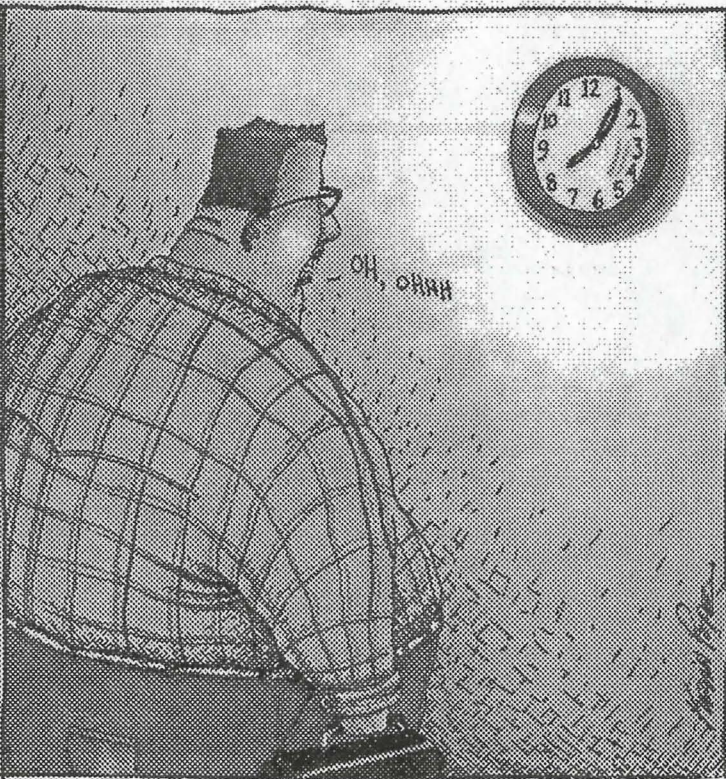
THE MAYOR MEETS THE PUBLIC DEFENDER



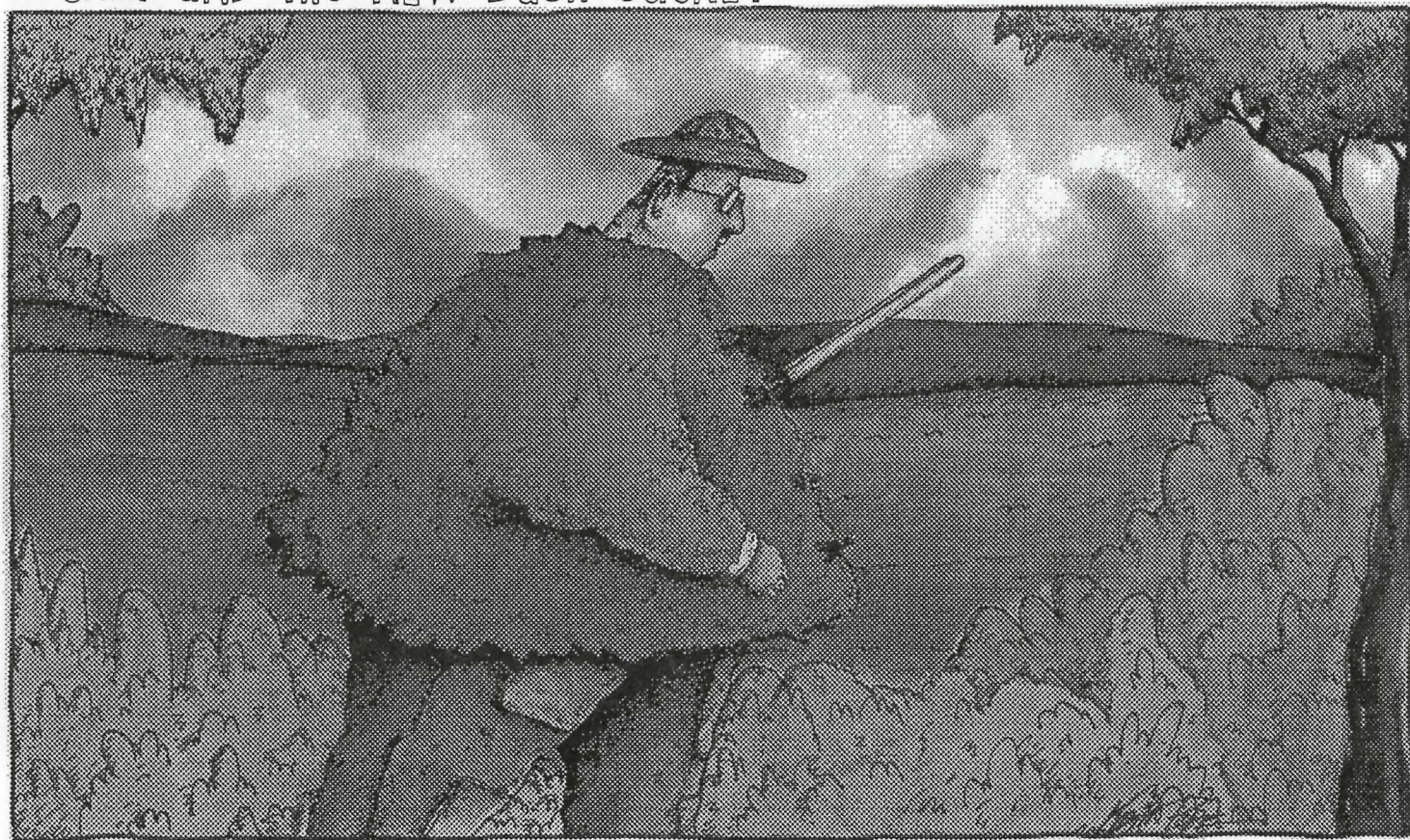
A HARDY tick



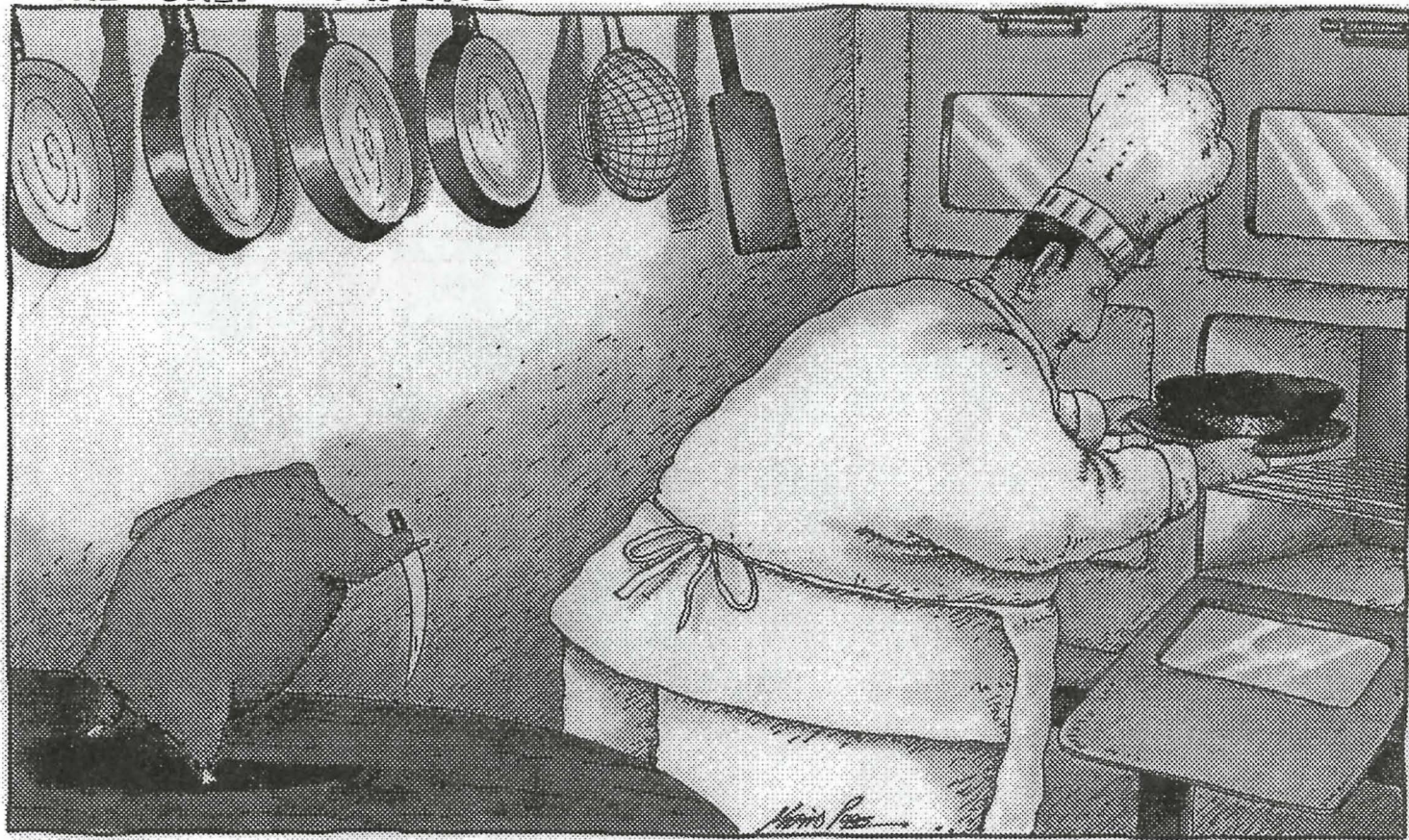
A tARDy HiCK



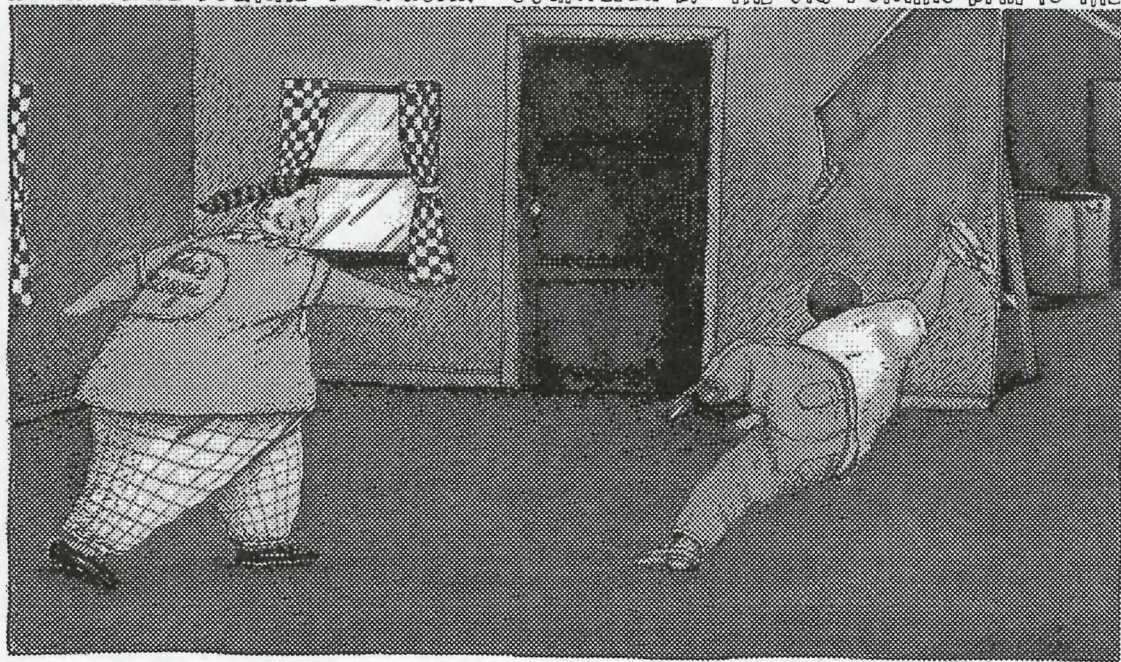
CHET AND HIS NEW BUSH JACKET



THE CHEF'S SURPRISE



THE old PIE IN THE FACE routine is quickly COUNTERED by THE old BOWLING BALL TO THE FACE routine



THE LIBRARY



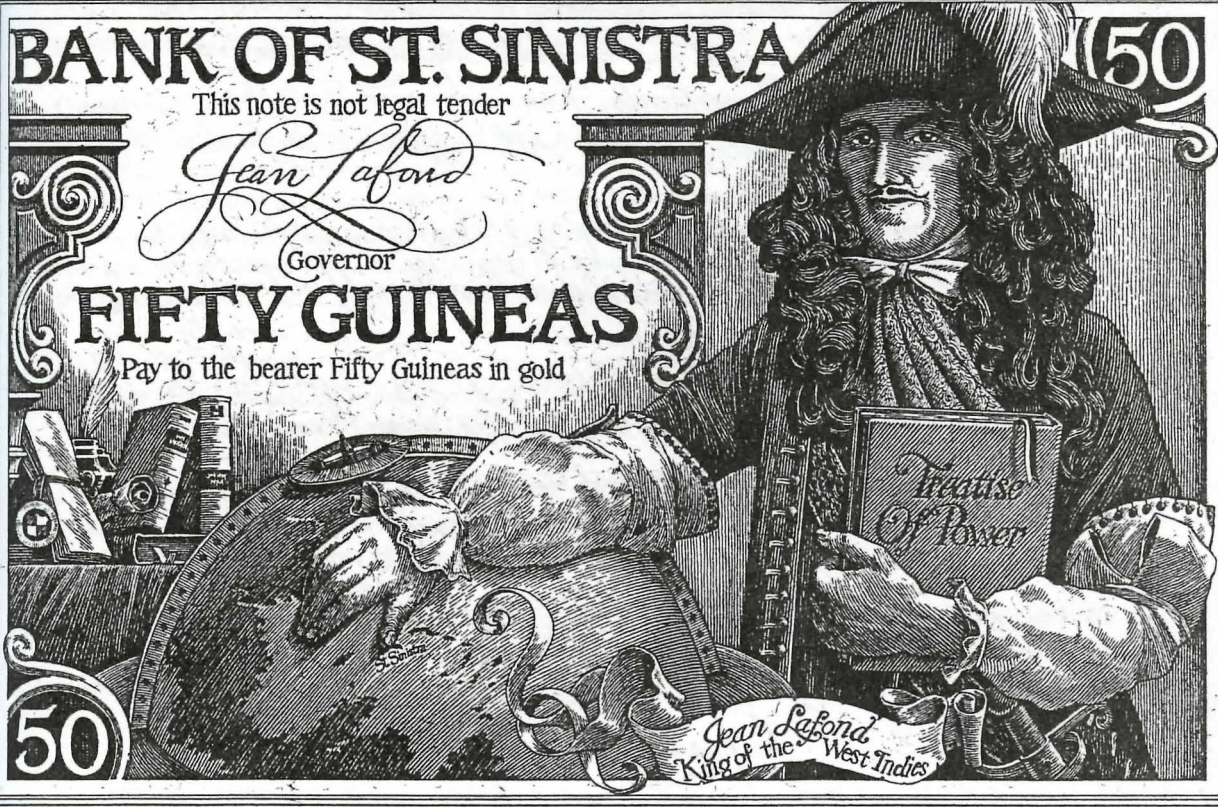
Plundered Hearts

Preface to the Story

Plundered Hearts is set in the late 1600s, where you are living the genteel life of a beautiful young Englishwoman. You have received news (the note included in your game package) that your dear father is ailing, and so you are travelling to the West Indies to care for him. As the story opens, the ship you are aboard is attacked by pirates, and you are carried off by the dashing pirate captain! But this does not dissuade you from your determination to find your father. Along the way, you shall encounter danger, adventure ... and more than a touch of romance.

About the Author

Amy Briggs was born a quarter of a century ago in a small town in western Minnesota. She graduated in 1984 from Macalester College, St. Paul, with a degree in English, specializing in British Literature. Strongly influenced by Jane Austin and Ian Fleming, she has often wondered what would have happened had Elizabeth Bennett met James Bond. Plundered Hearts is her first Infocom story.



St. Sinistra, 5 January
Dimsford House, London

Honored Lady,

It pleases Me that You have the Wit and
Cumption not to feel obliged to wait on your Father's
Permission to reply to my Letters. Of course He
could not refuse You the Opportunity of writing
to Myself, his new Friend and Governor.

While I customarily describe the Beauty of
my little Kingdom, this Time I have less than good
News to impart. Your Father has been taken ill of
a wasting tropical Disease. My own Surgeon has
reviewed his Condition and predicts that without loving
Encouragement, He may not survive more than a few Months.

Dimsford, too ill to write Himself, begged Me to
inform You, his only Daughter, of his Situation. With due
Respect, I suggest that You take ship to St. Sinistra
by the first Opportunity. I am convinced that the
Sight of your beloved Face will dissuade your Father
from his Melancholia.

I have instructed Capt. Bartholomew Davis,
of my Flagship *Lafond Dux*, to deliver You to my
grateful Charge; He should arrive in London directly
after You receive this Missive. Pray accept this
Banknote to defray the Cost of a new Wardrobe;
any Guest of Mine must be suitably dressed.
Trusting that your Voyage will be comfortable, I am,

Your most sovereign Lord,
Governor of St. Sinistra,

Jean Lafond

Border Zone

Preface to the Story

Washington and Moscow are the capitals of the Superpowers, but the Cold War is fought at the front: in Eastern Bloc countries like Frobnia and adjacent neutral countries like Litzenburg. In these countries, where all strangers are suspect and all actions observed, paranoia and vulnerability are inescapable. In these countries, innocent travelers get caught in the web of international espionage. This is the setting for Border Zone. , Border Zone consists of three chapters. In each chapter, you play a different character (an American businessman, a Western spy, and an Eastern spy) involved in the assassination attempt of an American ambassador. Each chapter is a story unto itself, with its own unique puzzles and goals. The chapters take place at different times and at different locations; as a player, you will get the most satisfaction if you play the chapters in order. , Border Zone has a built-in clock which drives the story forward. Unlike other Infocom stories, the clock in Border Zone continues to tick even while you stop to think. So if you find yourself in a dangerous situation, you can't just sit back and relax. Whether you type in a command or not, characters will move around, events will happen, and the story will proceed.

Speeding Up or Slowing Down the Clock

The clock in Border Zone always runs; it cannot be turned off. However, the clock can move at two different speeds: SLOW and FAST. Chapter 1 starts with a SLOW clock; Chapters 2 and 3 start with a FAST clock. You can change the clock speed by typing SLOW or FAST. , Experienced Infocom players ought to try Chapter 1 with a FAST clock, since it's a greater challenge. Slow typists and players with weak hearts may find Chapters 2 and 3 more enjoyable with a SLOW clock.

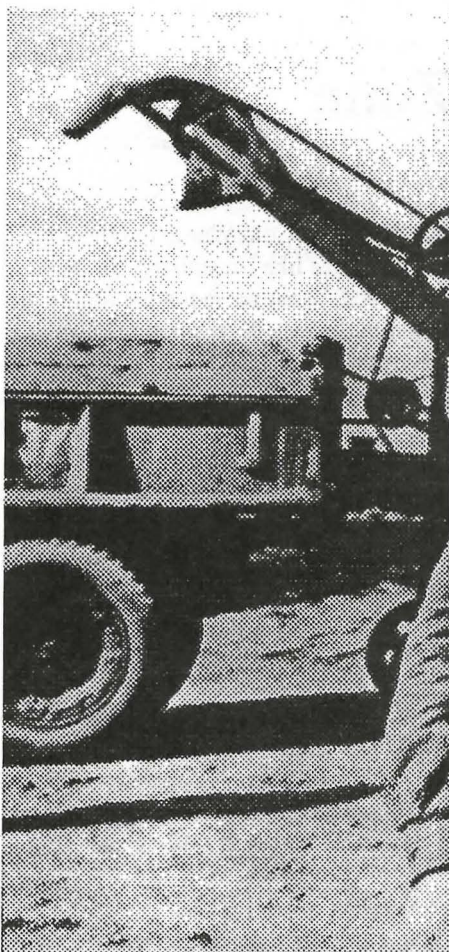
Questions

Every now and then, someone in Border Zone will want you to answer a specific question. When this happens, you will see two prompts (>>) instead of the usual one (>) on the command line. You must answer the question to proceed; simply type YES or NO and press the RETURN (or ENTER) key. Unlike other Infocom stories, time passes in Border Zone whether you type something or not. Like a real spy, you probably won't be able to plan your moves as slowly and carefully as you want, since timing is critical and you are usually being watched or chased.

FAST - Chapter 1 starts with a SLOW clock. By typing FAST, you can make the clock in Chapter 1 go faster. Experienced Infocom players are encouraged to play Chapter 1 with a FAST clock, since it's a greater challenge. See also SLOW below.

HINT - If you have difficulty while playing the story, and you can't figure out what to do next, just type HINT. You will see a list of questions you can ask. Just follow the directions at the top of your screen to see the hint of your choice.

SLOW - Chapters 2 and 3 start with a FAST clock. By typing SLOW, you can make the clock in Chapters 2 and 3 go slower. Slow typists may find the SLOW clock more to their speed. See also FAST above.



FROBNIZ IZIM!



I AM FROBNIA



*Fortunate Tourists Guide
and Phrasebook*

PIAMNO, FROBNIZ!

Beyond your wild dreams is Frobna, a republic to please happy tourists! From alpine mountains to billowing fields, there is in Frobna for all tastes. Although Frobna is mostly for crop, do not forget to visit our most modern cities, with cafe for your pleasure. Also to hand is the famous factories of Frzi.

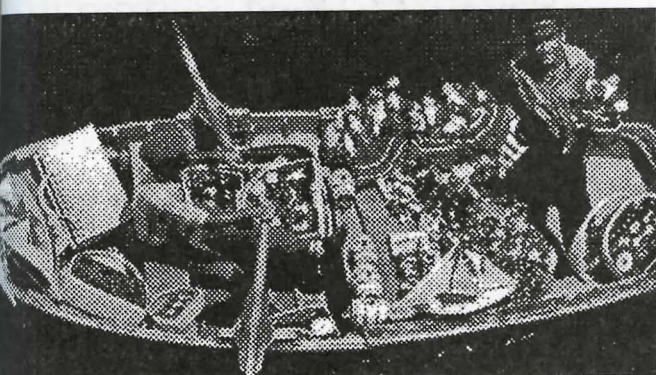
In Frobna, you will go onboard train, the efficient transport for Frobnaian and tourist alike. You will find there much to please you, from delicious refreshments at convenient station to cheerful peoples you will meet.

Do not forget to greet your new friends. This little booklet helps you find precise words to say.

Enjoy our efforts! Each wonderful page shows the treat ahead for fortunate tourists like you ... visitors of Frobna.



Our attractive peoples welcome you to Frobnia.



The shrewd merchants of Khoblatz will sell you many interesting souvenirs.

Here are many salutes you will use in our goodhumored country.

OOPZI DAZI!

Hello.	<i>Pimsna.</i>
Goodbye.	<i>Zlettna.</i>
Yes.	<i>Yep.</i>
Yes, sir.	<i>Yep, vaz.</i>
No.	<i>Nyep.</i>
I am sorry.	<i>Izi slep.</i>
Please.	<i>(no translation)</i>
Thank you.	<i>Prep tipna.</i>
You're welcome.	<i>(no translation)</i>
I can't tell you that.	<i>Snemetz pushna.</i>

Walking on the street, you will use many friendly words.

Excuse me.	<i>Oopzi dazi.</i>
Forgive me.	<i>Hartzi dazi.</i>
Pardon me.	<i>Pripsa dazi.</i>
You are in my way.	<i>Vinchim dorn.</i>
It is my fault.	<i>Popka izim.</i>
It is not my fault.	<i>(no translation)</i>
It's not allowed to ...	<i>Nye mneshna ...</i>
take photographs here.	<i>fotomattni.</i>
walk here.	<i>pletska bli.</i>
look at this.	<i>skopil fresna.</i>
talk to him/her.	<i>snemsna link/dink.</i>
do that.	<i>vilmi fresna.</i>
You're under arrest.	<i>Ouzna gotcha.</i>

Even you can learn counting in Frobnia!

- 1 Entz
- 2 Trentz
- 3 Mrentz
- 4 Pentz
- 5 Gribní
- 6 Squíbní
- 7 Plíbní
- 8 Glibní
- 9 Kípítz
- 10 Nímítz
- 11 Enímítz
- 12 Trenímítz
- 13 Frenímítz
- 20 Trenímskí
- 30 Mrenímskí
- 50 Gribnímskí
- 100 Nímnímskí
- 1000 Nímnímnímskí
- 1000000 Nímnímnímnímnímnímskí

1 o'clock	entz orním
2 o'clock	trentz orním
2 fifteen	mrentz-pentz gribní orním
2 thirty	gríp gribní orním
2 forty-five	entz-pentz gribní orním

Don't go at haphazard! Plan your journey from the interesting sights of Frobnia.

Where is...	Kap...
Where are...	Kop...
the mountains?	edeluas?
the catacombs?	toumzím?
the swamp?	gazní?
the factory?	anzíngetz?
the forest?	chopom?
the market?	ugetzís?
the border?	hazbnígetz?
the road?	stritz?
the museum?	folkzníp?
the tunnel?	blakíz?

INTZ KEM FROBNIZ!

Why not make a companion of Frobnia?

Hello.	Pímsna.
My name is...	Ríza yorp...
Gurthark.	Gurtark.
Bob.	Bob.
I am from...	Intz kem...
Frobnia.	Frobníz.
Litzenburg.	Litzenka.
the KGB.	KGB.
Where are you from?	Kap kladní?
What is your...	Sním plí...
blood type?	corpzím?
age?	heríznp?
potato ration?	uíski hurítz?

ALP!

Not to worry about emergency in Frobnia. Our many assistants will soothe you.

Help!	Alp!		
I've been ...	Hapenz ...		
We've been ...	Hapnínz ...	shot.	bangní.
robbed.	stolní.	stabbed.	vezní.
killed.	hazbní.	beaten.	grushní.
seduced.	olinkí.	bludgeoned.	reznetzí.
photographed.	fotomattní.	garrotted.	meretzní.

SUFRIZ?

At the top of the world is medical care in Frobnia.

Hello.	Pimsna.		
I have ...	Sufrízím ...		
a headache.	anzín.	bullet wounds.	bangním enzom.
diarrhea.	fludgetz.	stab wounds.	vezním enzom.
bad diarrhea.	fludgetz oboí.	cyanide poisoning.	poízním cíanídom.

OOPZI DAZI!

On trains is the best way to see the varied sights of Frobnia.

Walking on the street, you will use many friendly words.

Excuse me.	Oopzí dazi.
Forgive me.	Hartzí dazi.
Pardon me.	Pripsa dazi.
You are in my way.	Vínchím dorn.
It is my fault.	Popka ízím.
It is not my fault.	(no translation)
It's not allowed to ...	Nye mneshna ...
take photographs here.	fotomattní.
walk here.	pletska bíí.
look at this.	skopil fresna.
talk to him/her.	snemsna línk/dínk.
do that.	vílmí fresna.
You're under arrest.	Ouzna gotcha.

Where is track ...	Kap ínsken ... rallní?
number one?	entzen
number two?	trentzen
Where is the train to ...	Kap choozhoo ..
Ostnitz?	Ostnezka?
Litzenburg?	Lítzenka?

All aboard!	Gormnash floogle nomnetz! (literally – it will leave without you)
I must search your baggage.	Mischen rifna bagní.
Open the bag!	Enzen bagní!
This/that is contraband!	Esna/fresna gorbnesh!
You're under arrest.	Ouzna gotcha.

FINGIM FISH!

Why not eat where food is good! It tastes best from Frobnia.

I would like ...

steak.

lamb.

chicken.

veal.

fish.

Fingim ...

beef.

lamb.

chicken.

veal.

fish.

Sorry, we don't
have ...

steak.

lamb.

chicken.

veal.

fish.

Slep, nye fingri ...

beef.

lamb.

chicken.

veal.

fish.

Well, what do you
have?

What is 'slopz'?

Really?

Is there nothing
else?

Where is the
bathroom?

I'm leaving.

You're under arrest.

Om, sni fingrom?

Sni slopz?

Nyep!

Fingrom oltz?

Kap ínskem
vashnoo?

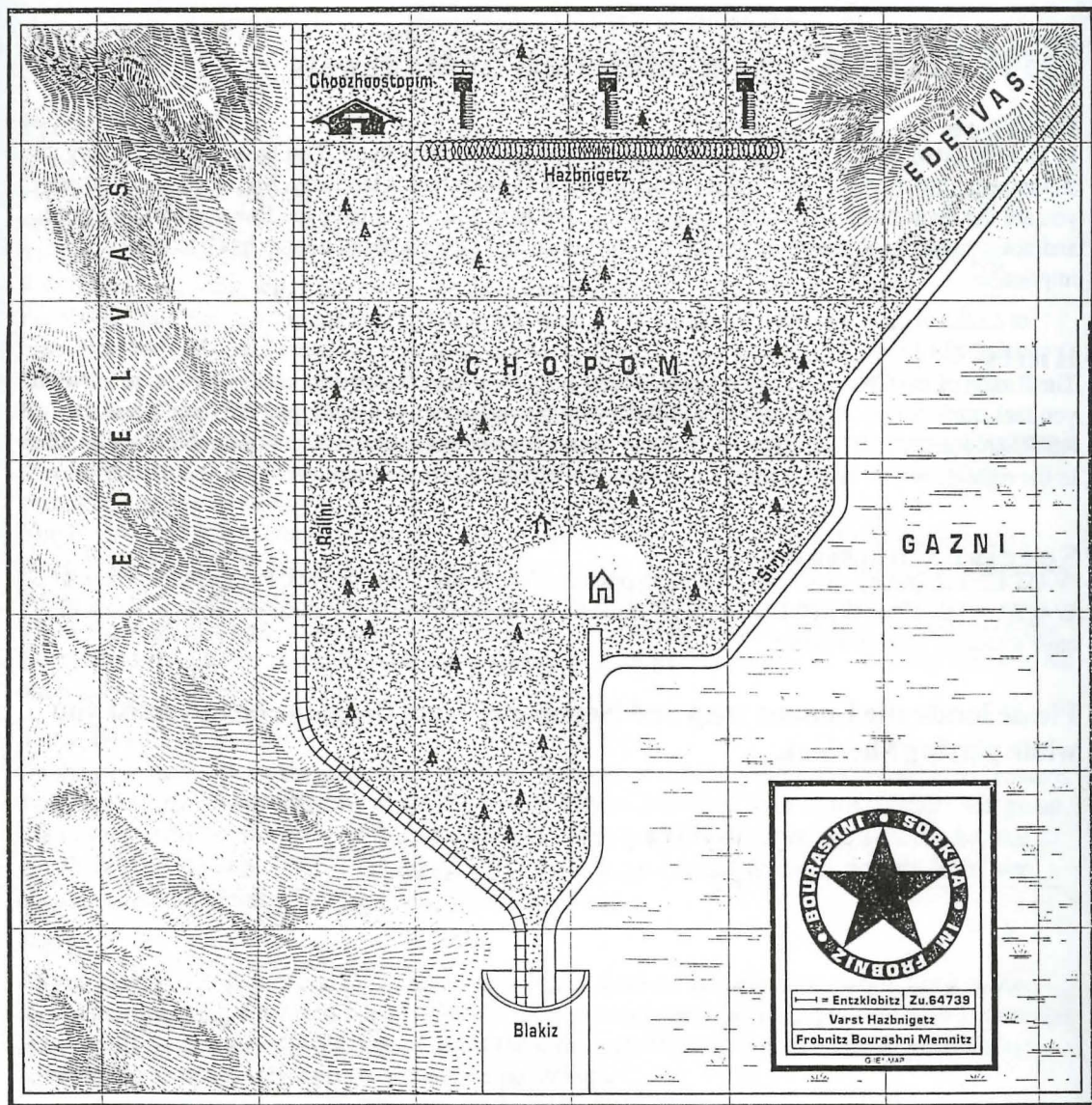
Rízítz na.

Ouzna gotcha.

TRAINS FROM FRZI TO VIENNA DAILY!

M Th ex H		Iv Frzi	late morning	ar Vienna	evening	via Knuckla	🕒 🕒 🕒
F		Iv Frzi	early morning	ar Vienna	late afternoon	via Osnitz	🕒
W T	express	Iv Frzi	mid-afternoon	ar Vienna	after midnight		🕒 🕒 🕒
S Su ex H		Iv Frzi	noon	ar Vienna	early morning	via Yinsli	🕒 🕒 🕒 🕒 🕒
M W	express	Iv Frzi	late morning	ar Vienna	midnight		
H "vacations"		Iv Frzi	mid-morning	ar Vienna	early evening		🕒 🕒 🕒 🕒
Th S	express	Iv Vienna	late evening	ar Frzi	noon		🕒
M W F ex H		Iv Vienna	afternoon	ar Frzi	early morning	via Yinsli	🕒 🕒 🕒
						via Osnitz	🕒 🕒 🕒 🕒
Su		Iv Vienna	morning	ar Frzi	early evening	& Knuckla	🕒 🕒 🕒 🕒
T M	express	Iv Vienna	noon	ar Frzi	late morning		🕒 🕒 🕒
F S Su "weekend"	🕒	Iv Vienna	early afternoon	ar Frzi	midnight	via Sizka	🕒
ex H	express	Iv Vienna	evening	ar Frzi	noon		🕒 🕒 🕒

Please see agent for current schedule.



**FRÖBNITZ
BOURASHNI KALLNI**



**RIZNIK'S
ANTIQUES**
Rare Books and Curios

In Historic Ostnitz for 35 Years
Velkom! Pimsna! Welcome! Willkommen!

Sherlock: The Riddle of the Crown Jewels

Preface to the Story

In The Riddle of the Crown Jewels, you play the role of Doctor Watson. You have received an urgent summons to the rooms of your good friend Sherlock Holmes by his landlady, Mrs. Hudson. Normally you are not up and about so early on a Saturday. But here you are, outside the Baker Street residence, and not a moment too soon; for the fog has thickened and travel without a lamp has become impossible.

Hints

The Riddle of the Crown Jewels is partly a story for you to read and partly puzzles for you to solve. If you feel stuck on any puzzle in The Riddle of the Crown Jewels, you can type HINT and press the RETURN (or ENTER) key. Then follow the instructions on your screen. Most of the hints are nudges in the right direction; the last hint in a sequence is usually a complete answer.

Special Command

WAIT UNTIL (time) - This causes time to pass until the desired time arrives. For instance, you can WAIT UNTIL 12 or WAIT UNTIL 3:35. If anything interesting happens during this time, you will have a chance to stop waiting.

Please locate the London map and Newspaper from the game box to assist you while playing Sherlock.

Bureaucracy

Preface to the Story

Once upon a time, a man moved from one apartment in London to another. He dutifully notified everyone of his new address, including his bank; he went to the bank and filled out a change of address form himself. The man was very happy in his new apartment.

Then, one day, the man tried to use his credit card but couldn't. He discovered that his bank had invalidated his credit card. Apparently, the bank had sent a new card to his old address.

For weeks, this man tried to get the bank to acknowledge his change of address form. He talked to many bank officials, and filled out new forms, and tried to get a new credit card issued, but nothing worked. The man had no credit, and the bank behaved like, well, a bank.

It's a sad story, one that gets replayed every day for millions of people worldwide. Of course, sometimes it's not a bank at fault: sometimes it's the postal service, or an insurance company, of the telephone company, or an airline, of the Government. But all of us, at one time or another, feel persecuted by a bureaucracy.

You begin in your new house. As per the letter in your package, you will fly to Paris just as soon as you get some money to take you to the airport. That money should be in today's mail, so you should be off soon... unless, of course, there's some problem with the mail.

Oh by the way: The man in our story about the bank was Douglas Adams, the principal author of this game. The bank did finally send him a letter, apologizing for the inconvenience - but they sent it to his old address.

Your Blood Pressure

On the right hand side of the status line, you'll see a couple of numbers indicating your blood pressure. You start the game with a healthy blood pressure of 120/80. However, your blood pressure will go up whenever something annoying happens for a while. An extremely high blood pressure can be fatal. If you think your blood pressure is getting dangerously high, you should probably do only "safe" non annoying activities until your blood pressure is normal again.

Forms

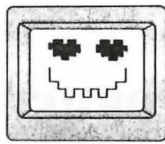
As you play, you will occasionally be asked to fill out a form on the computer screen. Look at the form carefully to see what information you will need to supply next, then simply type your answer and press the RETURN (or ENTER) key. Fill out the form truthfully and or to the best of your ability; failure to do so will surely cause something to go wrong.

Questions

Every now and then, someone in Bureaucracy will want you to answer a specific question. When this happens, you will see two prompts (>>) instead of the usual one (>) on the command line. You must answer the question to proceed; simply type YES or NO and press the RETURN (or ENTER) key.

About the Author

Douglas Adams graduated from Cambridge in 1974, where he was an active member of the Footlights Club, which has launched the careers of many of Britain's great comics. He has collaborated on several projects with Monty Python's Graham Chapman, and has served as a writer and script editor for the TV series "Dr. Who." THE HITCHHIKER'S GUIDE TO THE GALAXY began in 1978 as a BBC radio serial, and its popularity soon propelled it into four books, a television series, two records, and a stage show.



Happitec

"we'll bring a smile to your computer"

Occupant
5 Hippo Vista
Rhinoceros, New Jersey 81818

Dear New Employee,

Welcome to Happitec Corporation! As you know, the Happitec motto is "We'll bring a smile to your computer." We aim to make people happy, and that includes our employees here at Happitec. You have already learned of the many benefits we offer you! In turn, we expect you to make us happy by being a dedicated, responsible employee.

How do you make Happitec happy? No problem! We keep things rolling smoothly simply by following the rules and regulations set down by our founder and president, Leo J. Zereb. And to make sure you learn every one of these rules and regulations, we're sending you to a special training seminar at Happitec International Headquarters in Paris, France!

That's right, you're going on a two-week, all-expenses-paid trip to Paris, courtesy of Happitec. You'll enjoy a six-day training seminar with experienced Happitec staff members. Then you'll thrill to a full week of fun in the City of Lights! And that's not all! You'll also get \$75 spending money! Does that put a great big Happitec smile on your face, new employee?

The \$75 money order is in the mail to your new home. To obtain your airline ticket, simply take this letter to your travel agency. Then you're on your way to Paris! Be sure to be on time for your flight. We've found that new employees who miss the training seminar usually aren't very happy at Happitec.

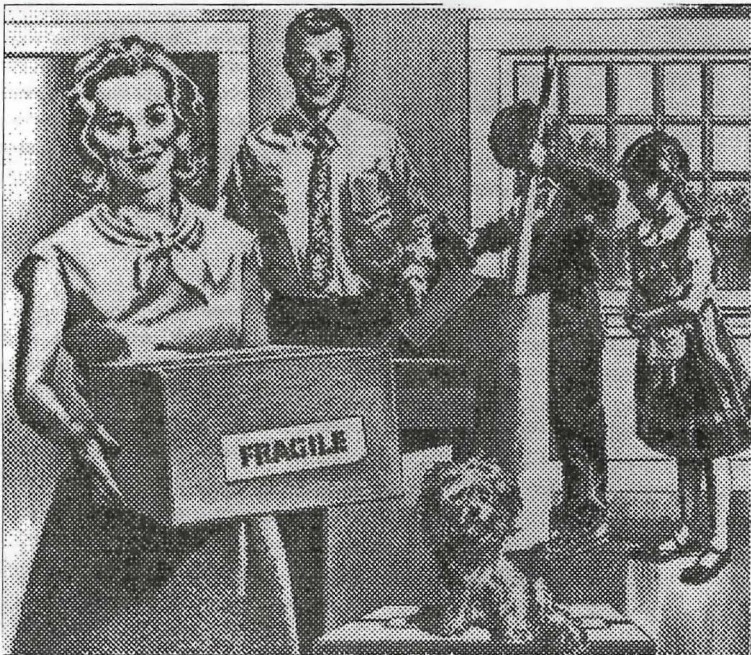
See you at the office!

Happily yours,

Ollie Fassbaum

Ollie Fassbaum
Manager
The Happitec Corporation

**You're
ready to
move!**



**FILLMORE
FIDUCIARY
TRUST** EST. 1907



—And WE'RE ready to move with you!



*"Let's not forget the **CHANGE-OF-ADDRESS FORM**, dear."*

One of the nice things about moving is the new friends you'll make. But there's one old friend you can bring along with you—Fillmore Fiduciary Trust! We have offices nationwide, waiting to serve you in your new town. When you fill out a Fillmore Fiduciary Trust change-of-address form, your account will automatically be transferred to the branch office nearest you!

Moving is easy when you plan ahead. Just follow these simple steps. First, contact Mazzotta National Van Lines and Rent-a-Truck well ahead of time, so that a van can be reserved in your name. Second, buy plenty of boxes and packing tape so you don't run out. Third, file your change-of-address forms six to eight weeks before you move to ensure that all mail will be properly forwarded.

Children have feelings, too. Sometimes children feel left out during a move. Their parents are too busy packing and making arrangements to pay attention to a child's fears and

apprehensions, so the little tiny worries grow bigger and bigger until they turn into enormous horrible monsters hiding in the closet just waiting to jump out and gobble you up! The solution is to involve your children in every aspect of your move. Filling out and filing your Fillmore Fiduciary Trust change-of-address form can be a fun activity for the whole family.

Your friendly bank teller is waiting for you! Plan a day for your family to visit the bank. Your children will find it an exciting educational experience as you proudly show them the many financial services available. While you're there, why not open a savings account for each child! The minimum opening balance for a Fillmore Fiduciary Trust Regular Savings Account is only \$10 and your children will thrill to the excitement of sound money management as our generous 5% interest adds pennies, nickels, and dimes to their accounts. Don't forget to visit the Change of Address window, where the teller will cheerfully hand you a change-of-address form.

We make it easy! It's a breeze to change your address with the Fillmore Fiduciary Trust change-of-address forms. Choose between Short Form 624Z87M-A and Long Form



*"Gee whiz, Dad, this is a **BIG BANK!**"*



*"We delivered the **CHANGE-OF-ADDRESS FORM** just in time!"*

624Z87M. Then set aside an evening to gather round the kitchen table and show your kids how rewarding it is to take care of business.

Countdown to moving day. As the Big Day draws nearer, a few tips will come in handy. Be sure to wash and iron all curtains and wall hangings before packing. Fold them neatly into boxes and they'll be all ready to hang when you arrive at your new home. Wrap all china and glassware in newspaper. They'll travel safe and secure in the special china cartons provided by your mover. Put essentials (toothbrushes, changes of clothes, children's favorite toys) in a special box which will be the last thing into the truck and first thing out of it. Everything you'll need right away will be at your fingertips!

Moving day is here! It's hard to believe that all those weeks of planning and packing have already flown by! Now your Mazzotta moving crew is waiting outside your house, ready to transport your belongings with courtesy and efficiency. As you set forth on your adventure, you'll be glad for the peace of mind you've

brought yourself by filing a Fillmore Fiduciary Trust change-of-address form.

Welcome to your new home! As you settle into your new house, hanging your curtains and unpacking your china, one thing you won't have to worry about is your finances. Your bank statements and correspondence will arrive on time, at your new address, and your new Fillmore Fiduciary Trust branch office will be

ready to meet your banking needs. We'll even arrange a loan for all those extra moving expenses. You can count on Fillmore Fiduciary Trust!



*"Here's your
**BANK STATE-
MENT, Ma'am.**"*

**FILLMORE
FIDUCIARY
TRUST** EST. 1907



Consider us your friend...
We make it EASY for YOU!

FILLMORE FIDUCIARY TRUST

CHANGE-OF-ADDRESS FORM 624Z87M (624Z87M-A)

INSTRUCTIONS

A SPECIAL MESSAGE TO OUR CUSTOMERS

Forms 624Z87M and 624Z87M-A have been completely revised to make it even easier for you to change your address. The instructions have been rewritten in simple English and a handy chart has been added to help you decide which form to use.

You'll find a number of helpful new features, including a simple question-and-answer format, illustrative examples of more complicated questions, sample worksheet space, color-coded step-by-step forms, and larger type. We're sure these alterations will make it quicker and easier than ever for you to change your address.

You may file a change-of-address form whenever you change your primary residence, with certain qualifications (explained later). Just follow these simple steps:

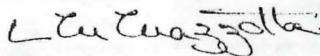
FIRST, COMPLETE FORM 624Z87M (624Z87M-A). Be sure to study the instructions for each item and to follow directions carefully. If you received these instructions and forms by mail at your former address, please peel off the name-and-address label on the back cover and affix it in the FORMER NAME AND ADDRESS area on the form you file. Using the label will speed processing of your change-of-address form. If the label is incorrect, do not use it. Print the correct former name and address in the space provided.

THEN DELIVER YOUR FORM TO THE BANK. Fillmore Fiduciary Trust has hundreds of offices nationwide, ready to serve you and your banking needs. Drop your form off at any one of our handy locations. We regret that we are unable to accept forms sent through the mail.

WE MAKE IT EASY FOR YOU! You may be eligible to use E-Z-Form 624Z87M-B if you are moving to Zalagasa to start a new job. You must meet certain tests of time and distance. Please contact your Customer Service Representative for details.

MISTAKES DELAY YOUR BANK CORRESPONDENCE AND INCREASE SERVICE CHARGES. Only YOU can prevent mistakes. Please fill out your form carefully, using a #2 pencil. Seek assistance if necessary. Be sure to:

1. Complete all items.
2. Check all facts.
3. Sign where indicated. If married, both must sign. Children over age 12 must file separate forms.
4. Use only blue ultra fine felt-tip pen.
5. Never fold, staple, bend, or mutilate this, or any other, form.



L. M. Mazzotta
Chairman, Fillmore Fiduciary Trust, Inc.

Follow the arrows to find out whether you must file Long Form 624Z87M or Short Form 624Z87M-A. By answering "yes" or "no" to each question in turn, you will easily be led to the final answer.



Form 624Z87M-A GENERAL INSTRUCTIONS

Who Must File?

1. Every Fillmore Fiduciary Trust customer who moves to a new home must file a change-of-address form.

Customer means:

- anyone who has ever completed a banking transaction with Fillmore Fiduciary Trust.

Banking transactions include:

- maintaining savings, checking, IRA, and Money Market accounts.
- applying for loans or jobs.
- dating bank personnel.
- purchasing money orders, traveller's checks, or bus passes.

Which Form Should I File?

You MAY be able to use Short Form 624Z87M-A if:

- You spent more than \$1300 on lottery tickets during the twelve months immediately preceding the filing of the form, OR
- Your daily breakfast menu meets nutritional requirements established by the Food and Drug Administration, OR
- You meet other qualifications as outlined in Pamphlet 831, "To Make a Long Story Short."

Since Short Form 624Z87M-A is easier to complete than Long

- cashing in rolls of coins (other than Kennedy half-dollars).
- using Automatic Teller Machines or late-night depositories.
- working as a security guard.

To determine other qualifying banking transactions, ask your Customer Service Representative for Pamphlet 21, "Banking Transactions: What Are They?"

2. Regardless of bank affiliation, you must file a Fillmore Fiduciary Trust change-of-address form if you are moving to Delaware and/or your last name is "Mazzotta."

Form 624Z87M, you should use it if you can. However, even if you meet the above tests, you may still have to file Long Form 624Z87M. The chart on page 5 will help you determine which form to file.

The following instructions are for Short Form 624Z87M-A. To obtain instructions for Long Form 624Z87M, send \$19.95 to your Customer Service Representative for Publication 163, Volumes I through III, "General Instructions for Filing Fillmore Fiduciary Trust Form 624Z87M."

When Should I File?

You must file your change-of-address form at least two months, but no sooner than six weeks, before your moving date. Please ask your Customer Service Representative for Pamphlet 96, "Penalties and Interest on Forwarding Expenses Due to Late Filing of Change-of-Address Form."

Is There Anything Else I Should Know?

What if a customer dies before filing a change-of-address form? In this case, the customer's spouse or personal representative must file the form to ensure that any remaining bank business is properly settled and delivered to the appropriate parties.

If your spouse died within the past year and you did not remarry during that period, you may file a joint change-of-address form. Please write "Filing as Surviving Spouse" in the 'Signature of Spouse' section of the form. Show the date of death in the 'Name of Spouse' space and attach a notarized copy of the death certificate.

For further details, request Pamphlet 974, "Banking Protocol for Survivors, Executors, and Morticians."

LINE-BY-LINE INSTRUCTIONS

Vital Information

Line 1—Write your full name here. Do not use nicknames or abbreviations. Our modern computerized name and address file will only accept names that have less than 8 letters and are not names of months.

Example—June Roosevelt lives in Ohio and has 6 children. Her total lottery expenditure for this year was \$1,684. Since June's last name has 9 letters and her first name is the name of a month, she must write 'Juan Rooster' on Line 1.

Line 2—Write your spouse's nickname here.

Line 3—Write your old address here. Please include apartment or box number. The following street designations are acceptable:

- Crescent
- Boulevard
- View
- Terrace

Example—Brenda Volpe is moving to Honeoye Falls, New York to assume a new position as a bank security guard. She drives a red Dodge Duster. Her former address was 622 Pelican Crescent. Brenda may write this address on Line 3.

Line 4—No abbreviations may be used. You must include all 9 digits in your "zip + 4" code.

Line 5—Write your old telephone number here, including area

code. If you own a push-button phone, write your phone number in a 3 x 4 matrix. If you own a rotary phone, write your phone number in a circle.

Line 6—Write your new name here. See Line 1.

Line 7—Generally, you should include any spouse acquired during the past 12 months, except those listed on Line 2. You may NOT include:

- Mail-order brides.
- Gifts to employees.
- Contest or game show winnings, as defined in Pamphlet 469, "When a Game Show Date Becomes a Lifelong Mate."

Example—Ken Dahl receives numerous mail-order catalogues, including one for mail-order brides. While Ken seriously considered acquiring a spouse in this manner, in June 1986 he married his childhood sweetheart, Barbie. Since Barbie is not a mail-order bride, he may enter her name on Line 7.

Line 8—See Line 3.

Line 9—Refer to Pamphlet 128, "Legislation Regulating Banking Practices in Townships Incorporated Within the Past Six Months."

Line 10—Your new telephone number must be included to validate the change-of-address form. Signing the form authorizes Fillmore Fiduciary Trust to charge only those calls they deem necessary to your new phone number while arranging for the transfer of your bank account, and thereafter, at their discretion, for addressing your banking needs so long as said phone number is in operation.

Personal Information

Line 11—Please check the appropriate box. For assistance, please see Pamphlet 593, "Which Sex Am I?"

Line 12—You may only check the "Firm" box if your new address is to be used solely as a place of business.

Example—Lori Angler, a psychotherapist, has neither a prestigious Better Beezer Card nor a Fillmore Fiduciary Trust Cash-at-the-Ready Card. She uses a den in her home for group primal scream sessions. The den is also used for recreational purposes. Lori may not check the "Firm" box.

Line 13—If you are not moving into one of the four types of dwellings listed in Line 13, you must file Long Form 624Z87M.

Example—Tootsie and Larry Platinum are moving from the back room of a Seattle laundrette to a chateau on the Hudson River. They just bought a VCR, but have never owned a wide-screen TV or a luxury car. Even though their former home was a laundrette, they must file Long Form 624Z87M.

Line 14—Please enclose fabric swatches with your completed form.

Dates

Line 15—Enter date of filing form here. For your convenience, our computer does not accept months with names that are commonly used as given names.

Example—Willamena Steere eats nothing but a chocolate-covered donut every morning for breakfast. Her diet does not meet FDA minimum nutrition requirements. She is planning to move to Hershey, Pennsylvania on April 23, 1987. Willamena will have to postpone her move until July 1987, since April, May, and June are all given names. For further specifications, see Pamphlet 482, "Is That a Baby or a Month?"

Line 16—Enter moving date here. Date listed must be the actual date at which you move into your new home.

Example—Rupert Swarm is married and has 3 children. He owned his home in Lobster, Maine, where he worked. His employer told him that on October 3, 1986, he would be transferred to Harborview, Maryland. His wife Stella flew to Harborview on September 9 to look for a house. She put a deposit on a houseboat that was still under construction. The family moved to Harborview on October 1, and stayed in a motel until the houseboat was finished on December 21. Rupert and Stella must enter "December 12, 1986" on Line 17.

Line 17—If you are moving to a temporary residence, after which you will return to your former residence (see Line 2), enter the date at which you will vacate the temporary residence. If you plan to be at the temporary residence longer than 2 months, or if you will subsequently move to any home other than your former residence, you must file Long Form 624Z87M.

Line 18—The following worksheet may be used to determine the final sum.

Step 1—Enter filing date here _____

Step 2—Enter moving date here _____

Step 3—Enter expiration date here _____

Step 4—Add 1, 2, and 3 above _____

Step 5—Enter date of birth here _____

Step 6—Subtract 5 from 4 _____

Step 7—Enter the smaller of 1 or 6 _____

Write this amount on Line 18.

Other

Line 19—For more information, see Publication 421, Volumes I through VIII, "Penalties for Failure to complete Line 19 on Fillmore Fiduciary Trust Change-of-Address Form 624Z87M-A."

Line 20—Please check one.

Example—Mary Brownell's great aunt left her a multimillion dollar trust fund. Mary should check the "Trust Fund" box.

Line 21—Include costs of transportation.

Signature of Individual Applicant

Line 22—Use fountain pen with Permanent Blue-Black ink.

Line 23—If moving in with in-laws, mother-in-law must sign here.

We Are Happy To Answer Any Questions

Your Fillmore Fiduciary Trust Customer Service Representative is frequently available Monday through Friday during normal banking hours, 10:00 a.m. to 2:00

p.m., to answer your questions and provide you with any pamphlets and forms you might need. We regret that we are unable to accept phone calls.

**FILLMORE
FIDUCIARY
TRUST** EST. 1907



Consider us
your friend ...
We make it
EASY for YOU!

SAMPLE CHANGE-OF-ADDRESS FORM

Form 624Z87M-A

FILLMORE FIDUCIARY TRUST CHANGE-OF-ADDRESS FORM

(For use by Fillmore Fiduciary Trust customers and others as explained in the instructions. Please read instructions carefully before completing this form. Type or print clearly using black ballpoint pen.)

Part I Vital Information

- | | |
|---|---|
| 1. Name ▶ <u>Millard Fillmore</u> | 6. New Name ▶ <u>Lesty Mazzotta</u> |
| 2. Name of Spouse ▶ <u>Gwendolyn</u> | 7. New Spouse ▶ <u>Bubbles</u> |
| 3. Old Address ▶ <u>1600 Pennsylvania Ave.</u> | 8. New Address ▶ <u>17237 Crescent Terrace</u> |
| 4. City ▶ <u>Washington State</u> ▶ <u>D.C.</u> | 9. City ▶ <u>Rhinoceros</u> State ▶ <u>N.J.</u> |
| Zip <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Zip <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> |
| 5. Old Telephone ▶ <u>(202) 555-5555</u> | 10. New Telephone ▶ <u>(201) 555-5556</u> |

Part II Personal Information

11. Are you ☐ Male ☐ Female ☒ Banker
12. Is change of address for ☐ Individual ☐ Entire Family ☒ Firm ☒ Pet
13. Are you moving to ☒ Houseboat ☐ Fallout Shelter ☐ Commune ☐ Launderette
14. Do you wear ☐ Pinstripe Suits ☐ Custom-made Shirts ☒ Burberry Raincoat
☐ Wingtip Shoes ☐ Other (itemize) ▶ Rubber Boots

Part III Dates

15. Date filed (must be at least 8 weeks before moving date) July 4, 1987
16. Moving date (must be within 6 weeks of filing form) November 24, 1987
17. If temporary, expiration date (must be within 2 months) NONE
18. Total dates (add lines 15 through 17) 28,3974

Part IV Other

19. I agree to pay any forwarding charges incurred by the bank. ☒ yes
20. I authorize the deduction of charges from my ☐ savings ☐ checking ☒ paycheck
☐ trust fund ☐ piggy bank
21. Total dental expenses in past 12 months \$ 8,748

Part V Signature of Individual Applicant

22. X Millard Fillmore

23. Signature of neighbor Tootse Platinum

Please notarize this form and return it to your convenient Fillmore Fiduciary Trust branch office. Thank you!

G-IC2-FIT

FILLMORE BETTER BEEZER CARD Application

**Answer questions 1-20 using the #2 pencil provided. Do NOT write in shaded areas.
Answer questions 1-16 only.**

PLEASE TELL US ABOUT YOURSELF (type or use black ink only)

1. Last Name _____ 2. First Name _____
3. Date of birth (day/year/month) _____ / _____ / _____
4. Age (in months) _____ 6. Present ZIP Code _____
7. Present Address (number, street, city, state): _____

8. Previous address: _____
9. Number of children (including spouse): _____

PLEASE TELL US ABOUT YOUR WORK AND FINANCES (use a #4 pencil only)

10. Employer's Name _____ 11. Years at current job: _____
13. Primary annual income: \$ _____ Explain: _____
14. Bank Name: _____ 14A. Account Number: _____
14B. Type of account(s):
☐ Checking ☐ Savings ☐ Other
15. Check one:
☐ Own home ☐ Rent
☐ Own condo/co op ☐ Other

16. Assets (check all you own, except as checked in question 15):

☐ Auto (see question 6) ☐ Home
☐ Stereo ☐ VCR
☐ Major appliances ☐ TV (Circle one:
Color/Black-and-white)

17. Second co-mortgagee of subscriber's trustee (including first part;
use other side if necessary): _____

If none, give alternate and explain: _____

PLEASE SIGN THIS AUTHORIZATION. By signing below, I hereby authorize Beezer International to check my credit history and permanent record. If I am issued a second Beezer card I authorize Beezer International to exchange information about my account with credit bureaus and institutions doing business in North America, Europe, Asia, South America, Australia, Africa, Antarctica, Guam, or elsewhere, or with any person or persons that Beezer International may so choose, from time to time, without recourse. By signing below, I hereby absolve Beezer International of any misrepresentations of fact about my account, and I agree to pay for all charges which are billed to my account by Beezer International or its employees. I understand that failure to answer questions 4 and 11 invalidate this application.

Signature _____



Popular Paranoia

HOW DO THEY
LEARN SO MUCH
ABOUT YOU?

You hand your
soul each time you
put out your
garbage.

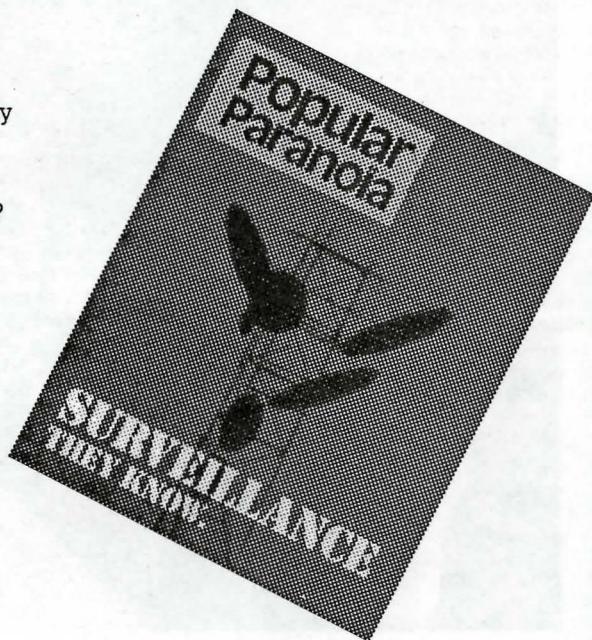
INTRODUCING
POPULAR PARANOIA MAGAZINE
"The Eyes in the
Back of Your Head"

ARE YOU A PARANOIA PERSON?

If you can answer these sixteen questions, you're a Paranoia Person, and *Popular Paranoia* is for you! If you can't answer these questions, don't you think there are things you ought to know?

Every month, *Popular Paranoia* gives you something new to worry about!

- ☐ What chemical is the international health conspiracy using to destroy our valuable body fat?
- ☐ How many health fascists are there in the FDA?
- ☐ What do Ronald Wilson Reagan, Daniel Miguel Ortega, Dwight Eugene Gooden, and Johnny Herman Carson have in common (and are a menace because of it)?
- ☐ What device is being used to keep track of the whereabouts of American citizens?
- ☐ Where is the center of communist insurgency in the United States?
- ☐ What is Mexico unleashing on the United States for refusing to give them a major league baseball franchise?
- ☐ What secret FBI surveillance method is masquerading under the guise of public service?
- ☐ Who is *their* leader?
- ☐ What well-meaning legislation was actually a communist-inspired plot to destroy the American family?
- ☐ How are the dentists of America conspiring to destroy the minds of our children?
- ☐ The existence of which one of the fifty states of the union is a fiction invented by the Trilateral Commission for its own nefarious purposes?
- ☐ What left-leaning organization foiled the coup d'état directly after the assassination of John F. Kennedy, leading to decades of crypto-communist government in America?
- ☐ What is the breeding ground for most major diseases?
- ☐ How do *they* learn so much about you?
- ☐ By what percentage do students who exchange digital watches with multiple partners increase their chances of contracting bubonic plague?
- ☐ What local government-subsidized program poses the greatest threat to home privacy?



REGULAR FEATURES INCLUDE:

WHO'S OUT TO GET YOU?

You're on the hit list of everyone from food and drug manufacturers to the President of the United States. Learn who to watch out for, and why.

ENTERTAINMENT What you do on the weekend could kill you! Did you know that students who exchange digital watches with multiple partners increase their chances of contracting bubonic plague by 300%? Find out how to protect yourself.

FOOD You won't be surprised to learn that **yogurt** is the breeding ground for most major diseases. We'll examine dented cans, unwashed bakery attendants, lima beans, lard, salad bars, and a host of other potential hazards.

SURVEILLANCE Government agencies use a veritable army of surveillance methods, many of them masquerading under the guise of public services. We'll tell you how **traffic helicopters** follow your daily activities, phone taps monitor your conversations, and cable tv threatens your home privacy.

MEDICINE Your child's teeth are only inches away from his brain. But have you ever considered what happens each time the dentist gives him a shot of **novocaine**? We'll show you why it's wrong to trust doctors, medicines, hospitals, and anything else that tries to tamper with your body.

YOUR HOME Learn the best protection devices, from automatic weapons to attack dogs. We'll also look into flammable upholstery, insect infestations, microwave ovens, dark corners, radon gas, bats in the attic, and rats in the sewage system.

PERSONAL PROBLEMS So you suspect your friends don't like you? You think your mother is paying them off to spend time with you? Are you convinced your fly is open? That you'll be rushed to the emergency ward wearing tattered underwear? That you'll commit a terrible faux pas in front of an important person? Well, it's probably true.

AND INFORMATIVE STORIES LIKE THESE EVERY MONTH:

HOW DO THEY LEARN SO MUCH ABOUT YOU? When you find your **garbage** cans overturned and the plastic bags ripped open, you probably think some dog or raccoon has been sniffing out a snack. Well, think again. Your garbage contains personal information ranging from your bank and utilities account numbers to your consumer preferences and private correspondence. We'll teach you how to keep your garbage safe from prying eyes, including a rundown of alarm systems and incineration methods.

LETHAL CHEMICALS FROM A TO Z We ingest dozens of chemicals daily in our food, air, water, and personal products. Fluoride mottles our teeth, **aspartame** destroys valuable body fat, fluorocarbons ravage the ozone layer. This handy tear-out guide will keep you on the alert.

AMERICAN GOTHIC A terrifying tour of the 50 states. Are you aware that **Ohio** is the center of communist insurgency in the United States? Have you discovered that **Delaware** is a fiction invented by the Trilateral Commission for its own nefarious purposes? You'll learn the facts you need to know to combat the powers seeking to overwhelm you.

THE NUMBERS GAME The number of letters in your name reveals more than you imagine. People with 3 letters in their name bring good luck, since luck comes in threes. Those with 6 letters in their first, last, and middle names, such as Ronald Wilson Reagan, Daniel Miguel Ortega, Dwight Eugene Gooden, and Johnny Herman Carson, are a menace to all around them, since 666 is the number of the devil. Learn what your name reveals in this upcoming feature.

ROOTING OUT QUEEN MUM An exclusive, behind-the-scenes look at *their* leader, the fiendish **Queen Mum**.

THE POWERFUL NFL A stunning expose of a powerful leftist organization. Did you know that an **NFL** game preempted the televised announcement of a coup d'état directly after the Kennedy assassination? The coup was foiled, and decades of crypto-communist government ensued.

INSECT WARFARE Mosquitos injected with encephalitis virus, **killer bees** unleashed by vengeful Mexicanos, black widow eggs hidden in your junk mail. South American insectologist José Santa Fe reveals the secrets of insect warfare and tells you how to protect yourself.

THEY'RE ON YOUR TRAIL **Automatic Teller Machines** are but one method banks use to track and control American citizens. They've made you dependent on them. You can break free! Find out everything you need to know about home safes, full cash purchases, printing your own checks, more.

GOODBYE, SONNY The **GI Bill** gave veterans the chance to go away to college and buy their own homes, without a thought to the parents left behind. Editor Harold Regan examines the ultimate cost of this communist-inspired plot.

HEALTH FASCISTS How many health fascists are there in the FDA? If you don't know, you should be reading *Popular Paranoia*.

Copyright and Warranty Information

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. However, to the original purchaser, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to the place of purchase and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. N.B. After the warranty period, a defective Infocom disk may be returned to Infocom, Inc. within 90 days with a check or money order for \$5.00 (U.S. currency) per disk for replacement. Copyright: The enclosed software product is copyrighted and all rights are reserved by Infocom, Inc. It is published exclusively by Infocom, 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 — see Reference Card), 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 Infocom, Inc. 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 written consent, in writing, from Infocom, Inc. 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 \$10,000 fine. A MIND FOREVER VOYAGING, CUTTHROATS, WISHBRINGER, SEASTALKER, HOLLYWOOD HIJINX, NORD AND BURT, PLUNDERED HEARTS, BORDER ZONE, SHERLOCK, BUREAURACY, are trademarks of Infocom, Inc. (c) 1992 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 disks 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.

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 OR 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.

RETURNS

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

1. Send only the original product disks.
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.
5. Write the name of the product and the brand and model name or model number of your computer on the front to the package.

Send to:

Warranty Replacements
Activision
P.O. Box 67001
Menlo Park, CA 90067

Should you have any technical difficulties with this software, you can call Customer Service at 310 207 4500 Mon - Fri 9:00am to 5:00pm (pacific time).

CREDITS:

Manual and software re-work: Kelly Zmak

QA: Kelly Rodgers

Thanks to :

Lisa Norton - For the never-ending telephone help.

Lora and Emily Zmak - For patience.

Special thanks to the TDC group and Mike Rivera for all the help.

