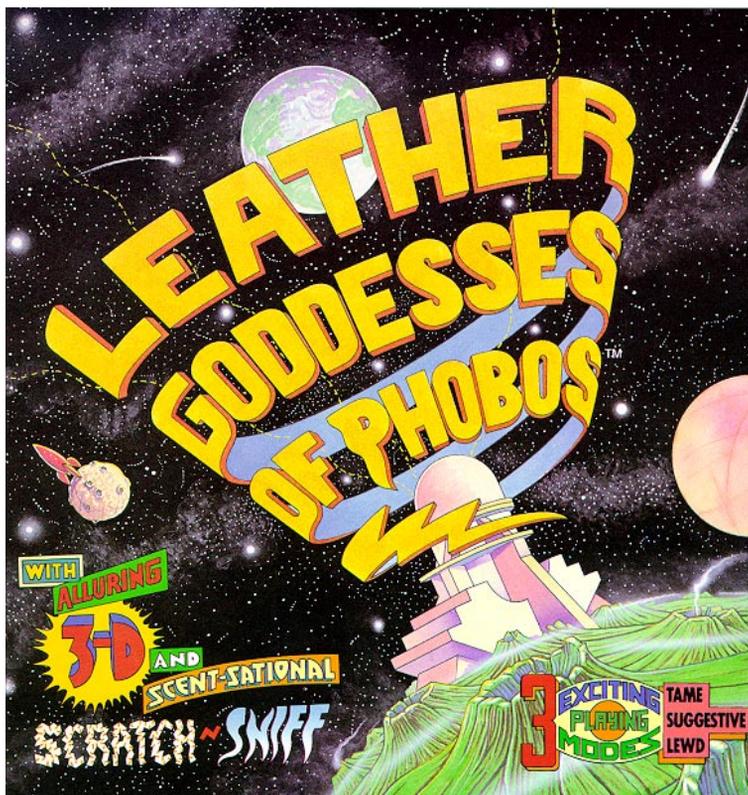


# CLASSIC TEXT ADVENTURE MASTERPIECES



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 sparsest 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.**

THE ADVENTURES OF

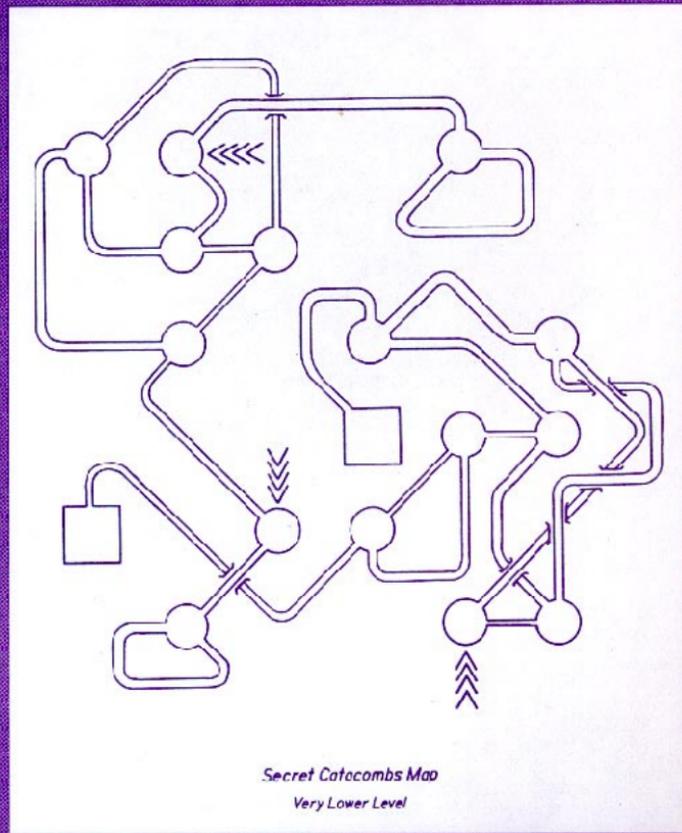
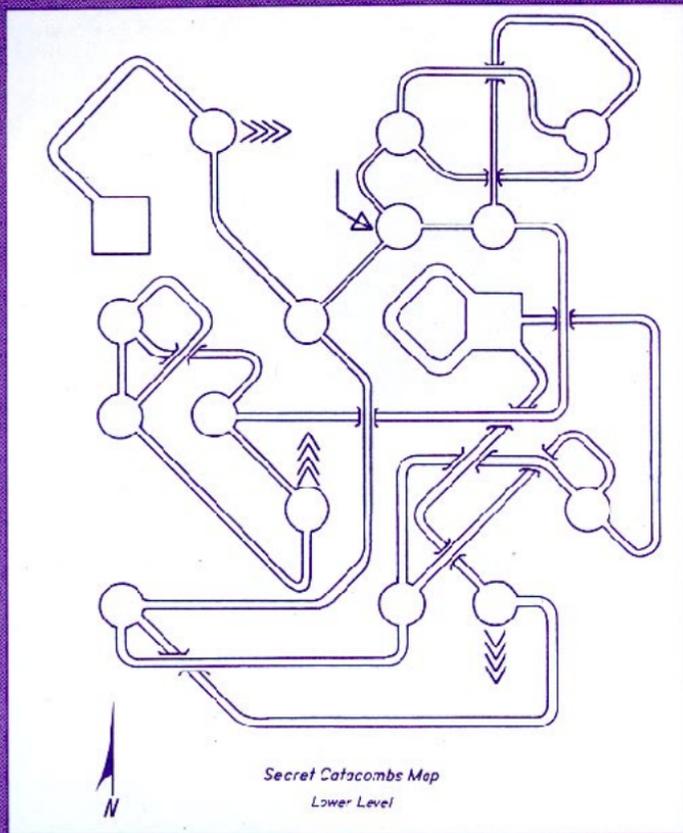
#91

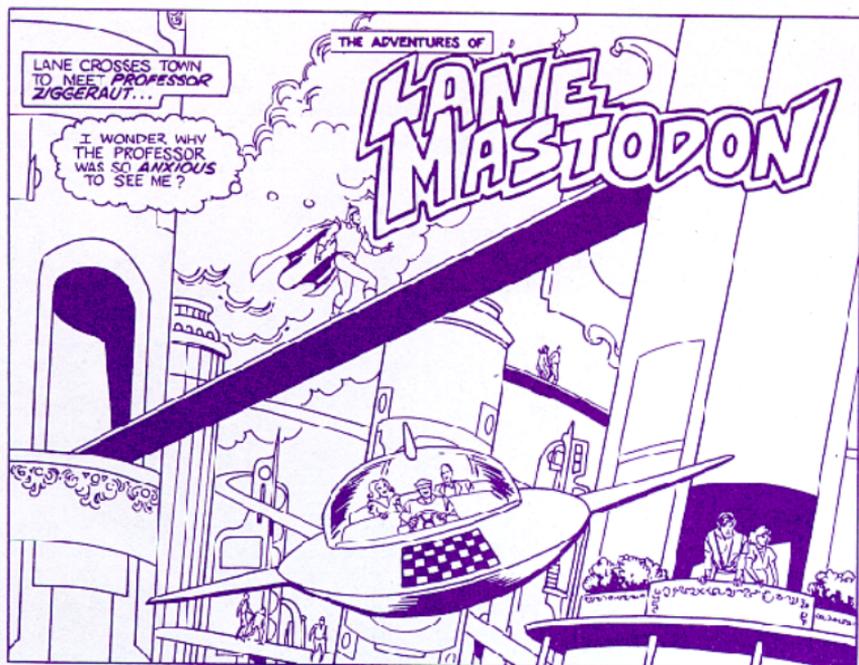
# LANE MASTODON

LANE *battles the* SHAMELESS  
LEATHER GODDESSES



**Instruction  
Manual**





LANE CROSSES TOWN TO MEET PROFESSOR ZIGGERAUT...

I WONDER WHY THE PROFESSOR WAS SO ANXIOUS TO SEE ME?

THE ADVENTURES OF

# LANE MASTODON



THANKS FOR COMING, LANE!

I'VE RECENTLY PICKED UP SOME ALARMING SIGNALS ON MY FOURTH-DIMENSIONAL MORSE CODE RECEIVER!



EVERY FIFTY YEARS, THE EVIL LEATHER GODDESSES OF PHOBOS LEAVE THAT TINY MOON OF MARS IN AN ATTEMPT TO ENSLAVE THE EARTH!



THEIR LAST ATTEMPT TO INVADE OUR WORLD WAS FIFTY YEARS AGO--IN 1936--SO THEIR NEXT ATTACK WILL BE THIS YEAR! AND IF I'VE DECODED THEIR MESSAGES CORRECTLY, IT'S ONLY DAYS AWAY!

HOLY MOVA, PROFESSOR, WE HAVEN'T A MINUTE TO LOSE!

THANK THE NINE MOONS OF JUPITER THAT MY SPACESHIP'S COM- PLETELY REPAIRED FROM MY BATTLE AGAINST THE MER-CURIAN MONSTEROIDS!

SEE "ADVENTURES OF LANE MASTODON #88."



LANE AND ZIGGERAUT MAKE A BEE-LINE FOR THE SPACEPORT...

I'LL PILOT A COURSE FOR PHOBOS WHILE YOU GET HER SPACEREADY, LANE!

LEATHER GODDESSES, HERE WE COME!

PERFECT  
BLAST-OFF,  
LANE!

UH-OH! THE DEEP SPACE  
IONISCOPE DETECTS  
ANOTHER SPACESHIP ON  
A COLLISION COURSE  
WITH OURS!



INTRA-SHIP  
BIOSENSORS INDI-  
CATE THAT THE ONLY  
PASSENGER IS UNCON-  
SCIOUS! TELEPORT HIM  
OVER WHILE I TAKE  
EVASIVE MANEUVERS!



GOT HIM--AND JUST IN TIME, TOO!  
THERE GOES HIS SHIP, SPINNING  
INTO THE VOID!



PROF-  
FESSOR,  
T'S A  
WOMAN!

--AND A BEAUTIFUL  
ONE AT THAT!

AND SHE'S CLUTCHING  
A MESSAGE!



IT'S  
GIBBERISH,  
PROFESSOR!

"WKH EDWVOH  
IOHHW LV EDVHG  
RQ PDUV--  
RQ WKH  
EDQNV RI  
WKH JUDQG  
FDQDO"

SOME MESSAGES  
FROM MARS THAT I  
PICKED UP ON MY  
4-D MORSE CODE  
RECEIVER WERE IN  
A THREE-LETTER  
TRANSPOSITION  
CIPHER;

TO DECODE  
THEM, D BECOMES  
A, & BECOMES  
B, AND SO ON.

YOU'RE RIGHT, PROFESSOR!  
IT SAYS THAT THE IN-  
VISION FORCE OF THE  
LEATHER GODDESSES  
IS BASED ON THE  
BANKS OF THE  
GRAND CANAL  
ON MARS!

I'LL CHANGE COURSE  
TO THOSE CO-ORDINATES!



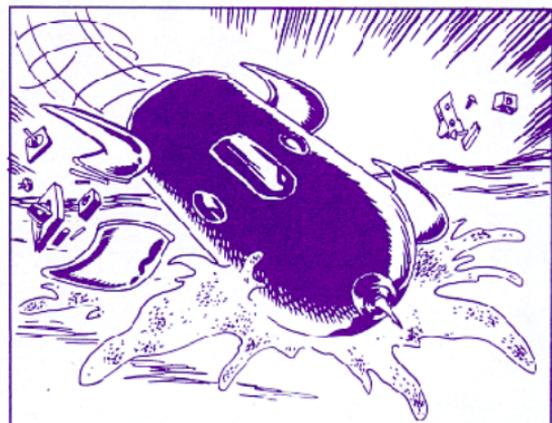
AS THEY NEAR MARS,  
THE "VISITOR" BEGINS  
TO RECOVER.

YOU'RE SAFE NOW!  
I'M LANE MAS-  
TODON!



AND YOU  
ARE...?

I'M LYDIA CAMPBELL!  
MY FATHER WAS KIDNAPPED  
BY THE LEATHER GODDESSES!  
I'VE GOT TO FIND HIM!





LANE AND LYDIA PEEK INTO THE DIM INTERIOR OF THE GUARD-HOUSE.



SUDDENLY...





AFTER ZIGERAULT FINISHES **BOOBY-TRAP-ING** THE ATTACK FLEET, LANE LEARNS HOW TO PILOT THE DEAD GUARD'S **INTERPLANETARY SCOUTSHIP.**

I'VE PUNCHED IN THE **CO-ORDINATES!**

THEY'RE TAKING US STRAIGHT TO THE **PRIVATE PLEASURE PALACE OF THE LEATHER SADDRESSES OF PHOBOS!**



LANE LANDS THE SHIP ON SOME PLAINS IN SIGHT OF THE PALACE.

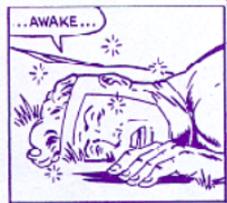
HOW DO WE GET **INSIDE**, PROFESSOR?

CAN'T **THINK**... FEEL **TIRED**...

OOOH, LANE, I'M GETTING **DIZZY**...



IT'S SOME KIND OF **SOMNIA-RAY!** CAN'T **RESIST** IT... CAN'T **STAY**...

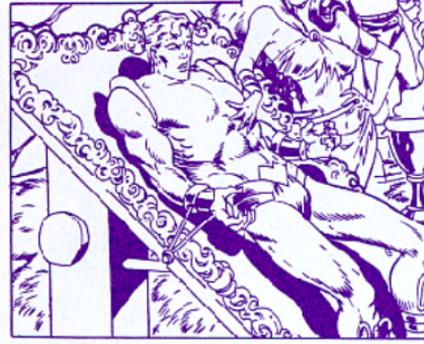


...AWAKE...



AN UNKNOWN AMOUNT OF TIME **LATER**...

ALL THE PRISONERS **AWAKE!** WOULDN'T THEY HAVE BEEN **DISAPPOINTED** TO MISS THE **SNAKE FEEDING** --ESPECIALLY SINCE TODAY'S **MAIN COURSE** IS...



... **SENATOR CAMPBELL!**

**FATHER!**



WHEN I **DE-ACTIVATE** THE **FORCE FIELD**, THE **JOVIAN HYPER-SNAKE** CAN HAVE ITS **DINNER!** THEN WE'LL DECIDE HOW TO **DISPOSE** OF OUR **OTHER UNWELCOME VISITORS!**



If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom player, just read *Section I: About Leather Goddesses of Phobos*.

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## **SECTION I: ABOUT LEATHER GODDESSES OF PHOBOS**

### **Preface to the Story**

The year is 1936. In the United States, a new miracle fabric called nylon is becoming popular, the Great Plains continue to suffer from a severe drought that is turning the region into a Dust Bowl, Alf Landon is running for President, Victor Hess is receiving the Nobel Prize for Physics for discovering cosmic radiation, *Gone With the Wind* is the best-selling novel, and steak is twenty-five cents a pound. Elsewhere, black track star Jesse Owen is embarrassing Adolph Hitler by winning four gold medals at the Olympic Games in Berlin, Edward the VIII of England is abdicating the throne to marry a commoner, the Spanish Civil War is beginning to heat up, and the Leather Goddesses of Phobos are completing plans to invade the Earth and turn it into their private pleasure world.

Don't let anyone ever tell you that nothing happens in Upper Sandusky, Ohio, because on this day in 1936, you're snatched out of your favorite bar in Upper Sandusky - kidnapped by minions of the evil Leather Goddesses. You are brought back to Phobos as an experimental subject, as preparations continue to enslave every man and woman on Earth.

If you succeed in escaping the clutches of the Leather Goddesses, you will begin an odyssey the likes of which you have never even imagined (except, perhaps, in certain very enjoyable dreams). With your loyal friend and fellow Earthmate at your side, you will begin a naughty, bawdy, rowdy, rousing and very, very amusing romp across the solar system. Your mission, should you be able to catch your breath long enough to think about it, is to collect the materials you'll need to ultimately defeat the Leather Goddesses of Phobos and save humanity! Are you "up" for the job?

### **Some Recognized Verbs**

This is only a partial list of the verbs that *Leather Goddesses of Phobos* understands. There are many more. Some of the verbs listed can be found in all Infocom stories; others are included especially for *Leather Goddesses of Phobos*. 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.)

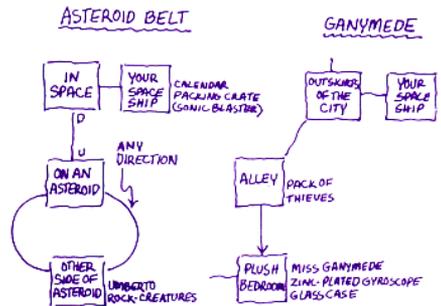
ANSWER	KICK	ROLL
ASK	KISS	SEARCH
BOARD	KNOCK	SHOW
BUY	LICK	SIT
CLIMB	LIE	SLEEP
CLOSE	LISTEN	SMELL
COUNT	LOOK	STAIN
CUT	MAKE	STAND
DIG	MARRY	TAKE
DRINK	MEASURE	TASTE
DROP	OPEN	THROW
EAT	POINT	TIE
EMPTY	POUR	TOUCH
ENTER	PULL	TURN
EXAMINE	PUSH	UNTIE
FOLLOW	PUT	WALK
GIVE	READ	WEAR
HIDE	REMOVE	
JUMP	RIP	

## The Three Levels of Naughtiness

You can select from among three levels of naughtiness. The first is the TAME level, which has absolutely no "bad" language or sex-related situations. Next is the SUGGESTIVE level, which includes some naughty language and sexual innuendo, but nothing that you wouldn't see on network TV. Finally, if you're feeling truly risqué, there's our LEWD level, which includes most of George Carlin's "Seven Words You Can't Say on Television" as well as examples of almost-graphic sex. Naturally, most people find the LEWD level the most fun. You can roughly equate these three levels with the G, PG, and R movie ratings. The story will always begin in the SUGGESTIVE level.

## Sample Transcript and Map

This transcript is not from *Leather Goddesses of Phobos*, but it does show many of the typical commands you might use in the story. It contains some simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it. NOTE: In this sample transcript, you play a male character. In *Leather Goddesses of Phobos* you can be either a male or a female character.



### In Space

You are floating in outer space just west of your spaceship. A tiny asteroid spins below you.

### >INVENTORY

You are carrying a plasma grenade, a pink feather duster, and a radium-powered radio.

### >GO DOWN

#### On An Asteroid

This is a godforsaken hunk of rock with nothing to recommend it. The horizon is deceptively close, forming a craggy circle around you in every direction.

Your rocket ship is floating a hundred feet above you.

## >WALK EAST

Other Side of the Asteroid

Your short hike has taken you to the other side of the asteroid, which is as ugly and barren as the first side.

A human is tied to a stake here. Nearby, a tribe of rock-creatures are foraging around for chunks of ice. They obviously intend for this poor fellow to be frozen at the stake. Not surprising, considering how much rock-creatures love a good frozen steak.

## >ASK THE HUMAN ABOUT THE ROCK CREATURES

"Thank the great red spot of Jupiter! A fellow human! Quick -- get me outta here before those rock-creatures turn me into a human popsicle!"

"There's some nice ice over here!" says one of the rock-creatures in a typically gravelly voice.

## >EXAMINE THE PLASMA GRENADE

The deadliest weapon this side of Pluto, a plasma grenade is activated by pulling the pin and throwing it -- as quickly as possible - - at the person or thing you intend to turn into very tiny sub-atomic particles.

One of the rock-creatures stumbles across some particularly frigid frozen methane, and scrapes its stony claws together in delightful anticipation.

"By the molten pools of Mercury, hurry up!" says the human at the stake.

## >PULL THE PIN

The pin slides out smoothly. The grenade throbs with unleashed power.

"Isn't this enough ice?" growls one of the smaller rock-creatures.

## >THROW THE GRENADE AT THE ROCK CREATURES

BOOM! The air is filled with a fine dust that one usually associates with vaporized rock-creatures. "Good work! By the way, my name's Umberto, from Ganymede. I pledge that I shall someday repay this debt. Now untie me, will ya?"

## >UNTIE UMBERTO

You release Umberto from the stake.

## >UMBERTO, FOLLOW ME

"You bet!"

## >NORTH

On An Asteroid

Your rocket ship is floating a hundred feet above you.

Umberto follows faithfully.

## >SOUTHWEST

Other Side of Asteroid

Umberto is right behind you every step of the way.

## >AGAIN

On An Asteroid

Your rocket ship is floating a hundred feet above you.

Like a loyal friend, Umberto stays at your side.

## >JUMP UP

This asteroid has almost no gravity, and you jump upwards with ease...

In Space

Umberto arrives a second later.

## >ENTER THE ROCKET SHIP

Your Spaceship

There is calendar and a packing crate here.

"Nice ship," says Umberto, who obviously knows a nice ship when he sees one.

## >READ THE CALENDAR. OPEN THE PACKING CRATE

It is a copy of the Miss Solar System calendar for 2036, currently open to February. February features Miss Ganymede, a stunning redhead in a see-through spacesuit. Her seductive pose leaves you aching.

Opening the packing crate reveals a sonic blaster.

>LOOK

Your Spaceship

This sleek rocket, built by Uranus Metalworks, is the fleetest little baby in the spacelanes. The controls are simple and well-labelled. The only exit is on the western side of the cabin.

There is calendar and a packing crate here. The packing crate contains a sonic blaster.

>EXAMINE THE CONTROLS

The controls consist of three buttons: a gray button marked "Lunar Base," a red button labelled "Ganymede City," and a brown button that reads "The Asteroid Where You Just Killed the Rock Creatures."

>TAKE THE SONIC BLASTER

Taken.

>INVENTORY

You are carrying a sonic blaster, a grenade pin, a pink feather duster, and a radium-powered radio.

>TURN ON THE RADIO

The radio hums to life. You tune in to your usual channel, currently filled with innocuous deep space chatter. Suddenly, a message blasts through louder than the rest. "Rayaria, the daughter of Ganymede's King Menthos, has been kidnapped by the dreaded space pirates of Deimos. The King is offering a reward of one million ganymids for her safe return."

"The princess!" yells Umberto, stunned. "We are engaged to be married this very month! Help me rescue her, and you may claim the entire reward!"

>PUSH THE RED BUTTON

A plume of fire spews from the tail of the rocket. You lean forward to maintain your balance.

>WAIT

Time passes...

Ganymede appears through the viewport as a tiny disk.

>WAIT

Time passes...

You are now nearing Ganymede orbit. The landing thrusters kick on. Suddenly the ships rocks. "We've been hit!" Umberto shouts. "It's those scurvy pirates!" The ship dives toward the surface, pulls out at the last moment, and crashes lightly just beyond the city limits.

"Just minor damages," Umberto reports after a cursory inspection. "If you can get me a welding torch and a zinc-plated gyroscope, I'll have her repaired in no time: While you're hunting up those parts, I'll try to find out where those lawless scum have taken Rayana." He dashes out of the ship. Through the viewport, you see him disappear among the narrow, twisting streets of Ganymede City.

>GET OUT OF THE ROCKET SHIP

Outskirts of the City

You are on the edge of Ganymede City, which has been called the roughest town in the solar system. Your rocket can be entered to the east. A dilapidated building lies to the north, and a seedy alley leads off to the southwest.

>ENTER THE SEEDY ALLEY

Alley

This is a blind alley, leading from the mouth of the alley, toward the northeast, to a featureless, unscalable wall just south of you.

Although it's a blind alley, you have no trouble seeing the pack of thieves and cutthroats which have just entered the alley behind you.

>FIRE THE SONIC BASTER AT THE FEATURELESS WALL

(I don't know the word "baster.")

>OOPS BLASTER

Completely eerie. After all, an explosion of this magnitude should make SOME noise, right? In any case, the silent explosion leaves a gaping hole in the wall to the south.

The low-lifes draw closer. They also draw knives.

## >SOUTH

As you pass through the opening in the wall, it collapses behind you, blocking the pack of thieves.

## Plush Bedroom

This luxurious boudoir is lined with soft cushions and draped with the sheerest silks you've ever seen. The carpet is so thick and soft that you remove your boots without even thinking about it. A delicious aroma fills the room.

A glass case stands next to the door at the eastern side of the room. In it sits a zinct-plated gyroscope.

## >SMELL THE AROMA

You remember that smell from a heady week you once spent among the vineyards of Io. Someone very nearby must be opening a bottle of powerful champagne.

You hear a sound from the doorway, and spin around as a stunning redhead walks in with two glasses of sparkling champagne. "Ah... I was hoping for some company," she whispers huskily. Studying her as she dims the lights, you decide that Miss Ganymede is even more magnificent in the flesh than she is in the 2036 Miss Solar System calendar.

## >TAME

Tame descriptions. (Yawn.)

"Shall we begin the screening of 'La Grande Illusion' now?" asks Miss Ganymede, continuing to dim the lights.

## About the Author

**Steven Meretzky** (1957- ) once enjoyed almost anything that was fun, and virtually everything that was illegal. Now a married homeowner, he spends most of his time doing the lawn.

Other works of interactive fiction by Steve Meretzky:

*Planetfall*

*Sorcerer*

*The Hitchhiker's Guide to the Galaxy*

(with Douglas Adams)

*A Mind Forever Voyaging*

*Stationfall*

## SECTION II

### ABOUT INFOCOM'S INTERACTIVE FICTION

#### An Overview

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of interactive fiction, such as *Leather Goddesses of Phobos*, presents you with a series of locations, items, characters, and events. You can move from place to place, use the objects you find, and interact with the other characters, to affect the outcome of the story. An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In *Leather Goddesses of Phobos*, time passes only in response to your input, with each input counting as one turn. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turn as slowly and carefully as you want.

To measure your progress, *Leather Goddesses of Phobos* keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. A perfect score is to be strived for, but of course having fun is much more important.

## Starting and Stopping

*Starting the story:* To load *Leather Goddesses of Phobos*, follow the instructions on the Reference Card in your package.

To get past the opening screen and into the story, just press your RETURN (or ENTER) key. You will then get a description of the opening location of the story, Joe's Bar. Then the prompt (>) will appear, indicating that *Leather Goddesses of Phobos* is waiting for your first input.

Here's a quick exercise to help you get accustomed to interacting with *Leather Goddesses of Phobos*. Type the following command first:

### >INVENTORY

Then press the RETURN (or ENTER) key. *Leather Goddesses of Phobos* will respond by telling you what you are holding. Then try:

### >READ THE COMIC BOOK

After you press the RETURN (or ENTER) key, *Leather Goddesses of Phobos* will again respond. Now *you* decide what to do next.

*Saving and restoring:* It will probably take you many days to complete *Leather Goddesses of Phobos*. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another disk. You should also save your place before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other *Leather Goddesses of Phobos* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

*Quitting and restarting:* If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) Just to make sure, *Leather Goddesses of Phobos* will ask if you really want to start over. If you do, type Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, *Leather Goddesses of Phobos* will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first use the SAVE command.

## Communicating with Infocom's Interactive Fiction

In *Leather Goddesses of Phobos*, you type your commands in plain English each time you see the prompt (>). *Leather Goddesses of Phobos* usually acts as if your commands begin with "I want to...", although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; *Leather Goddesses of Phobos* doesn't care either way.

When you have finished typing a command, press the RETURN (or ENTER) key. *Leather Goddesses of Phobos* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

*Leather Goddesses of Phobos* recognizes your words by their first nine letters, and all subsequent letters are ignored. Therefore, INQUISITive, INQUISITion, and INQUISITions would all be treated as the same word by *Leather Goddesses of Phobos*.

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.

*Leather Goddesses of Phobos* understands many different kinds of sentences. Here are several examples. (Note that some of these objects do not actually appear in *Leather Goddesses of Phobos*.)

```
>WALK TO THE NORTH
>GO DOWN
>NE
>TAKE THE WHIP
>READ THROUGH MANUAL
>LIE DOWN ON THE BED
>EXAMINE LARGE PULSATING POD
>OPEN THE SPIKED HANDCUFFS
>PUT THE HANDCUFFS ON THE
STRANGER
>SMEAR THE PEANUT BUTTER ON
MY STOMACH
>PUSH THE BLACK BUTTON
```

```
>SHOOT THE VIBRATING RAY GUN
AT THE HYPERVENTILATING ALLEN
>INJECT MY SISTER WITH
APHRODISIAC
>CLIMB THE FENCE
>LOOK AT THE UNDULATING
TENTACLES THROUGH THE
ELECTRON MICROSCOPE
```

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

```
>TAKE MELON AND WHIP
>DROP THE SPIKED HANDCUFFS,
THE
CLEAR JELLY, AND THE AXE
>PUT THE MALE RABBIT AND THE
FEMALE RABBIT IN THE CAGE
```

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

```
>READ THE MANUAL. GO NORTH
THEN CLIMB IN THE HOT TUB. KISS
PAT
```

If *Leather Goddesses of Phobos* doesn't understand one of the sentences on your input line, or if something unusual happens, it will ignore the rest of your input line (see "Common Complaints" on page 12).

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

```
>FEEL THE LEATHER VEST. TAKE IT.
PUT IT ON
>CLOSE THE HEAVY METAL DOOR.
LOCK IT
>TAKE BOTTLE OF PILLS. CLOSE IT.
PUT IT IN DRAWER.
>TAKE ALL
>TAKE ALL THE NAUGHTY PHOTOS
>DROP ALL BUT THE PIPE AND THE
STICK OF INCENSE
>TAKE ALL FROM THE MEDICINE
CHEST
```

>PUT ALL IN THE LARGE ORIFICE  
>GIVE ALL BUT PANTYHOSE TO  
ARRESTING OFFICER

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 *Leather Goddesses of Phobos* understands: WHO IS (someone), WHERE IS (something), and WHAT IS (something). For example:

>WHO IS TIFFANY?  
>WHERE IS MY APPLIANCE?  
>WHAT IS A VENUSIAN SLIME BEAST?

You will meet other people and creatures in *Leather Goddesses of Phobos*. You can "talk" to these beings by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>BUTCH, HELLO  
>UNCLE SMEDLEY, WHERE ARE MY  
PAJAMAS?  
>MASSEUSE, GIVE ME A MASSAGE  
>DOCTOR JECKYLL, PUT DOWN  
THAT  
NEEDLE  
>IRV, OPEN THE CLOSET DOOR.  
TAKE  
A SHIRT.  
>MENACING ALIEN, PICK UP THE  
MENACING ALIEN GUN THEN  
SHOOT YOURSELF

Notice that in the last two examples, you are giving a person more than one command on the same input line. But remember: Most people in the story don't care for idle chatter. Your deeds will speak louder than your words.

*Leather Goddesses of Phobos* tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, *Leather Goddesses of Phobos* will sometimes decide that there is only one possible object you could mean. When it does so, it will tell you. For example:

>UNLOCK THE DOOR  
(with the key)  
The door is now unlocked.

or

>KILL THE RAPIST  
(with the insurance policy)  
You read the insurance policy to the rapist,  
who dies of boredom.

If your command is ambiguous, *Leather Goddesses of Phobos* will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. For example:

>COVER THE BODY  
What do you want to cover the body with?

>THE BLANKET  
You drape the blanket loosely over poor  
Mrs. Filbert.

or

>EAT THE MELON  
Which melon do you mean, the honeydew  
melon or the casaba melon?

>HONEYDEW  
The honeydew melon is ripe and juicy.

*Leather Goddesses of Phobos* recognizes over 900 words, nearly all that you are likely to use in your commands. However, *Leather Goddesses of Phobos* uses many words in its descriptions that it will not recognize in your commands. For example, you might read, "The salesperson is busy showing some edible earrings to another customer, and doesn't notice you pocketing the key." If *Leather Goddesses of Phobos* doesn't understand the phrases EDIBLE EARRINGS or OTHER CUSTOMER in your input, you can assume that you don't have to refer to them to complete the story; they are only there to provide you with a more vivid description of where you are or what is going on.

## Special Commands

Below are explanations for a number of useful one-word commands. In many cases, these will not count as a rum. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

**AGAIN**--*Leather Goddesses of Phobos* will respond as if you had repeated your previous command. For instance, typing HIT THE RADIUM-POWERED ROBOT WITH THE SWORD then typing AGAIN would be like trying to hit the robot twice in a row. You can abbreviate AGAIN to G.

**BRIEF**--This command tells *Leather Goddesses of Phobos* to give you the full description of a location only the first time you enter it. On subsequent visits, *Leather Goddesses of Phobos* will tell you only the name of the location and the objects present. This is how *Leather Goddesses of Phobos* will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

The SUPERBRIEF command tells *Leather Goddesses of Phobos* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Leather Goddesses of Phobos* will not even mention which objects are present. Of course, you can always get a description of your location and the items there by typing LOON. In SUPERBRIEF mode, the blank line between turn will be eliminated. This mode is meant for players who are already very familiar with the geography. The VERBOSE command tells *Leather Goddesses of Phobos* that you want 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**--*Leather Goddesses of Phobos* will give you a medical report of your physical condition.

**INVENTORY**--*Leather Goddesses of Phobos* will list what you are carrying. You can abbreviate INVENTORY to I.

**LEWD**--This gives you the most risque version of *Leather Goddesses of Phobos*. See "The Three Levels of Naughtiness" on page 3.

**LOOK**--This tells *Leather Goddesses of Phobos* to describe your location in full detail. You can abbreviate LOOK to L.

**OOPS**--If you accidentally mistype a word, such that *Leather Goddesses of Phobos* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAIN SAW TO GARNDMA and were told "[I don't know the word 'gamdma']" you could type OOPS GRANDMA rather than retyping the entire sentence.

**QUIT**--This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 7. You can abbreviate QUIT to Q.

**RESTART**--This stops the story and starts it over from the beginning.

**RESTORE**--This restores a previously saved position. See "Starting and Stopping" on page 7 for more details.

**SAVE**--This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 7 for more details.

**SCRIPT**--This command tells your printer to begin making a transcript of the story as you venture onwards. A transcript may aid your memory but is not necessary. It will work only on certain computers; read your Reference Card for details.

**SUGGESTIVE**--This gives you a moderately risqué version of *Leather Goddesses of Phobos*. See "The Three Levels of Naughtiness" on page 3.

**STATUS**--This will give you a bunch of information: your current mode of descriptiveness, the level of "adulthood" you're playing at, your score, a ranking based on your score, and the number of turn you've taken.

**SUPERBRIEF**--This command tells *Leather Goddesses of Phobos* to give you the sparsest level of descriptiveness. See **BRIEF** above.

**TAME**--This gives you a very wholesome version of *Leather Goddesses of Phobos*. See "The Three Levels of Naughtiness" on page 3.

**UNSCRIPT**--This commands your printer to stop making a transcript.

**VERBOSE**--This command tells *Leather Goddesses of Phobos* to give you the wordiest level of descriptiveness. See **BRIEF** above.

**VERSION**--*Leather Goddesses of Phobos* responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

**WAIT**--This will cause time in the story to pass. Nothing in the story will happen until you type a sentence and press the **RETURN** (or **ENTER**) key. You could leave your computer, take a nap, eat lunch, take a ride in a hovercraft, compose a sonnet about the mating habits of baboons, and 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 talking baboon, you might **WAIT** to see if it will say anything; if you were in a moving hovercraft, you might **WAIT** to see where it goes. You can abbreviate **WAIT** to **Z**.

## Tips for Novices

1. Draw a map. It should include each location and the directions connecting it to adjoining locations. When you find yourself in a new location, make a note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page 3.) There are 10 possible directions (**NORTH**, **SOUTH**, **EAST**, **WEST**, **NORTHEAST**, **NORTHWEST**, **SOUTHEAST**, **SOUTHWEST**, **UP**, and **DOWN**) plus **IN** and **OUT**.
2. **EXAMINE** all objects you come across in the story.
3. **TAKE** all objects you come across in the story. Most objects that you can pick up are important for solving one or more of the puzzles you'll run into.
4. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 7 for instructions.
5. Read the story carefully! There are often clues in the descriptions of locations and objects.
6. Try everything you can think of- even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>**GIVE THE BASKETBALL TO THE LION**  
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Here you have a clue that maybe giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. Unlike other "adventure games" you may have played, there are many possible routes to the end of *Leather Goddesses of Phobos*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. You may find it helpful to go through *Leather Goddesses of Phobos* with another person. Different people may find different puzzles easy and can often complement each other.

9. Read the sample transcript on page 3 to get a feel for how Infocom's interactive fiction works.

10. You can word a command in many different ways. For example, if you were tired, or wanted to climb between the sheets for some other reason, you could type in any of the following:

>GET IN BED  
>GET ONTO THE BED  
>LIE DOWN ON THE BED

If you type in a command that *Leather Goddesses of Phobos* doesn't understand, try rephrasing the command or using synonyms. If *Leather Goddesses of Phobos* still doesn't understand your command, you are almost certainly trying something that is not important in continuing your adventure.

11. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the directions at the top of your screen to see the hint of your choice.) You don't *need* to use the hints to enjoy the story, but it will make solving the puzzles easier.

## Common Complaints

*Leather Goddesses of Phobos* will complain if you type a command that confuses it completely. *Leather Goddesses of Phobos* will then ignore the rest of the input line. (Certain events, such as being attacked or walking into a wall, may also cause *Leather Goddesses of Phobos* to ignore the rest of your command, since the event may have changed your situation drastically.) Some of *Leather Goddesses of Phobos's* complaints:

**I don't know the word \_\_\_\_\_**. The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, *Leather Goddesses of Phobos* probably doesn't know the idea you were trying to get across.

**You used the word \_\_\_\_\_ in a way that I don't understand.** *Leather Goddesses of Phobos* knows the word you typed, but couldn't use it in that sense. Usually this is because *Leather Goddesses of Phobos* knows the word as a different part of speech. For example, if you typed LOWER THE FLAG, you are using LOWER as a verb, but *Leather Goddesses of Phobos* might know LOWER only as an adjective, as in PRESS THE LOWER BUTTON.

**There was no verb in that sentence!** Unless you are answering a question, each sentence must have a verb (or one of the special commands).

**There seems to be a noun missing in that sentence.** This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

**There were too many nouns in that sentence.** An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than *Leather Goddesses of Phobos* can digest in a single action.

**I beg your pardon?** You pressed the RETURN (or ENTER) key without typing anything.

**You can't see any \_\_\_\_ here!** The object you referred to was not accessible. It may be somewhere else, for instance, or present but in a closed container.

**The other object[s] that you mentioned isn't [aren't] here.** You referred to one or more objects in the same sentence, some of which aren't present or accessible.

**You can't use multiple [in]direct objects with \_\_\_\_** You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. An example of a verb that will *not* work with multiple objects is EXAMINE; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

**You can't go that way.** There is no passage or exit in the direction you want to move.

**That sentence isn't one I recognize.** The sentence you typed may have been gibberish, such as TAKE ROPE WITH READ. Or you may have typed a reasonable sentence but used a syntax that *Leather Goddesses of Phobos* does not recognize, such as REACH UNDER THE GARMENT. Try rephrasing the sentence.

## We're Never Satisfied

Your input is important. No matter how much testing we do, it seems some "bugs" lie dormant until thousands of you begin brutally assaulting the program in your various inimitable fashions. If you find a bug, or if you think a certain puzzle was too hard of too easy, or if you have some other suggestion, or if you'd like to tell us your opinion of the story, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom  
P.O. Box 67001  
Los Angeles, CA 90067  
Atto: LGOP (The original)

## If You Have Technical Problems

You can call Infocom Consumer services to report bugs and technical problems, but *NOT* for hints to solve puzzles, at 310 207 4500. If your disk develops a problem within ninety (90) days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of \$5 (U.S. currency).

## Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your *Leather Goddesses of Phobos* package.
2. When you see the prompt (>) on your screen, *Leather Goddesses of Phobos* is waiting for your input. There are four kinds of sentences or commands that *Leather Goddesses of Phobos* understands:
  - A. Direction commands: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT.
  - B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. Once you're familiar with simple commands, try the more complex ones described in "Communicating with Infocom's Interactive Fiction" on page 8.
  - C. Commands given to other characters: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: FRED, GIVE ME THE AXE or OLD MAN, HELLO.
  - D. Special commands: Some commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the "Special Commands" section on page 10.

3. After typing your sentence or command, you must press the RETURN (or ENTER) key before *Leather Goddesses of Phobos* will respond.
4. On most computers, your screen will display a special line called the "status line." It tells you the name of your current location, your score, and the number of turn you have taken so far in the story.
5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will be carrying it. Type INVENTORY to see a list of the items you are carrying.
6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section on page 7.
7. If you have trouble, refer to the specific section of the manual for more detailed instructions.