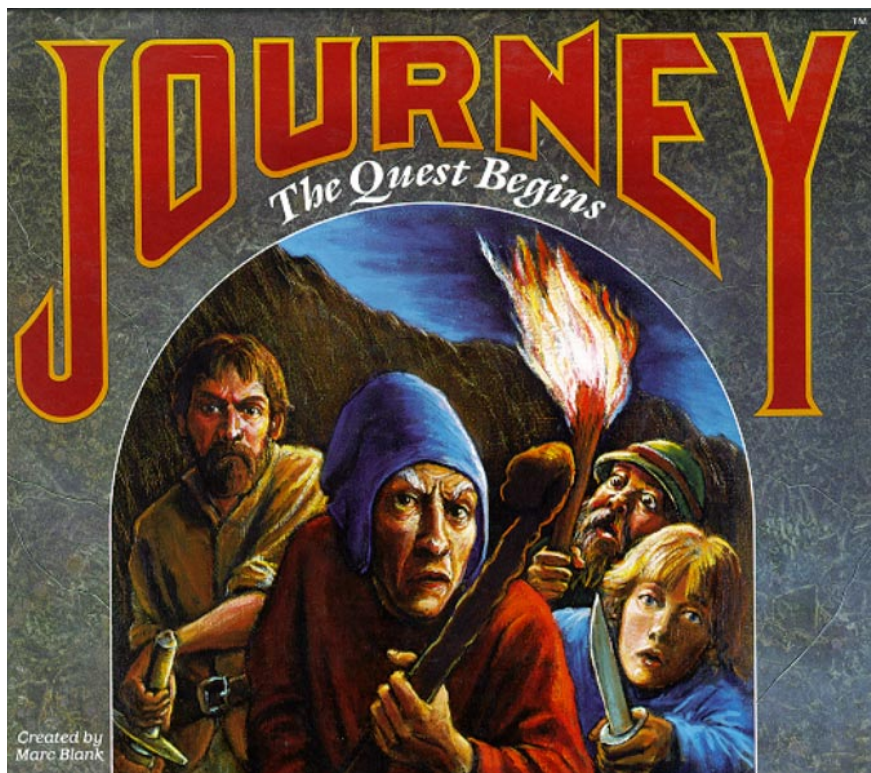


CLASSIC TEXT ADVENTURE
MASTERPIECES



Manual

To **play** this game please exit Adobe Acrobat Reader and follow the instructions for your system in the CD Booklet.

INFOCOM®

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 be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

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

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

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

>EXAMINE THE APPLE. TAKE IT. EAT IT

>CLOSE THE HEAVY METAL DOOR. LOCK IT

>PICK UP THE GREEN BOOR. 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.

Infocom Basic Commands (cont.)

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.

Table of contents

Getting started

Loading the game
The *Journey* screen
The initial menu

Playing the game

Selection methods
Party and individual commands

Hints: The musings options

The game option

Save
Restore
End session
Controls

Tips for enjoying *Journey*

About the author

About the artist

Preface

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

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

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

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

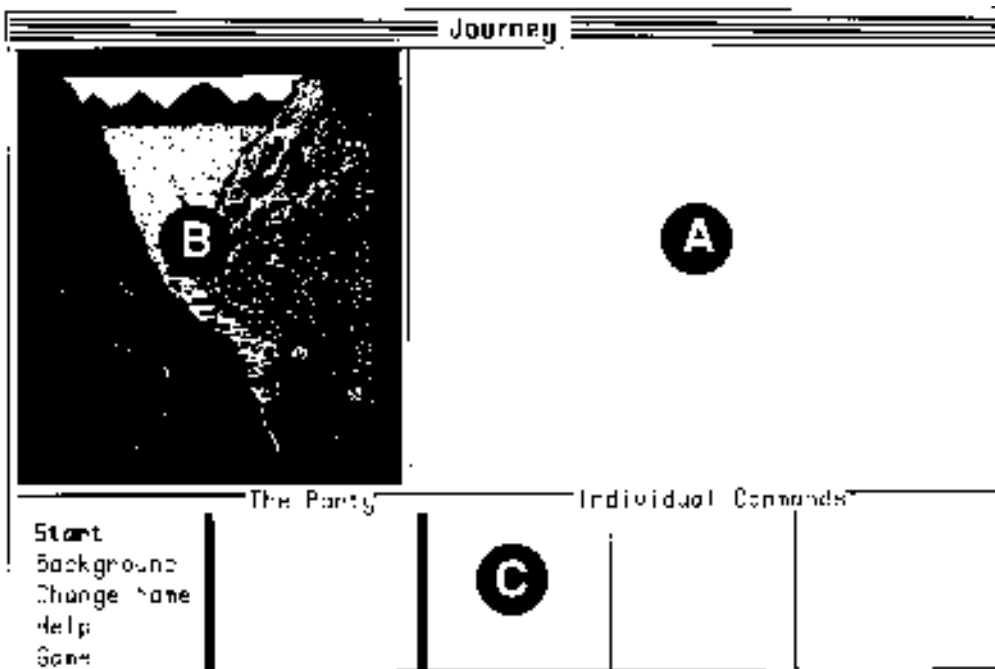
Getting started

Loading the game

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

The Journey screen

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



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

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

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

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

The initial menu

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

Start sets you off on your *Journey*.

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

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

Help summarizes these instructions.

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

Playing the game

Selection methods

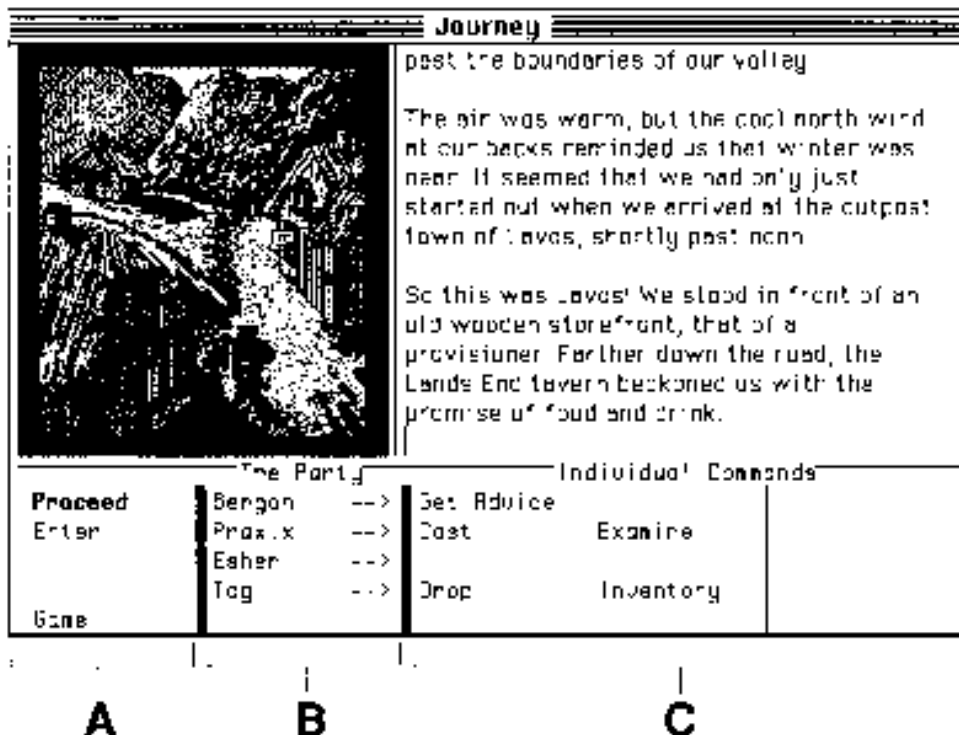
You can make selections with your mouse, joystick, or keyboard. If you have two of these devices (e.g. a mouse and a keyboard), you can make selections with either of them or both.

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

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

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

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



Party and individual commands

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

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

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

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

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

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

* Notes for keyboard users

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

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

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

Hints:

The musings option

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

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

The game option

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

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

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

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

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

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

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

- **Version:** This will display the release version of *Journey* as well as the serial number of your copy of the game. Please include this information in any call to Customer Support.
- **Check Disk:** This option performs a check on the contents of your game disk(s) to ensure that they are undamaged. If you suspect a problem with your disk, use this option to "verify" its contents. If the disk checks out "OK," then there may be either a problem with your computer hardware or a bug in the game.

*** Note**

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

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

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

Tips for enjoying *Journey*

- Try to play as much as possible without overusing **Save**--remember, all puzzles can be solved logically and without resorting to "try-and-die, brute force" methods. If you are unable to solve a puzzle, you might eventually want to refer to the musings option after reaching an ending.
- You might find it appropriate to make a **Save** each time you visit the Wizard Astrix.
- There are no "dead ends" in *Journey*; feel free to experiment and take chances. Every action you take will cause the story to move forward.
- Utilize the options available to you judiciously; if more than one character can take the same action (e.g. examining something) do not assume that the result will always be the same.
- If you are using a keyboard, remember the available shortcuts (space bar to move between PARTY and INDIVIDUAL COMMANDS, and using the first letter of choices to make a selection).

About the author

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

About the artist

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