

DR. NOSTRUM'S



**A WONDROUS CURATIVE
GUARANTEED
TO SOOTHE ALL ILLS.**

prehydrogenated genuine preparation of
naturally nitrated compound herbified extract

DR. NOSTRUM'S EXTRACT

This medicine was originated by Dr. Nostrum in 1863 and since that time numbers of grateful patients have testified to its worth. It should be in every medicine cabinet as it is a prompt and pleasant remedy for aches, pains, sour stomach, heartburn, sick headache, constipation, diarrhea, biliousness, itch, "singer's throat," and pin worms.

Dr. Nostrum's contains 19% alcohol as a preservative and solvent.

For Toothache—Wet cotton with Dr. Nostrum's Extract and crowd into the cavity, or lay it around the roots of the aching tooth; also bathe the face over the tooth with Dr. Nostrum's.

For Itch—Lie on flannel wet with Dr. Nostrum's Extract.

For Grippe & Catarrh—Take two teaspoonfuls of Dr. Nostrum's Extract three times a day. Apply Dr. Nostrum's to all sore spots. Sleep indoors, preferably in bed, until the attack is broken.

For Constipation, Diarrhea & Related Difficulties—One teaspoonful of Dr. Nostrum's Extract three times a day, to be taken half an hour before meals. Eat simple food and then only when hungry. Take outdoor exercise, be regular in habits, and drink plenty of water.

Sick Headache—Headache is often due to indigestion. Keep as quiet as possible, clean out the intestinal canal with Dr. Nostrum's Extract, eat slow, and chew the food well.

For Sore Throat—Put a piece of flannel around the throat wet with Dr. Nostrum's Extract. Do not leave on too long or blistering may occur.

For Pin Worms—Round and pin worms are transmitted to the human body as Worm Eggs, swallowed in water, or in uncooked meat and vegetables. Treat with four tablespoons of Dr. Nostrum's Extract six times a day. Dr. Nostrum's paralyzes the worm and makes it let go its hold.

THE TRAVELING CIRCUS
THAT TIME FORGOT INC.

AUG.

★
\$7.50
★

21

★
\$7.50
★

6:00 P.M.
ADMIT ONE



M



F



DON'T MISS RIMSHAW
THE INCOMPARABLE!

PALMISTRY PHRENOLOGY HYPNOSIS



SEC. 24 ROW AA SEAT 4

THE TRAVELING CIRCUS THAT TIME FORGOT, INC. welcomes you to its two-ring extravaganza and sideshow extraordinaire! You'll see feats of skill and daring, ferocious animals from the jungles of Africa and Asia, and amazing human curiosities!

This ticket also entitles you to three sessions with RIMSHAW THE INCOMPARABLE. Simply present your ticket to (1) have your palm read, (2) undergo hypnosis, and (3) allow him to read the bumps on your head.

We are committed to bringing you the best entertainment value! With this goal in mind, we're completing a series of demographic surveys. You can help us by punching out the pink (female) or blue (male) dot on the front of this ticket to indicate your gender.

The Traveling Circus That Time Forgot, Inc. is not liable for any loss of personal possessions or for any injuries or damages you might cause or personally sustain while on the circus grounds. To help prevent such injuries or damages and thus avoid the possibility of lawsuits on our behalf, we ask you to obey the following rules and regulations:

Please do not throw anything into the circus ring. Severe injury to our performers may result.

Please do not feed or attempt to pet the animals. These are unpredictable wild beasts.

Beware of pickpockets, gamblers, thugs, and thieves. We are not responsible for local criminal elements.

Please leave immediately following the performance. Do not loiter in the ring or on the circus lot.

Above all, have fun! We hope to see you again next time we're in town.

CP/M®

I. What You Need

Required

- Computer system that runs CP/M
- 48K bytes of RAM
- Sufficient disk space for game (between 75K and 150K bytes, depending upon the game)

Optional

- Additional disk space (for SAVES)
- Additional memory (for faster execution)
- Printer (for SCRIPT)

II. Running the Game

The game consists of two files, game.COM and game.DAT, where "game" corresponds to the particular one you are playing. If you have purchased the generic CP/M version of the game, it will have come set up to run with almost any terminal, but it will not use any special display features and will not have a status line. If your game version was prepared specifically for your machine, it may already be properly set up. In any case, you may either play the game as is or configure it for your particular terminal. See the Configuring the Game section for further information.

The two game files may be transferred to any convenient disk device. Do not run the game from the original disk! This disk should be kept in a safe place for backup purposes.

To start the game, first select the drive containing the game as the logged disk (e.g., type "A:" and RETURN to select Drive A). Then type the name of the game (e.g., "ZORK1") followed by a RETURN (or ENTER, etc.). The disk should spin and the game will announce itself. If, after a reasonable amount of time, nothing happens, check the Troubleshooting section.

III. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. You may use your system's normal error-correction keys (e.g., DEL, RUBOUT, back-arrow, etc.) to correct any typing errors. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

AMSTRAD CPC/PCW

IX. Troubleshooting

A. If the story refuses to load properly, if SAVE/RESTORE fails, or if you receive an error message, check each of the following points:

1. Make sure your computer and disk drive(s) are connected properly and everything is turned on.
 2. Make sure the disk is inserted correctly into the drive slot and the drive door is closed.
 3. Inspect the master story disk and SAVE disk(s) carefully for visible damage.
 4. Make sure each disk is in the proper drive. For SAVE/RESTORE make sure that you have specified the correct drive indicator when using an additional drive. Make sure you have specified the correct file name. Ensure you have inserted the game disk in the main drive.
 5. When saving a story position, make sure the write-protect notch on the edge of the SAVE disk is not covered. Also make certain the SAVE disk has been formatted properly. As a last resort, try a different SAVE disk.
 6. Try again; the problem may be only momentary.
- If all else fails, call the Infocom TECHNICAL HOTLINE at (617) 576-3190. Please note that this number is for **technical problems** only.

B. If you receive an error message, try the following procedure:

After loading the story and receiving an initial > prompt, type \$VERIFY. The disk will spin for several minutes, and a message similar to one of the following will appear.

DISK CORRECT. The disk has not been damaged; the story data is intact. This may indicate a problem with your hardware (usually the disk drive). It is also possible that the story program contains a bug. If you suspect a bug, call the Infocom Technical Hotline at the number above.

FAILED or INTERNAL ERROR. This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try to \$VERIFY the disk on another computer system (such as your dealer's). If the story ever replies DISK CORRECT, the problem is in your hardware.

If you repeatedly receive an error message with more than one computer, the disk is probably damaged. Please return the **disk only** to Infocom for testing.

I. What You Need

Required

- Amstrad CPC 464/664/6128 or PCW 8256 or 8512
- One Amstrad DDI 1 (CPC 464)

Optional

- One or more **blank**, formatted disks (for SAVES)
- A printer (for SCRIPTing)
- A second disk drive (for convenience with SAVES)

II. Loading the Disk

1. Turn on the power to your computer. Then turn on your disk drive(s). Then turn on your printer.
2. Insert a CP/M disk into your disk drive and type |cpm [RETURN]
If your CP/M disk is CP/M plus.-
3. Insert your game disk and at the A> prompt type the name of the game, ignoring spaces, to a maximum of eight characters, and press [RETURN] (e.g. HITCHHIK, PLANETFA, ZORK1, WITNESS)
4. The story will now load and appear on your screen in about 15 seconds.

If your disk is CP/M Version 2.2.-
Follow steps 1 and 2 as above
5. At the A> prompt leave the CP/M disk in the drive and type SYSGEN [RETURN]. This will load the system tracks into memory.
6. When requested insert the game disk into the drive and hit any key. The system tracks will now be written to your game disk.
7. Remove the game disk and re-insert the CP/M disk.

8. At the A> prompt type BOOTGEN [RETURN]. The boot information will now be read into memory.

9. Place the game disk in the drive and hit any key. The boot information is now being written to your game disk.

The game disk is now usable under CP/M Version 2.2 as follows:-

1. Turn on your computer, disk drive, monitor as usual.
2. Insert your game disk into the drive.
3. Type |cpm [RETURN]
4. At the A> prompt type the name of the game, ignoring spaces, to a maximum of eight characters, and press [RETURN]. (E.g. HITCHHIK, PLANETFA, ZORK1, WITNESS).
5. The story will now load and appear on your screen in about 15 seconds.

III. Talking to the Story

Whenever you see a prompt (>), the story is waiting for your command. You may type up to two full lines of text at a time. If you make a mistake, use the DEL key to erase it. Press the RETURN key when you are finished typing. The story will respond and the > prompt will reappear.

If a description will not fit on the screen all at once, the word [MORE] will appear in the bottom left corner. Press the space bar after reading the screen to view the rest of the description.

INFOCOM™

Infocom, Inc., 125 CambridgePark Dr., Cambridge, MA 02140

2 3 4 5 6 7 8 9—89 88 87 86

IV. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current location in the story. Depending upon the story, the status line may also provide other information:

Score

In stories that keep a score, such as the ZORK® underground adventure trilogy, the right side of the status line will look something like this:

SCORE: 245/920

The number on the left is your score. The other number tells how many moves you have made since the beginning of the story. In the example above, you have earned 245 points in 920 moves.

Time

In stories that keep track of time, such as the mystery thriller DEADLINE™ the right side of the status line will look something like this:

TIME: 9:22 AM

This indicates the current time in the story.

V. Saving a Story Position

WARNING: Disks used for SAVE and RESTORE are maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the disk will be erased by the SAVE command.

You need a blank formatted disk to save your position in the story (see section VIII)

You will be asked to assign a filename to each SAVED position. This will allow you to save the story at different positions. The default file will be the last filename you used, or the load file name (e.g. HITCHHIK.SAV, ZORK1.SAV), if you have not previously SAVED your game in this session. SAVED files will be overwritten on subsequent saves using the same file name.

1. To SAVE your current position, type SAVE at the > prompt. You will then receive the prompt:- Load SAVE disk then enter filename (default filename is ., for example, HITCHHIK.SAV) Type [ENTER] to continue.

2. Remove game disk and insert a blank, formatted SAVE disk, and type your filename.

3. Type [ENTER]. Not typing a filename will result in the default file being used.

The story position will now save and you will receive the prompt. Reinsert game disk if removed and press [ENTER].

4. Remove the SAVE disk, and reinsert the game disk.

5. Press [ENTER] and the > prompt will return.

You can now continue from where you left off.

If you wish to speed up the SAVE procedure with an additional drive you can do so by prefacing the filename with the appropriate drive indicator. (e.g. B: HITCHHIK.SAV). PCW owners may also use the RAM disk in memory.

If you receive an error message or the game responds with Failed, consult the Troubleshooting section.

VI. Restoring a Saved Position

To restore a previously SAVED position, type RESTORE at the > prompt. Then follow steps 1-5 above for Saving a Story Position (Section V).

VII. SCRIPTing

SCRIPTing is an optional feature which is not needed to complete a story and may not be available with certain hardware.

If you have a line printer that connects to the serial extension port on the back of your disk drive, you may make a transcript of your story as you go along.

1. Connect the printer to the serial extension port on the back of your disk drive.

2. Turn on the printer and set it on-line.

Then turn on your disk drive(s) and computer.

3. Load the master story disk as described in Section II.

4. To begin the transcript at any time,

type SCRIPT at the > prompt.

5. To stop the transcript, type UNSCRIPT.

6. SCRIPT and UNSCRIPT may be used as often as desired for as long as the printer is left on-line.

VIII. Initializing SAVE Disks

Blank disks must be formatted before they can be used to SAVE your story positions. Refer to the documentation provided with your disk drive for information on how to format disks.

GET HELP FAST!

Send for official Infocom hint books and maps right now!

There's a solution to every Infocom problem and a way through every Infocom maze. But there are those times when even the most brilliant adventurer gets stumped. That's when InvisiClues™ Hint Books and Maps from Infocom really come in handy. They're the only hints written by the same people who write our interactive stories, so you know they're complete, accurate, witty and a whole lot of fun. And they're the only ones with the amazing InvisiClues invisible ink process that gives you only as much of a hint as you need, when you need it—without revealing anything that might spoil your enjoyment of the story.

InvisiClues Hint Books and Maps are also a great source of fun for those who *have* successfully completed our interactive stories. After all, it's virtually impossible to experience everything that can happen in an Infocom interactive story the first time you venture through it. But with our hints, and particularly with the "For Your Amusement" section of the hint books, you'll

gain new insights that will allow you to tap every source of entertainment your story offers.

CAUTION: DON'T USE HINT BOOKS AND MAPS INSTEAD OF YOUR OWN MIND. The greatest pleasure to be gained from an Infocom interactive story is in solving its problems and puzzles through your own ingenuity. So, please don't turn to any hints until you've exhausted all other alternatives.

There's an InvisiClues Hint Book for every Infocom interactive story, each containing hundreds of valuable clues. And each comes with a handsomely illustrated, informative map (except SEASTALKER™ and SUSPENDED™; the maps for which come with the game). For more details, please see the product catalog included in this package.

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HELP IS ON THE WAY! Check the appropriate boxes for those hint books you wish to receive. Please enclose \$7.95 (in U.S. funds, made payable to Infocom, Inc.) for each hint book (N.J. residents only, add 6% sales tax) along with order form.

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