



1893

A World's Fair Mystery



INTERACTIVE HISTORY

BY PETER NEPSTAD

Instruction Manual

Instruction Manual for 1893: A WORLD'S FAIR MYSTERY

Welcome to *1893: A World's Fair Mystery* (which for the sake of brevity will now be referred to as *1893: AWFM*). Before playing the game, be sure to read the Visitor's Guide to the World's Fair and examine the accompanying maps.

The game takes place in the year 1893, the setting, Chicago, on the grounds of the World's Columbian Exposition. The Exposition is being held to celebrate -- one year late -- the 400th anniversary of Columbus's discovery of the New World. It is the largest tourist attraction America has ever known, before or since, drawing an estimated 27 million visitors before closing on October 31.

Writers exclaim that the Exposition is "the most important event in American history since the Civil War," and it showcases the industrial might of a new, unified America ready to be judged an equal to the European powers on the world stage. It is the talk of the Nation, and young and old, rich and poor, are saving their pennies, borrowing from their life insurance, mortgaging the farm, doing whatever they can to save up enough money to travel to Chicago and see the wonder of the age. Even Mark Twain makes the trip, but ends up writing a story about how he *almost* made it there.

Chicago, burnt to the ground just twenty years earlier, has risen from the ashes bigger and better than before. The first skyscraper city in the World, Chicago boasts of its new greatness with such unbounded energy the New York papers take to calling it "the Windy City," because it blows so much hot air.

You are a detective, just starting your own private firm, when you receive a telegram from your old partner Carl Masters, who has been placed in charge of the Columbian Guardsmen who patrol the Exposition grounds. It seems there has been a diamond theft on the grounds, and the case so puzzling he can think of no one with a chance of solving it except you. He requests you urgently make your way to Chicago, an offer you accept without hesitation. It will be a challenging case, something you haven't had in some time, and while you are there you hope to take in the sights and sounds of this World's Columbian Exposition.

Players unfamiliar with Interactive Fiction should read this entire manual. If you are well versed with Interactive Fiction commands and conventions you should still read the Time and Eating and Sleeping sections, the Visitor's Guide to the World's Fair, and examine the accompanying maps.

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An Overview

What is Interactive Fiction?

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 *1893: AWF*, presents you with a series of locations, items, characters, and events. You can move from place to place, use the objects that you find, and interact with other characters, to affect the outcome of the story. You determine where your character goes, and what he does once he is there.

In *1893: AWF*, you play the role of a detective. Whether the detective solves the crime, captures those responsible, and is lauded as a hero, or simply resigns in disgrace, is entirely up to you.

Interactive Fiction is unique among computer games today in that it does not rely on cutting edge graphics and fast action to hold the players attention. Instead, Interactive Fiction uses text to describe the scene and the options available to your character. Some illustrations are used to supplement the text. The player must direct the character by typing plain English text commands. It is the story that engages the player's attention, not the technology. Children who play Interactive Fiction develop their reading, typing, and cognitive skills, while adults will find Interactive

Fiction to be far more stimulating intellectually and emotionally than the vast majority of multimedia computer games. Interactive Fiction is the type of computer game that can be played and enjoyed by the young and old, by men and women, in groups or alone, and, like a good novel, does not become obsolete in the face of new technology.

Tips for Novices

1. Draw maps. Maps should include each location in an area, the directions connecting it to adjoining locations, and any interesting objects that go there. Note that there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN), plus IN and OUT. Because of the size of *1893: AWFM*, drawing a map of the entire game may be unfeasible. You may instead wish to map individual buildings or sections.

2. Examine all objects you come across. Many of the objects in the story that you can pick up are important for solving the puzzles that you will run into.

3. Save your place early and often. That way, if you get injured, killed, or otherwise are forced to stop your investigation in the game, you won't have to start over from the beginning.

4. Read the story carefully. There are often clues in the descriptions of locations and objects, and in the conversations you have with characters you encounter on the grounds.

5. Try everything you can think of. Even strange or dangerous actions may provide clues, and may prove to be fun! You can always Save your position beforehand.

6. There are many possible routes to the end of *1893: AWFM*. 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 other information you need to solve another puzzle.

7. You may find it helpful to go through *1893: AWFM* with a friend. Different people may find different puzzles easy and can often compliment each other.

8. If you really have difficulty, you can just type HELP anytime in the game to enter a fully interactive hint system. You don't *need* to use the hint system to enjoy the story, but it will make solving the puzzles easier.

9. You can word a command in many different ways. For example, if you wanted to pick up a scrap of paper, you could type in any of the following:

```
>GET PAPER  
>TAKE THE PAPER  
>PICK UP THE SCRAP OF PAPER
```

If you type in a command that *1893: AWFM* doesn't understand, try rephrasing the command or using synonyms. If *1893: AWFM* still doesn't understand your command, you are almost certainly trying something that is not important in continuing to unravel the mystery.

Playing the Game

In interactive fiction, you play by typing in plain English commands that describe what you want to do.

Unfortunately, the game isn't as smart as you are, so it can't understand nearly as many sentences as a person could. In this section, we'll describe most of the types of commands that you will need to use while playing the game.

Each time you see the prompt, ">", you type a command. *1893: AWF*M usually acts as if your command begins with "I want toÖ" although you shouldn't actually type those words.

Your command should be a simple imperative sentence, or a series of imperatives separated by periods. Press the RETURN (or ENTER) key when you are done typing your command.

*1893: AWF*M will respond by telling you whether your request is possible at this point in the story, and what happened as a result. *1893: AWF*M doesn't start interpreting the command until you press RETURN.

You can use capital or small letters in any mixture. You can use words such as THE and AN when they're appropriate, or you can omit them if you prefer. You can abbreviate any word to six or more letters, but *1893: AWF*M will pay attention to all of the letters you type. For example, you could refer to the exposition with the words EXPOSI, EXPOSIT, and so forth, but not with EXPOSIZN.

Time

You arrive at the fairgrounds Monday morning at 10:00. Everyone is eager for a quick resolution to the case, but given your experience in these matters, you feel it could take up to a week to bring it to a satisfactory conclusion.

Time in *1893: AWF*M passes only in response to commands you type. Nothing happens while the game is waiting for you to type something. Each turn takes about the same amount of time (one minute), except in some cases, such as eating a meal or sleeping.

Score

*1893: AWF*M assigns you a score while you play, indicating how close you are to finishing the game. At certain points in the game, *1893: AWF*M will award you points when you solve some puzzle or obtain some item. The score is intended to provide you with a measure of your progress in the game, and increases as you get further in the game; you never lose points once they are earned.

Travel

*1893: AWF*M describes your location each time you enter a room or other area, and again any time you type LOOK (or L). In a given location, you can reach almost anything described, so you don't need to type commands to move about within a location.

You move from place to place in the game by typing the direction you want to go or clicking on the compass rose. *1893: AWF*M will usually tell you the directions that you can go from a location, although it usually doesn't tell you what you will find when you go there. The directions the game recognizes are NORTH, SOUTH, EAST, WEST, NORTHEAST, SOUTHEAST, NORTHWEST, SOUTHWEST, UP, and DOWN. You can abbreviate these to N, S, E, W, NE, SE, NW, SW, U, and D. In some locations you can also use IN and OUT.

Generally, backtracking will take you back to where you started. For example, if you start off in the Administration Building, go north outside onto the plaza, then go south, you will end up back in the Administration Building.

Most of the time, when *1893: AWF*M describes a door or doorway, you don't need to open the door to go through the passage; the game will do this for you. Only when *1893: AWF*M explicitly describes a closed door (or other impediment to travel) will you need to type a command to open the door.

Objects

In *1893: AWF*M, you will find many objects that you can carry or otherwise manipulate. When you want to do something with an object, type a simple command that tells the game what you want to do; be explicit. For example, you could type READ THE BOOK or OPEN THE DRAWER. Most of the objects in the game have fairly obvious uses; you shouldn't have to think of any obscure or unrelated words to manipulate the objects.

You don't have to specify exactly where you want to put an object that you wish to carry; you can just type TAKE (followed by the object's name) to carry an object. You don't have to specify which object you wish to put in your left pocket, which you wish to carry in your right hand, and so forth. However, there is a limit to how many objects you can carry at once, and to how much weight you can handle.

Some basic verbs that you will use frequently are TAKE (to pick up an object), DROP (to drop an object), OPEN and CLOSE, and EXAMINE (which you can abbreviate to X). You can PUT an object IN or ON another object when appropriate. The game recognizes many other verbs as well. Most of the verbs should be obvious; if you find a knob, you will be able to TURN it, and if you find a button, you will be able to PUSH it. By the same token, you probably won't need to turn the button or push the knob.

Referring to Multiple Objects

You can usually use multiple objects in your sentences. You separate the objects by the word **AND** or a comma. For example:

```
> TAKE THE JAR, THE PIE,  
AND THE PEAR  
> PUT PEAR AND APPLE IN  
JAR  
> DROP BANANA AND PEAR
```

You can use the words **ALL** or **EVERYTHING** to refer to everything that is applicable to your command, and you can use **EXCEPT** (right after the word **ALL**) to exclude certain objects.

```
> TAKE ALL  
> PUT ALL EXCEPT EGG  
INTO JAR  
> TAKE EVERYTHING OUT  
OF THE BOX  
> TAKE ALL OFF SHELF
```

The word **ALL** refers to everything that makes sense for your command, excluding things inside containers that are used in the command. For example, if you are carrying a dossier and a gun, and the dossier contains several documents, typing **DROP ALL** will drop only the dossier and the gun; the documents will remain in the dossier.

"IT" and "THEM"

You can use **IT** and **THEM** to refer to the last object or objects that you used in a command. Some examples:

```
> TAKE THE BOX  
> OPEN IT  
> TAKE THE GUN AND THE  
ROPE  
> PUT THEM IN THE BOX
```

Multiple Commands on a Line

You can put multiple commands on a single input line by separating the commands with periods, the word **THEN**, a comma or the word **AND**. Each command still counts as a separate turn. For example:

```
> TAKE THE GUN AND PUT IT  
IN THE BOX  
> TAKE BOX. OPEN IT.  
> UNLOCK THE DOOR WITH  
THE KEY. OPEN IT, AND  
THEN GO NORTH
```

If the game doesn't understand one of the commands on the input line, it will tell you what it couldn't understand, and it will ignore the rest of the commands on the line.

Ambiguous Commands

If you type a command that leaves out some important information, *1893*: *AWFM* will try to figure out what you mean anyway. When the game can be reasonably sure about what you mean,

because only one object would make sense with the command, the game will make an assumption about the missing information and act as though you had supplied it. For example,

>UNLOCK THE DOOR
(with the skeleton key)

The key turns smoothly, unlocking the door with a satisfying 'click.'

More commonly, your command may be too ambiguous, and *1893: AWF* won't feel safe making assumptions about what you meant. In this case, the game will ask you for more information. You can answer these questions by typing the missing information. If you decide you didn't want to bother with the command after all, you can just type a new command; the game will ignore the question it asked. For example:

>UNLOCK THE DOOR
What do you want to unlock the door with?

>THE KEY
Which key do you mean, the gold key, or the silver key?

>GOLD
The door is now unlocked.

Unknown Words

1893: AWF will sometimes use words in its descriptions that it doesn't understand in your commands. For example, you may see a description such as, "A giant searchlight on the top of the Manufactures and Liberal Arts Building shines down onto the Court of Honor." If the game doesn't know words such as "searchlight," you can assume that they're not needed to play the game; they're in the descriptions simply to make the story more interesting. For those objects that are important, the game recognizes many synonyms; if the game doesn't understand a word you use, or any of its common synonyms, you are probably trying something that is not necessary to continue the game.

Other Characters

You will encounter other characters in the game. Interacting with these characters is crucial to the resolution of the case. You can interact in certain ways with these characters. For example, you can GIVE things to them, or you can try to ATTACK them. Most importantly, you can ask characters about things:

> ASK MASTERS ABOUT
DIAMONDS

And you can tell characters something:

> TELL MASTERS ABOUT GUN

You can also tell characters to do something. To do this, type the character's name, then a comma, then a command that you want the character to perform. You can type several commands for the character all on the same line by separating the commands with periods. For example:

> GUARD, GO NORTH. PUSH BUTTON. GO SOUTH.

Of course, you shouldn't expect that characters will always follow your instructions; most characters have minds of their own, and won't do what you ask.

You can use the same sentence structure to form a simple greeting, which is sometimes a good way to begin any conversation:

> GUARD, HELLO

As a detective, you are always interested in interrogating witnesses and suspects, and sharing information with your partners. You never know what you might learn by engaging people in conversation!

Eating and Sleeping

You've learned through your experience as a detective the value of getting three meals a day. These meals typically consist of a grab-and-go breakfast, a light lunch, and a nice sit down meal for dinner. The game will let you know when you are getting hungry. Of course, missing the occasional meal is part of the job, just be careful not to miss too many, or it could get you into trouble.

There are restaurants all around the grounds, as well as the occasional take out food. If you want to eat food you are carrying, simply type EAT followed by the food you wish to consume:

> EAT PEAR

On the other hand, if you want to eat in a restaurant, you must locate the restaurant, and then once you have arrived, use the EAT AT command:

> EAT AT HAYWARD RESTAURANT

Expect to spend anywhere from fifteen minutes to an hour on a good restaurant meal.

Although you can skip the occasional meal, one thing you cannot miss is your bedtime. You've learned over the course of your career that a good night's sleep and an early start is absolutely essential in order to have a clear enough head to solve a case.

Starting and Stopping

Starting the Story

Now that you know what to expect in *1893: AWMF*, it's time to start playing. When you first launch the game, you will be presented with a menu screen with the following options:

>Start a New Game

Select this option to begin the story for the first time or if you would like to start again from the beginning.

>Restore a Saved Game

Select this option to continue playing from a point in the story that you saved earlier.

The remaining three options are toggle switches that allow you to change certain aspects of the look and sound of the story. **SCREEN** toggles the screen resolution between 1024x768 and 800x600. This will affect the size of the photographs that illustrate the story. **MUSIC** toggles the background music on and off. The default is set to off. **DESCRIPTIONS** toggles the story descriptions between **VERBOSE** and **TERSE**. The default is **VERBOSE**. It is recommended that you do not change this setting.

Saving and Restoring

You can store a snapshot of the story's state in a file at any time. Later, if you fail in your mission somehow, either

through scandal, a serious injury, or death, you can restore the state of the game exactly as it was when you saved it to the file. You can save your position as many times as you like, using different files for each position. Saving the game also allows you to play *1893: AWMF* over the course of many days, without having to start over from scratch each time you come back to the story.

To save the game, type **SAVE** at any prompt. The game will ask you for the name of a file to use to store the game state. (You will have to specify a filename suitable for your computer system, and the disk must have enough space to store the game state. The game will tell you if the game was not saved properly for some reason.) You should give the file a name that does not exist on your disk. If you save the game into a file that already exists, the data previously in that file will be destroyed.

When you wish to restore a game, type **RESTORE** at the command prompt. The game will ask you for the name of a file that you specified with a previous **SAVE** command. After reading the file, the game state will be restored to exactly the position when you saved it.

Quitting

If you want to stop entirely, type **QUIT** and press the **RETURN** (or **ENTER**) key. Remember when you **QUIT**, if you want to be able to return to your current position, you must first do a **SAVE**.

Appendix A

Special Commands

1893: *AWFM* understands several special one word commands that you can use to control the game. You can use these commands at any prompt.

AGAIN or G: Repeats your last command. If your last input line was composed of several commands, only the last command on the line is repeated.

INVENTORY or I: Shows the list of items you are carrying.

LOOK or L: Shows the full description of your location.

MUSIC: Toggles background music on and off.

OOPS: Allows you to correct the spelling of a word in the last command. You can use OOPS when the game displays this complaint: "I don't know the word ." Immediately after this message, you can type OOPS followed by the corrected spelling of the misspelled word. You can only type one word after OOPS, so this command doesn't allow you to correct certain types of errors, such as when you run two words together without a space.

>TAKE THE POLISHED
DIANOND
I don't know the word
"dianond."

>OOPS DIAMOND
Taken.

QUIT: Stops the game, and returns you to your operating system.

RES: Changes the optimum image size for your monitor. Recommended size is 1024 x 768.

RESTART: Starts the game over from the beginning.

RESTORE: Restores a position previously saved with the SAVE command.

SAVE: Stores the current state of the game in a file, so that you can come back to the same place later (with the RESTORE command).

SCORE: Shows your progress in the case -- how many diamonds you have found, you your current score, and the maximum possible score.

SCRIPT: Starts writing everything you see on the screen (your commands and the game's responses) to a file. The game will ask you for a filename to be used for the transcript; you should select a filename that does not yet exist on your drive, because if you use an existing filename, data in the file will be destroyed. Use the UNSCRIPT command to stop making the transcript.

TERSE: Tells the game that you wish to see only short descriptions of locations you have already seen when you enter them. Of course, you can always get a full description at any time by typing LOOK. See also the VERBOSE command.

UNDO: Takes back the previous turn. You can undo more than one turn; typically, more than a hundred turns can be undone. Note that you are offered the option to undo the last turn when your character is killed.

UNSCRIPT: Turns off the transcript being made with the SCRIPT command.

VERBOSE: Tells the game to show you the full description of every location you enter, whether or not you have seen the description before. This is the default setting. See also the TERSE command.

VERSION: Shows you the current version of the game.

WAIT or Z: Causes game time to pass. When the game is waiting for you to type command, no game time passes; you can use this command to wait for something to happen.

WAIT UNTIL <time>: Causes a specific amount of time to pass, up to twelve hours. If you want to let some game time pass, because you think something is about to happen, you can make time pass by typing WAIT (or Z). If you want to make a lot of time pass at once, you can define how long you want to WAIT by adding the time you want to wait UNTIL, for example:

> WAIT UNTIL 10:00

If you see something interesting happen while you are waiting, or if you start getting hungry, the game will ask you if you want to continue to wait, or if you want to stop waiting so that you can eat or continue your investigations.

Appendix B

Some Recognized Verbs

This is only a partial list of verbs that *1893: AWM* understands. There are many more. Remember that you can use a variety of prepositions with them. For example, LOOK can become LOOK IN, LOOK THROUGH, LOOK UNDER, LOOK BEHIND, and so on.

ASK	EXAMINE	MOVE	SIT
ATTACH	EXIT	OPEN	SLEEP
ATTACK	FOLLOW	POUR	STAND
CLIMB	GIVE	PULL	TAKE
CLOSE	JUMP	PUT	TELL
DRINK	KILL	READ	THROW
DROP	LIGHT	REMOVE	TIE
EAT	LISTEN	SEARCH	TURN
ENTER	LOCK	SHOOT	UNLOCK
	LOOK		WEAR

Appendix C

Teacher's Guide

1893: AWM is ideally suited for use in the classroom. It can be used as part of a World's Fair module in history, to help students visualize the past and make it come alive. Here is one possible approach to using *1893: AWM* in the classroom:

1. Divide the students up into groups of no more than four students per group, each with their own workstation and copy of *1893: AWM*.
2. Describe the story and setting of the game, and walk the students through the first moves together.

3. Assign a different building or section of the Exposition to each group. Give instructions to the group to locate and explore that area. They should create a map, take and examine all objects they find, and make notes of people or obstacles they encounter. In the group, one person can use the computer, another can map, while a third can make notes about what they find.

4. After a set period of time, bring the groups back together again. Each group can assign a spokesperson who will describe the building/area they visited and what they found there.

5. Discuss the findings. Try and draw connections with the students between objects found in one building and puzzles in another.

6. Using the knowledge gained from the other groups, each group returns to their workstation again to work out one or more of the puzzles in that location, and time permitting, may begin wandering through the game freely.

This is just one possible adaptation of the game to a classroom setting. Using this approach, students not only work on literacy skills, they learn history, and develop map-making, critical thinking, and presentation skills

Appendix D

Your Feedback is Important

*1893: AWF*M is not the production of a big company with dozens of programmers and hundreds of beta testers. It was created by one person, assisted by a community of people who believe in interactive fiction.

Your feedback is important. No matter how much testing we do, it seems that some bugs never appear until you, the player, start stretching the story in new directions. If you find a bug, or if you think the game, or a certain section of the game, was too hard or too easy, or if you have some other suggestion, or if you'd just like to voice your opinion of the story, don't hesitate to drop me a note! If you are reporting a bug, please provide the game release number, which can be found by typing VERSION. You can reach the author online at:

petern@illuminatedlantern.com

Appendix E

About the Author

Peter Nepstad is a writer who lives in Chicago a stone's throw away from the site of the 1893 World's Fair, now Jackson Park. Completing *1893: AWF*M was too much of a strain for him, some say, he is now often seen wandering about the park in turn of the century clothing, asking passerby directions to Hagenbeck's Animal Auditorium.

Appendix F

About TADS

*1893: AWF*M was written using the Text Adventure Development System, or TADS, which is a programming language designed for writing interactive fiction created by Michael J. Roberts.

Appendix G

End User License Agreement

This license grants the user the right to use 1893: A World's Fair Mystery under the conditions outlined below.

DEFINITIONS

"The game": 1893: A World's Fair Mystery, and all associated files.

"The user": any entity making use of this material in any way.

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ACCEPTANCE

Use of the game by the user indicates the user's acceptance of this license.

Appendix H

Warranty Information

The game is provided by the copyright holder "as is" and any express or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose are disclaimed. In no event shall the copyright holder be liable for any direct, indirect, incidental, special, exemplary, or consequential damages (including, but not limited to, procurement of substitute goods or services; loss of use, data, or profits; or business interruption) however caused and on any theory of liability, whether in contract, strict liability, or tort (including negligence or otherwise) arising in any way out of the use of this software, even if advised of the possibility of such damage.

Appendix I

About this Manual

The Instruction Manual is written by and ©2002 by Peter Nepstad. The format of the Manual, flow of the contents, and some of the text directly inspired by the manuals provided in games released by Infocom, Inc. The main body of the text has been adapted from Michael J. Roberts help file for the game *Ditch Day Drifter*.

Appendix J

Quick Reference Guide

1. To start the game for the first time, insert the CD into your CD-ROM drive and follow the installation instructions.

2. When you see the prompt (>) on your screen, *1893: AWFM* is waiting for your input. There are four kinds of sentences or commands that *1893: AWFM* understands:

A. Movement commands. To move from place to place, just type the direction you want to go: N (or NORTH), S, E, W, NE, NW, SE, SW, U (or Up), D, IN, OUT. Or click on the compass rose on the lower right hand corner of your screen using the mouse.

B. Actions. Just type whatever you want to do. Some examples: READ THE PAMPHLET or OPEN THE DOOR.

C. Commands given to people. To give a command to a person you meet in the story, type their name or description, then a comma, then what you want to say to them. For example: OLD MAN, FOLLOW ME.

D. Special one-word commands such as INVENTORY or RESTORE.

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before *1893: AWFM* will respond.

4. At the top of your screen will be a special line called the status line. It tells you the name of your current location, as well as the current time and date. At times, the status line will provide other information as well.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE PHOTOGRAPHIC PLATE, 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 above.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.