

# 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.**

# Stationfall

## Preface to the Story

After the fall of the Second Galactic Union in 1716 GY, a ten thousand year dark age settled upon the galaxy. Interstellar travel was non-existent. Many star systems descended into a near-barbaric state, burning fossil fuels for energy and growing food directly from exposed topsoil. In 11,203 GY, a treaty between the growing empires of Tremain and Gallium formed the Third Galactic Union, with Tremain as its seat of government. A pseudo-military organization, called the Stellar Patrol, was formed to explore the galaxy, searching for the human civilizations that are the remnants of the Second Union. You are a native of Gallium, one of the most politically powerful but culturally barren worlds of the Union. Your great-great-grandfather was a founding officer of the Stellar Patrol, and for five generations, your family has served in the Patrol. It was always taken for granted that you would sign up as soon as you came of age. Once in the Patrol, you discovered that the exciting career promised in all the Patrol recruitment brochures was nonsense. Your life was drudgery and demerits. The one time you got to see an exotic planet was right after a big parade, when they needed a detail to sweep up all the confetti. Then came your big moment: shipwrecked on a seemingly deserted world, you met an exuberant robotic companion named Floyd. Together, the two of you discovered the secret of that mysterious planet, Resida, and saved it from near destruction. As a result of your heroics, you were offered, and quickly accepted, a juicy promotion. Good-bye Ensign Seventh Class -- hello Lieutenant First Class! No more scrubwork! No more bathroom details! No more cleaning grotch cages! Finally, your life in the Stellar Patrol would be as exciting as those brochures had promised! Oh, how naive you'd been. Your daily routine simply replaced tedious scrubwork with tedious paperwork. Since your planetfall on Resida, five long years have dragged by, without a single event worthy of note. Why, just look at today's "thrilling" assignment: scooting over to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms...

## About the Author.

Steve Meretzky (1957-) was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon. A few historians of interactive fiction think that Meretzky's first job, packing nuts and bolts for his father's hardware business, was the formative moment of his writing career. A few other people think that there's absolutely no connection. Most people don't think about it at all. Stationfall is Meretzky's sixth work of interactive fiction. Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction.

### Assignment Completion Form QX-17-T

GREEN: Issuer  
 BLUE: Issuer  
 WHITE: Issuer's Cdr.  
 CMRRV: Issuer's Cdr.  
 PINK: Files  
 BUFF: Backup Files  
 BRVY: Del Bckp Files  
 COFFEE: Tpl Bckp Files  
 CREAM: Records Officer  
 IVGRV: Asst. Rec. Ofcr.  
 EGG: Jr. Rec. Ofcr.  
 WAWNE: Fore Debutman

Issued 4.12.11349 425A

Issuee's rank Lt First Class

Issuee's Patrol ID number: 1451-352-716

**Description of Assignment:**

Take a sparetruck from the  
 Peck Five camp bay. Proceed  
 to Space Station Gamma  
 Delta Gamma 777G 59/59  
 Sector Alpha - Nly 79 Pick up  
 24 pallets of Request for  
 Stellar Patrol Issue Regulation  
 Black Form Binders Request  
 Form Forms. This is a  
 Top-PRIORITY assignment!



VALIDATION BOX  
 (do not write in  
 these spaces)

**Additional Data:**

*Astrogator's navigational data (time:course)*

4300-4349: 632	5700-5749: 104	7100-7149: 128	8500-8549: 464
4350-4399: 609	5750-5799: 175	7150-7199: 133	8550-8599: 463
4400-4449: 587	5800-5849: 167	7200-7249: 139	8600-8649: 503
4450-4499: 565	5850-5899: 159	7250-7299: 145	8650-8699: 523
4500-4549: 544	5900-5949: 152	7300-7349: 152	8700-8749: 544
4550-4599: 522	5950-5999: 145	7350-7399: 159	8750-8799: 565
4600-4649: 502	6000-6049: 139	7400-7449: 167	8800-8849: 587
4650-4699: 483	6050-6099: 133	7450-7499: 174	8850-8899: 609
4700-4749: 464	6100-6149: 128	7500-7549: 184	8900-8949: 632
4750-4799: 445	6150-6199: 123	7550-7599: 193	8950-8999: 655
4800-4849: 427	6200-6249: 117	7600-7649: 203	9000-9049: 679
4850-4899: 409	6250-6299: 112	7650-7699: 213	9050-9099: 703
4900-4949: 392	6300-6349: 112	7700-7749: 224	9100-9149: 728
4950-4999: 375	6350-6399: 109	7750-7799: 235	9200-9249: 779
5000-5049: 358	6400-6449: 107	7800-7849: 247	9250-9299: 803
5050-5099: 343	6450-6499: 105	7850-7899: 259	9300-9349: 832
5100-5149: 328	6500-6549: 104	7900-7949: 272	9350-9399: 859
5150-5199: 313	6550-6599: 103	7950-7999: 285	9400-9449: 887
5200-5249: 299	6600-6649: 102	8000-8049: 299	9450-9499: 913
5250-5299: 285	6650-6699: 102	8050-8099: 313	9500-9549: 944
5300-5349: 272	6700-6749: 104	8100-8149: 328	9550-9599: 973
5350-5399: 259	6750-6799: 105	8150-8199: 343	
5400-5449: 247	6800-6849: 107	8200-8249: 359	
5450-5499: 235	6850-6899: 109	8250-8299: 375	
5500-5549: 224	6900-6949: 112	8300-8349: 392	
5550-5599: 213	6950-6999: 115	8350-8399: 409	
5600-5649: 203	7000-7049: 117	8400-8449: 427	
5650-5699: 193	7050-7099: 120	8450-8499: 445	

## Robot Use Authorization Form JZ-59-G

GREEN: Issuee	PINK: Files	CREAM: Records Officer
BLUE: Issuer	BUFF: Backup Files	TUDORV: Asst. Rec. Ofcr.
WHITE: Issuee's Cadr.	GRAY: Mbl Bckp Files	EGG: Jr. Rec. Ofcr.
CANNY: Issuer's Cadr.	COFFEE: Tpl Bckp Files	NANIVE: Form Ombudsman

Issued: 4.12.11349 4257  
(Date) (Time)  
 Issuee's rank: Lt. First Class  
 Issuee's Patrol ID number: 1451-352-716  
 Applicable robot pool: Deck Five

Instructions to issuee: This form should be presented at the robot pool indicated above. If no such pool exists, return this form to its issuer along with eight completed copies of Missing or Non-Existent Robot Pool Report Form 6Y-98-M. At the indicated robot pool, this form should be given to any party or parties thereabouts responsible for the discharge of robots, or, if the indicated pool is automated, to the appropriate automated system or systems.

Instructions to robot pool: One robot may be discharged into the care of the issuee of this form for such purposes as are specified under the Stellar Patrol Omnibus Robot Use Policies and Procedures Book. Copies of this form should be sent to the issuee's immediate superior, the ship's Records Officers, Archives One, Two, and Three, the issuee's permanent record file, and the files of the indicated robot pool.

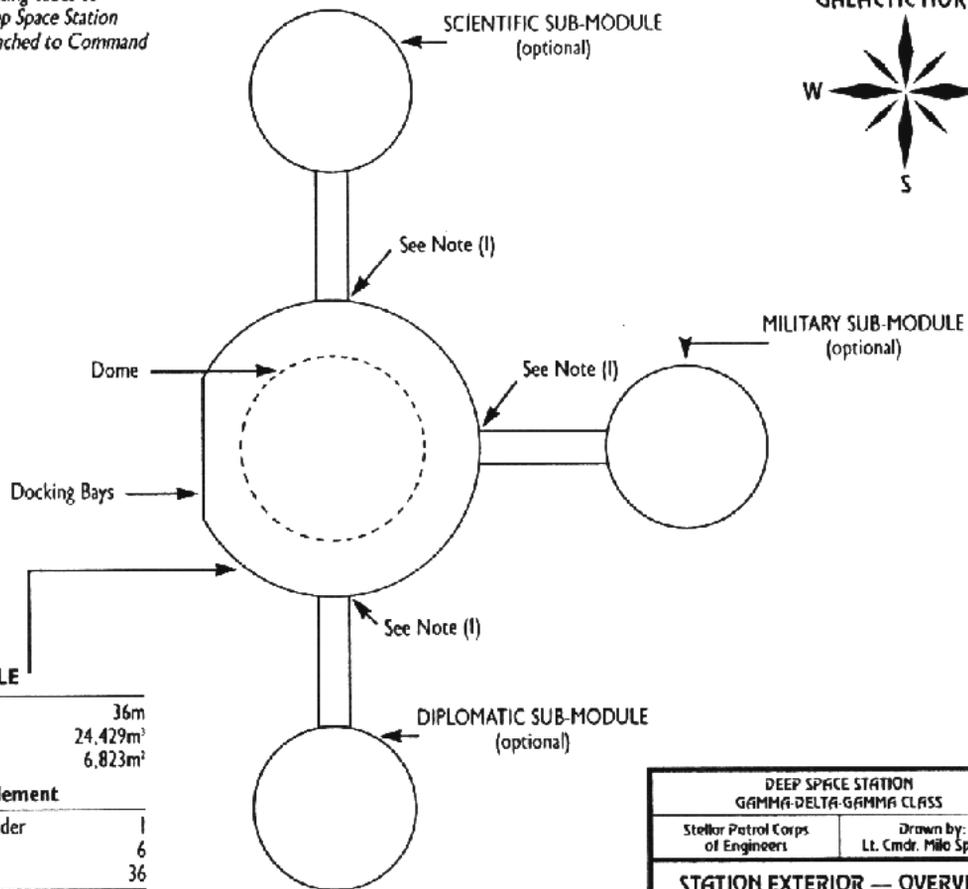
Instructions to robot:





**NOTE (1):** Only connecting tubes to official Stellar Patrol Deep Space Station Sub-Modules may be attached to Command Module at these points.

GALACTIC NORTH



**COMMAND MODULE**

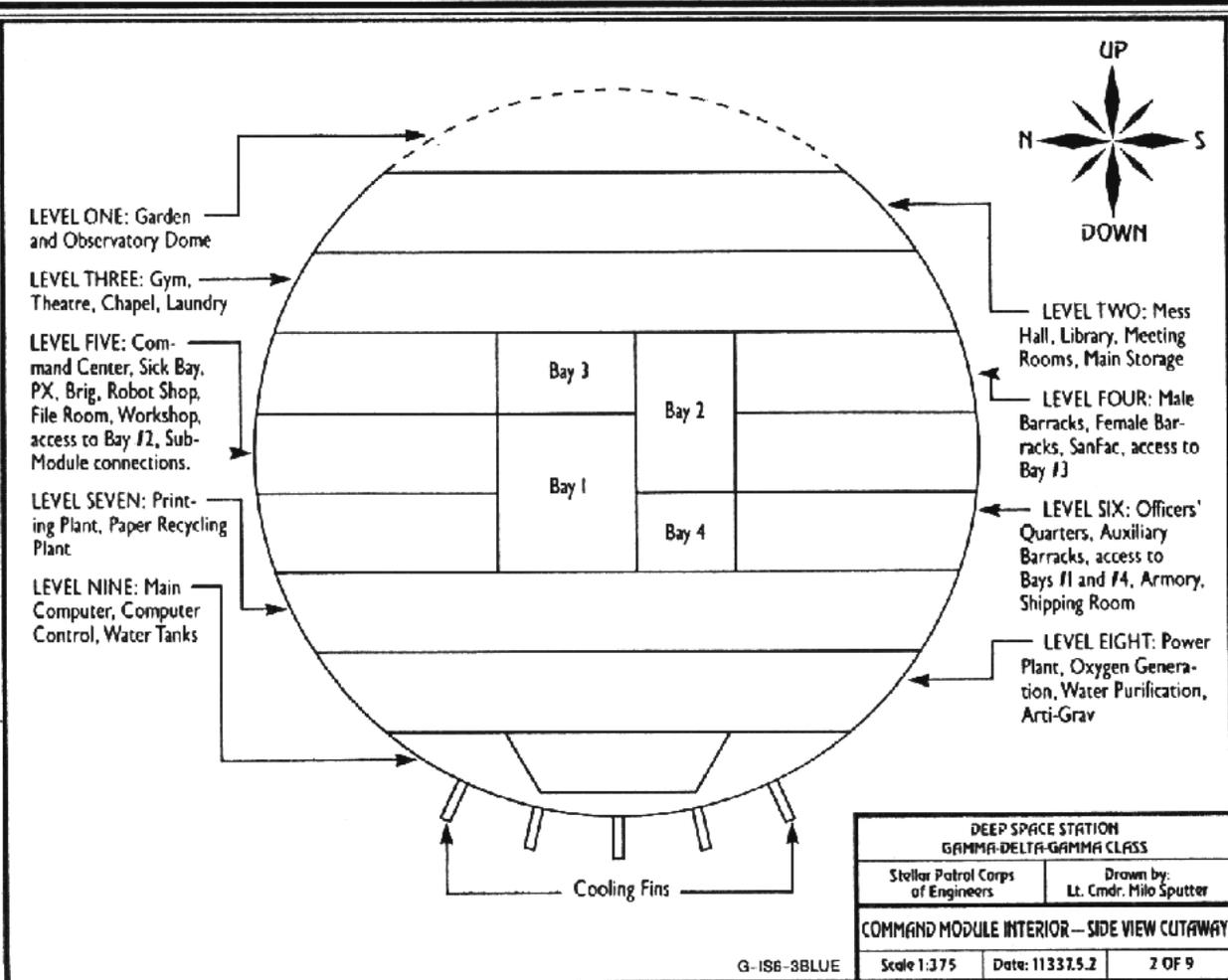
Diameter 36m  
 Volume 24,429m<sup>3</sup>  
 Usable floor area 6,823m<sup>2</sup>

**Normal complement**

Station Commander 1  
 Officers 6  
 Crew 36  
 Total Personnel 43

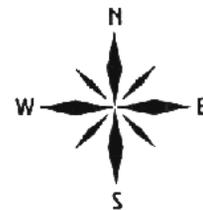
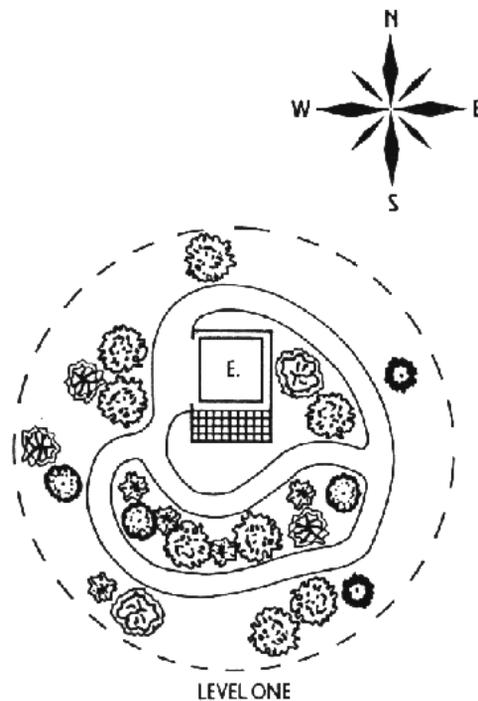
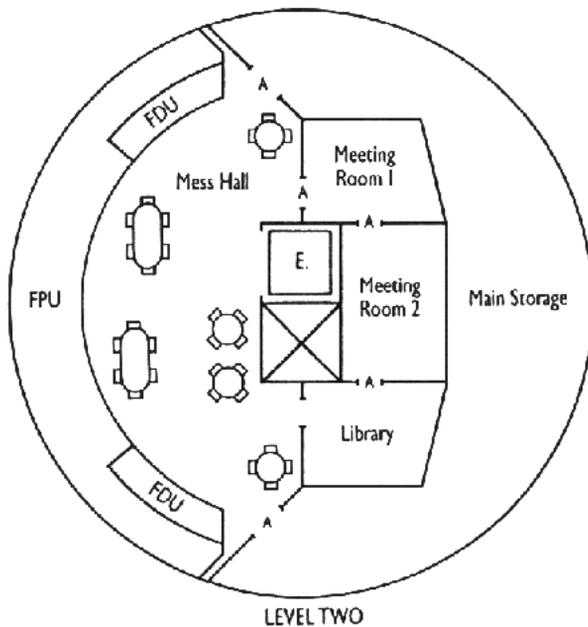
DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Milo Sputter
<b>STATION EXTERIOR — OVERVIEW</b>		
Scale 1:750	Date: 11337.5.1	1 OF 9

G-156-2BLUE



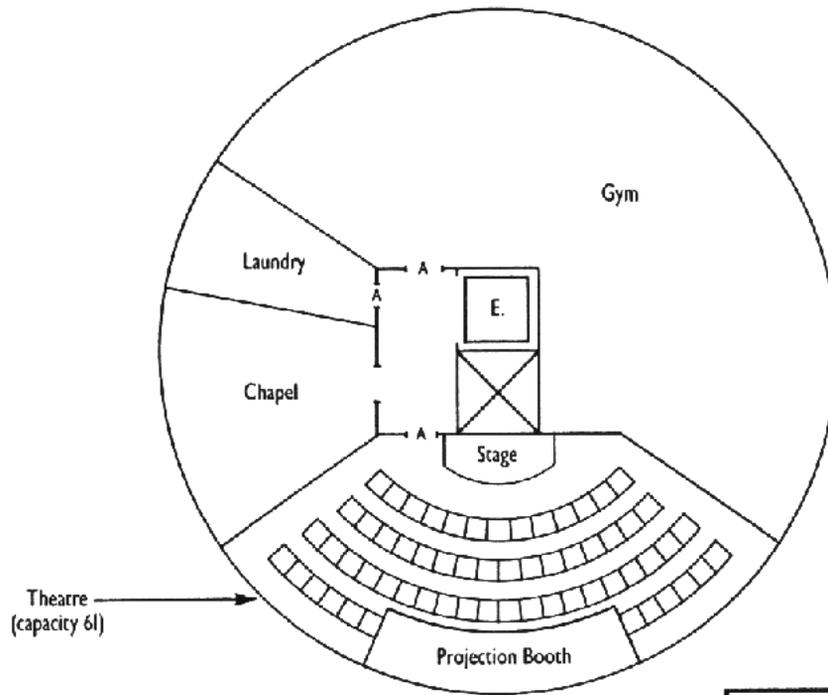
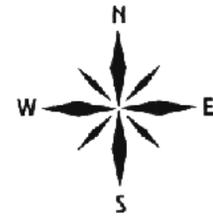
DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Sputter	
COMMAND MODULE INTERIOR — SIDE VIEW CUTAWAY		
Scale 1:375	Date: 11332.5.2	2 OF 9

G-156-3BLUE



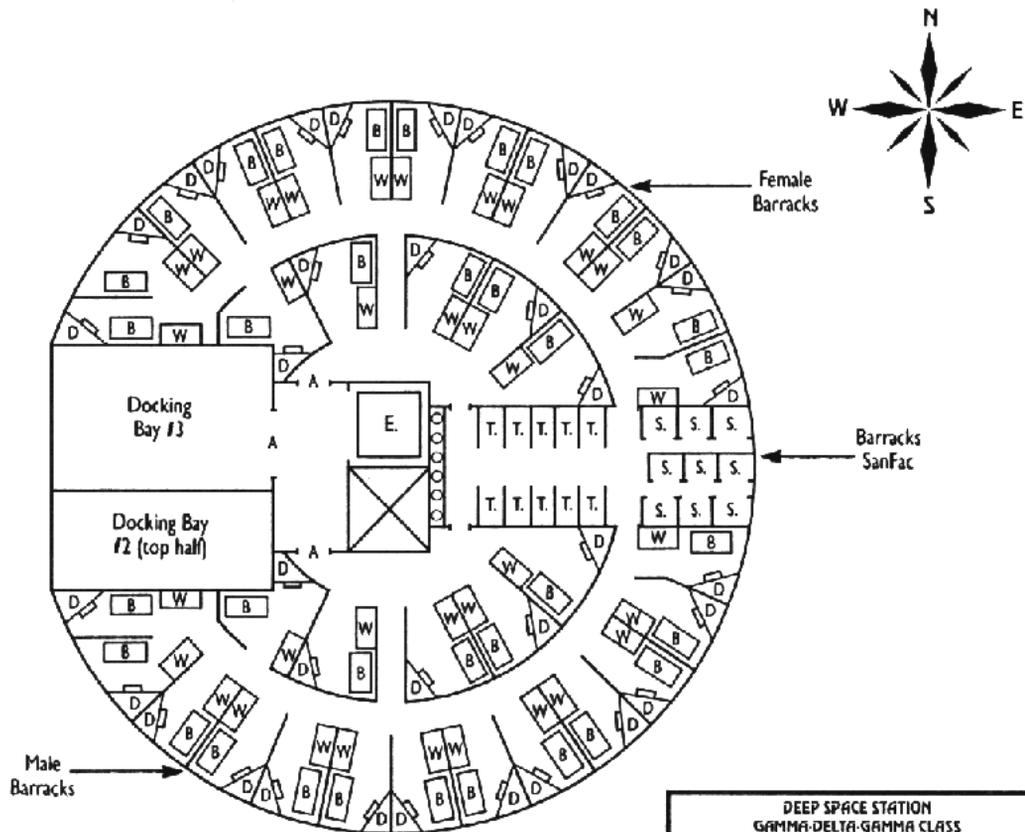
DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Milo Spatter
COMMAND MODULE—LEVEL ONE & LEVEL TWO PLAN		
Scale 1:375	Date: 11337.5.5	3 OF 9

G-IS6-4BLUE



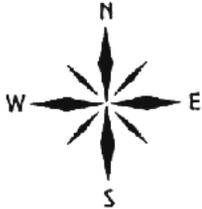
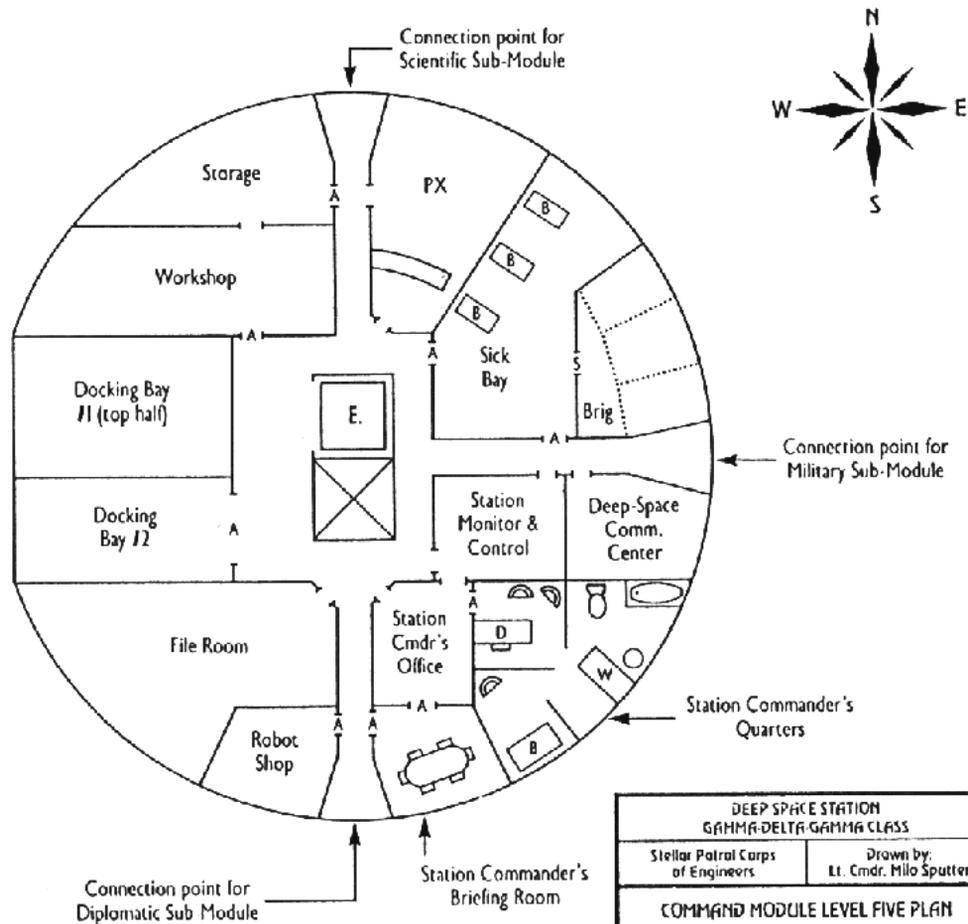
DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Spulter	
COMMAND MODULE LEVEL THREE PLAN		
Scale 1:375	Date: 113375.12	4 OF 9

G-156-5BLUE



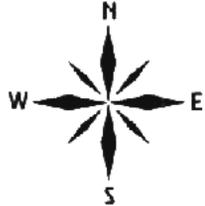
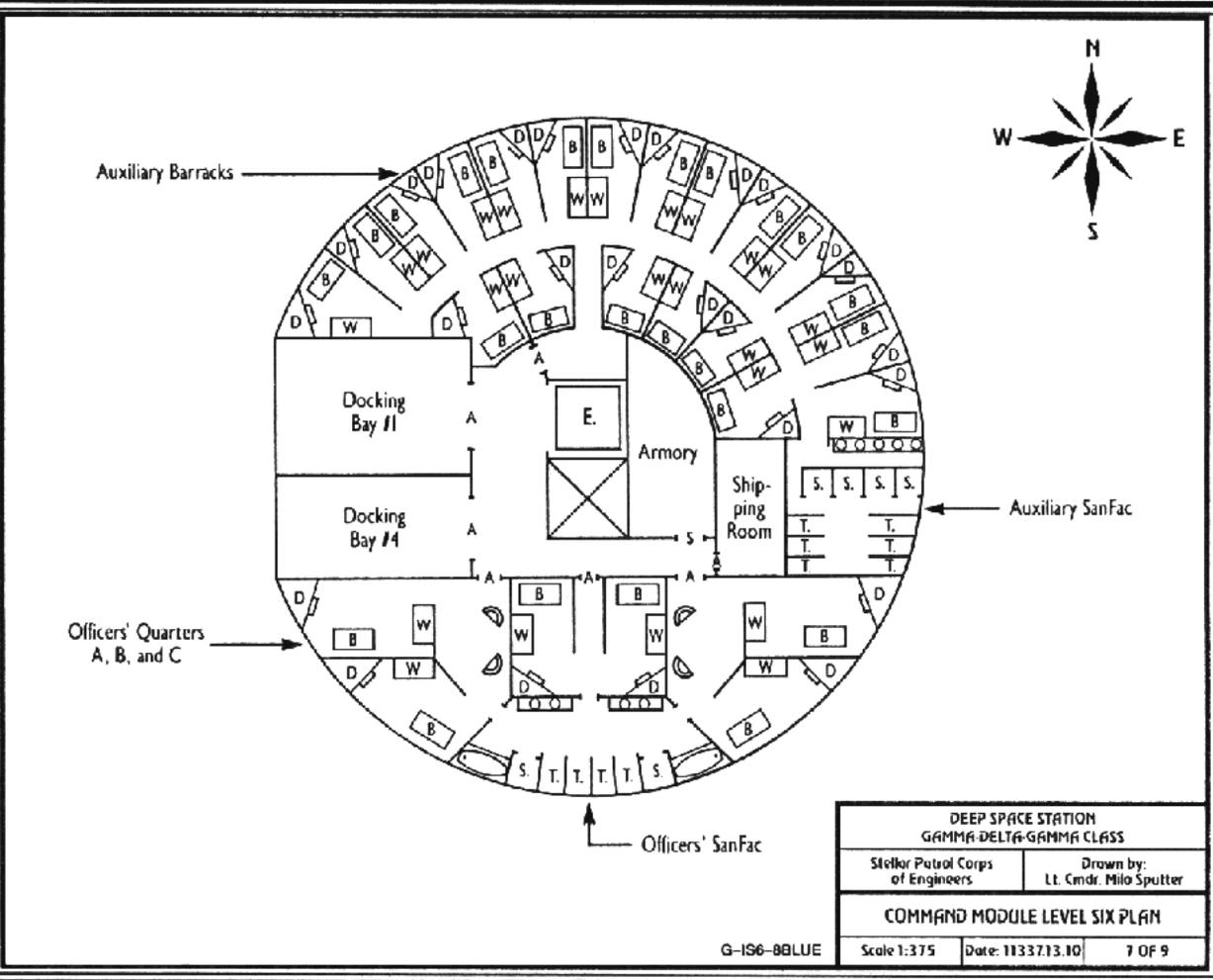
<b>DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS</b>		
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Mila Sputter
<b>COMMAND MODULE LEVEL FOUR PLAN</b>		
Scale 1:375	Date: 113326.8	5 OF 9

G-1S6-6BLUE



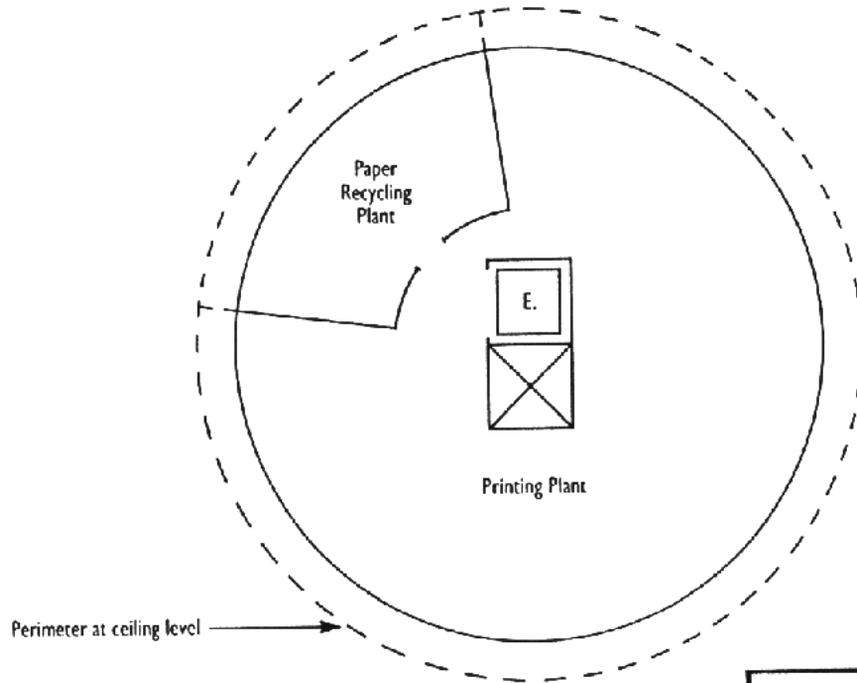
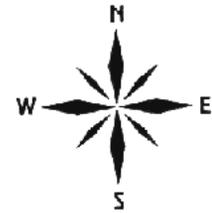
DEEP SPACE STATION GAMMA-DELTA GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Sputter
<b>COMMAND MODULE LEVEL FIVE PLAN</b>	
Scale 1:375	Date: 11337.8.18
6 OF 9	

G-156-7BLUE



<b>DEEP SPACE STATION</b> <b>GAMMA-DELTA-GAMMA CLASS</b>		
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Sputter	
<b>COMMAND MODULE LEVEL SIX PLAN</b>		
Scale 1:375	Date: 1133713.10	7 OF 9

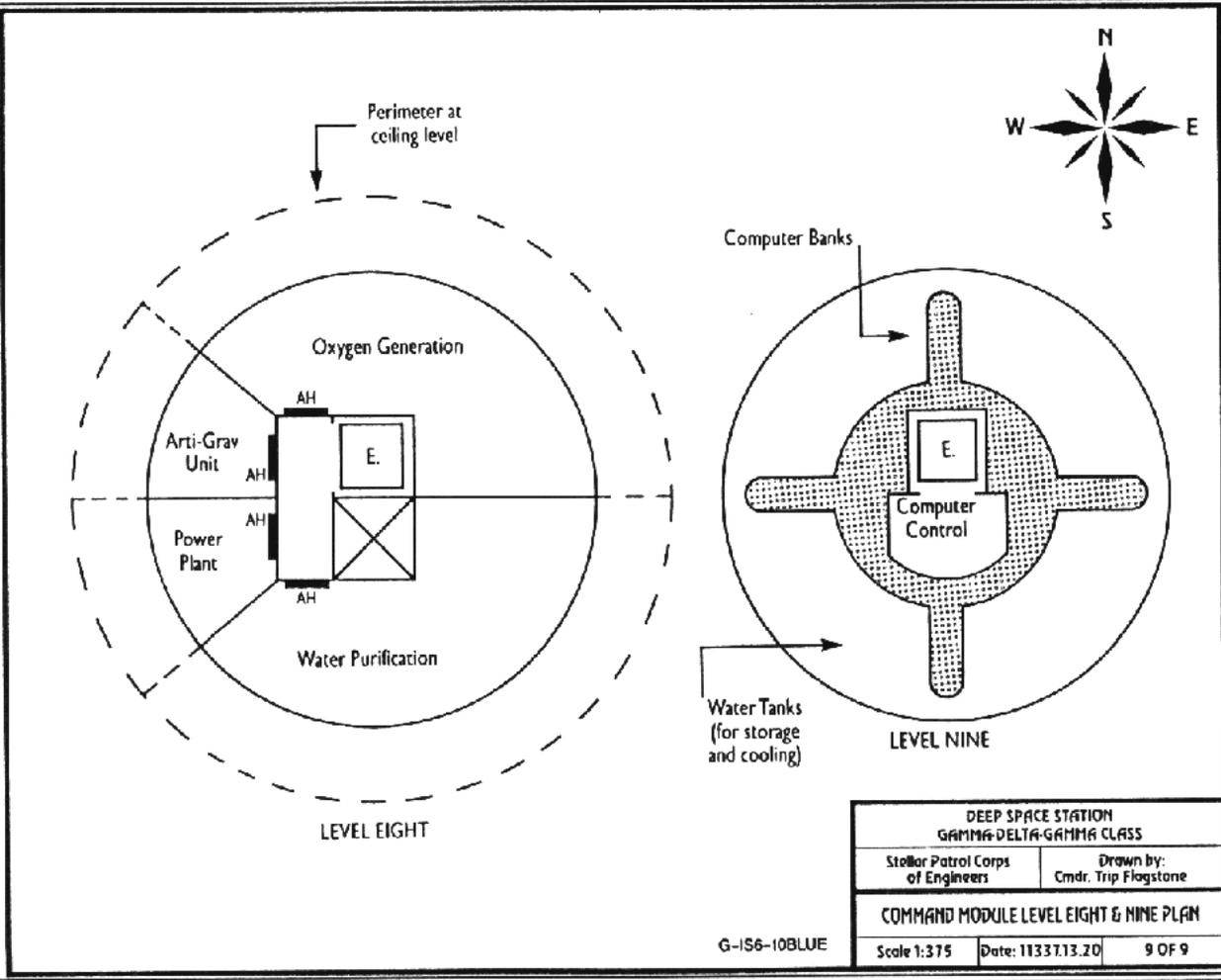
G-1S6-BBLUE



Perimeter at ceiling level →

DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by: Cmdr. Trip Flagstone
COMMAND MODULE LEVEL SEVEN PLAN	
Scale 1:375	Date: 11337.13.20 8 OF 9

G-IS6-98LUE



DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers	Drawn By: Cmdr. Trip Flagstone	
COMMAND MODULE LEVEL EIGHT & NINE PLAN		
Scale 1:375	Date: 11337.13.20	9 OF 9

G-IS6-10BLUE



Elevator



Bed, standard Patrol issue



Toilet stall



Utility shaft and air duct



Desk and Chair, personal



Access hatch



(Non-closing) Doorway



Chair, reading



Auto-door



Shrubs



Security auto-door

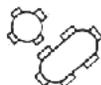


Table and Chairs



Air vent, horizontal



Tub, bathing

FPU

Food Preparation Unit



Shower stall

FDU

Food Dispensing Unit



Toilet



Wardrobe, personal



Sink, SanFac-type

**NOTE:** Compass directions are relative to standard Galactic North. "UP" and "DOWN" are relative to the Station's internal artificial gravity.

DEEP SPACE STATION  
GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps  
of Engineers

Drawn by:  
Cmdr. Trip Flagstone

Scale —

Date: 1133713.20

KEY

G-1S6-1BLUE