

Malinche Entertainment

<http://www.malinche.net>

Interactive Fiction Player's Guide

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Since Malinche Story Files can be played on almost any computer on the planet it's important you follow this handy guide on how to install and play our games.

Introduction

Interactive fiction is a story in which you are the main character. Your own creativity and resourcefulness determines the progress and the outcome of the story as it unfolds. Every Malinche title presents you with a series of destinations, characters, objects and occurrences. You can react and respond to each in a number of different ways. In some cases, your actions will set an event into motion!

To make your way in and around the story you type the direction in which you wish to go. When you first start out it's wise to become familiar with your surroundings and develop the mindset of the character you are portraying. If you're in Greystone attempting to solve the murders case, you should think and act like a detective. While in the world of Pentari, consider yourself a senior officer of your liege lord's military and act accordingly. While in command of the Guided Missile Cruiser USS Las Vegas, your frame of mind should be that of a captain of a warship on an urgent mission of worldwide importance.

In many cases the titles will refer to an area as a "room" even if you're in a forest or by a basketball court. This term is used out of convenience to convey the fact you are in an area distinct from any others.

Puzzles are an integral part of Interactive Fiction and lend themselves to the development of the story. A long-dead wizard who seems impervious to your every attack as he attempts to kill you should not be seen as an insurmountable barrier but as a challenge to be overcome through your own resourcefulness. Successfully solving a puzzle often impacts the story in any number of ways and the story unfolds accordingly.

Within a Malinche title, the passage of time is recorded only when you actually make a move. In Greystone, a game clock ticks off a minute for each move you make while in First Light, moves are tallied incrementally. Progress within a title is sometimes measured by a score while in some cases, such as Greystone, progress is

measured by the final outcome of your investigation.

Interpreters: What They Do and Why You Need One

Because our titles are based on the original Z-Machine model first created by the legendary Infocom, Malinche story files can be enjoyed on nearly every computer on planet earth. The interpreter acts as the “front end” to the game itself resolving all compatibility issues. Interpreters for every major platform can be freely downloaded at our web site <http://www.malinche.net> and are also included on all Folio Edition CD ROMS. Interpreters are very straightforward pieces of software. In most cases, there is no formal “installation” process. You simply copy/unzip all the files in the archive to a directory you specify and just load them. That’s it. We recommend you put your interpreter and all of your games in an easy-to-remember directory/folder such as c:\Malinche or something similar (depending on your Operating System and personal preference, of course!) With your interpreter now installed and ready you need only load your interpreter and from the [file] pull-down menu select the game file you wish to play.

Advice for Beginners

Save your game often! If you get killed, make a mistake or miss a critical component of the story you will have the ability to restore your game from an earlier point before you made the mistake and resume from there. If you don’t save your position, you’ll very likely have to start all over again from the very beginning!

While a conventional novel or other work of fiction has a single predetermined outcome, Malinche titles can often end in any number of ways and in no particular order. Some puzzles you’ll encounter can have as many as five different, viable solutions and it often doesn’t matter in which order you meet certain people or collect various items. It is this nonlinear facet that makes Interactive Fiction so interesting. You’re not following a script; you’re running the show.

Speaking of items, many of the objects you’ll find in a title can be useful or valuable in some way while others are merely “red herrings” with no real purpose. In *First Light*, for example, many objects are treasures which will give you points towards your score for taking them and more points still for securing them in one of the banks while in *Greystone*, items could be evidence you need to make your case against a particular suspect.

Read everything carefully. In the vivid descriptions of rooms, objects and even people, you can gain insights and clues which will can prove valuable in helping you determine what your next move should be.

When interacting with a Malinche title, you may sometimes have difficulty telling the story what it is you want to do. Fortunately, the story is flexible in understanding what you want to do and provides you with a number of different ways to do it. If your first

attempt at something is not understood, try another way of phrasing it.

To best make your way through our titles, the free maps we include should be referred to constantly. Consider printing a copy of the maps on paper so you can make notes and refer to your position easily without having to change windows and screens. When looking at a map, consider the fact you can go in any of ten different directions including IN and OUT, northeast, south, up, down and so on.

If you're really stuck you can type > HELP at any command prompt for a comprehensive help system within the game. If a particular part of the game, such as a puzzle, has stumped you just email howard@malinche.net and describe your situation. Personalized hints will be sent to you by the Implementor of the game himself!

Talking to the Story

Every Malinche title displays various descriptions of rooms, people or objects followed by a command prompt which is a simple bracket. When communicating your intentions to the story, our games will usually act as though your sentence begins with "I want to". For example:

You are standing in a children's wading pool.
You can see a pair of swimming goggles here.

>TAKE THE GOGGLES
Taken.

> SWIM
You splash around a bit, but the pool is just too small to actually take a swim.

> GO OUT
You get out of the children's wading pool.

When you finish typing your actions hit the [enter] key on Windows-based computers or [return] on Macs. If you're using a PDA of some sort a similar key will exist or some other way to indicate you are finished entering your command.

Many items can be referred to by more than one noun so feel free to use any convenient or comfortable word you wish when referring to an object.

To make your way from area to area just type the compass direction in which you wish to go such as NORTH (or N), SOUTHEAST (or SE), IN or OUT and so on. If you're unsure as to which directions are available to you just type EXITS at the command prompt for a list of all possible ways out of the room you are currently in.

Malinche titles understand all kinds of commands and sentences. Here are some

examples:

- > LOOK SOUTH
- > TAKE GOGGLES
- > OPEN THE BOX
- > CLOSE BOX (Note that the article "the" is optional when referring to objects)
- > EXAMINE SAILOR
- > SEARCH THE BED
- > KILL LICH
- > ASK DOCTOR ABOUT POLICE

You can also concatenate several commands on a single line

- > N.TAKE PILLOW.EAST.DROP PILLOW ON BED. SLEEP

and all of the above commands will be executed in order (if the actions specified are possible).

Talking to and ordering characters in the game is easy enough.

- > ELF, GO NORTH
- > ASK ELF ABOUT WIZARDS
- > TROOPER, HELLO
- > TELL TROOPER ABOUT COAL VAULT
- > GIBSON, FOLLOW ME
- > GIBSON, KILL DEMON

If what you tell the game is unclear the story will respond in kind.

- > TAKE THE GUITAR
- You can't see any guitar here.

- > SOUTH
- You can't go that way.

- > STARE AT THE TRUMP
- Which trump do you mean, the Trump of Bostwin Guild or the Trump of Delphin Guild?

- > STARE AT DELPHIN TRUMP
- And so on....

Malinche games contain thousands of words in the various descriptions and events throughout the story. Not all of them are recognized by the story if you try and use them and that's OK. If you can't refer to a specific word, item or person in any given area the chances are that the subject in question isn't germane to completing the story. A good rule of thumb is to bear in mind that if the story can't understand a word or its

usual synonyms, you're probably trying to do something that isn't relevant in completing the game.

Saving and Restoring

As mentioned earlier, it's an excellent idea to save your game from time to time to avoid becoming "stuck" in the game. In First Light, for example, there are a number of rooms you can descend into but can't climb out of. There are a few different ways to exit the area involving magic spells or artifacts but if you don't have access to any of them you're essentially stuck in that area.

To save a game simply type
> SAVE

and specify a filename to save your game under. To load a previously stored game type

>RESTORE

and you will be instantly taken to the precise point you were at at the time of that save.

Useful Commands in Our Stories with abbreviations in parentheses:

AGAIN (g) – Repeat the last command you used.

BRIEF – Brief descriptions only. Useful when you are exploring terrain you already know about and don't require more detailed descriptions. A room you have already visited will be described briefly automatically.

EXITS – Tells you all of the available exits in the room you are currently in.

VERBOSE – Give the maximum amount of detail in room descriptions even if you visited those rooms before.

FOLLOW – Some characters will be amenable to your orders. In such cases, you can type > ELF, FOLLOW ME and he probably will. If other characters are moving around you can follow them as well by typing something such as > FOLLOW BURT and you will follow Burt wherever he goes.

HALT – Wandering characters may not slow down to give you the chance to talk to them. If they're agreeable, you can type > ELF, HALT and he just might stop.

ASK – If you want to question a character in the game you can. >ASK ELF ABOUT THE PRINCESS.

TELL – There are times you may want to say something to a character. > TELL ELF ABOUT THE TREE HOUSE.

SAY – Rather than engaging in a full conversation, you may just want to say something and make a quick statement. > SAY “BOO” TO SMALL BOY or > ELF, HELLO

DIAGNOSE – The game will give you status of your current health. This command may not be available or fully implemented in every game.

LOOK (l) – Gives you a full description of the room you are currently in.

LOOK <dir> - Sometimes you can look ahead to other rooms e.g. > LOOK NORTH.

EXAMINE <object> (x) - Get a detailed description of <object>. Here are some examples... >EXAMINE THE CANDELABRA or >X PASTRY.

TAKE <object> - Basically self explanatory. If you see an object in a room you should try and take it. GET also works here. Examples: >GET THE PIANO or >TAKE THE CAKE

DROP <object> - The opposite of TAKE naturally.

INVENTORY (i) – Lists all of the items you are carrying at the moment.

OOPS – If you mistype a word that leads to an error of some sort, just type OOPS and reenter the word you mistyped. For example, if you type > TAKE SWORF and you meant sword, your next command would be > OOPS SWORD

QUIT (q) – Stops the game where you are. Make sure you SAVE your position Before leaving the game!

SAVE – Save your current position in the game. We urge you to save your games often and sequentially as you progress. For example, if playing Pentari and you score 20 points you may want to SAVE the game and call it PENTARI1.SAV. If you wish to save again at the 40-point level, you may want to call that saved game PENTARI2.SAV. Having multiple saved games could be useful for future reference. Believe us!

RESTORE – Load a game that you previously saved. Make sure you have the file name of the saved game ready; you will be prompted for it. SCRIPT – Begin a transcript of the game you are playing. This SCRIPT is saved to disk with a filename you specify e.g. Pentari.scr

UNSCRIPT – Stops a scripting session.

SCORE – Displays your current score.

UNDO – Undo the last move you made. Very useful when a mistake you made brings about death, destruction, etc.

VERSION – Shows all pertinent information about the current version and serial number of the game you are playing. Please include this information if reporting a bug to us.

WAIT (z) – This causes one turn of “time” to pass in the game without any overt action on your part. In Malinche games, no “time” passes until you actually do something. In theory, you can load a Malinche game, explore a few rooms and then leave everything just as it is and go off to work. Some hours later when you return home from work, the game will be waiting for you at the exact same point and position you left it.

Actual Game Transcript

Pentari

An Interactive Prequel To First Light

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Type 'Info' For Information About This Game or 'Help' for Instructions.

Release 5 / Serial number 991018 / Inform v6.21 Library 6/9 SD

Your Quarters

Rank certainly does have its privileges. When you were a lowly lieutenant you had to share cramped quarters with a fellow lieutenant at your previous assignment.

Commanding a company of your own affords you the luxury of private, spacious quarters just outside the barracks themselves. As a further abuse of your power your chest and bunk are not standard issue items from the Pentari military supply center.

You can see a postcard here.

>take the postcard

Taken.

>read the postcard

It's addressed to you...

!!! Hello, Adventurer !!!

Welcome to the world of Pentari. Pentari is a spirited land which may conjure warm feelings of a distant time and a fallen empire far away. Be sure to always carry your sword as anything can and probably will happen!

Disclaimer: The Implementor of this world is in no way responsible for loss of sleep,

time, job, significant other or any other losses you may incur as a result of your visit(s) here. Any and all access to Pentari is offered "as-is" without any warranty of any kind either expressed or implied!

>look

Your Quarters

Rank certainly does have its privileges. When you were a lowly lieutenant you had to share cramped quarters with a fellow lieutenant at your previous assignment. Commanding a company of your own affords you the luxury of private, spacious quarters just outside the barracks themselves. As a further abuse of your power your chest and bunk are not standard issue items from the Pentari military supply center.

>s

You can't go that way.

>n

Charlie Company Compound

Your company compound consists of three large buildings bordering a large, open area where company formations precede the orders of the day. To the west the Company's supply building can be seen while directly ahead of you lies your company's barracks which seem quieter than a crypt. Off to the east you hear the distant shouts of another Company drilling. Poor souls.

>e

It's considered a breach of protocol to enter the compound of another company while training. You wisely decide to not step on any toes this time.

>n

Charlie Company Barracks

If the Army of Bostwin were to publish a new edition of the soldier's handbook, a picture of this barracks should be included as the example other companies should follow. The floors are polished to an almost blinding shine while each of the bunks lining both sides of this building are perfectly made. Every locker next to each bunk is closed and locked. Not a single scrap of paper, not one article of clothing, nay not even a dust particle looks out of place. The powerful smell of high quantities of pine cleaner nearly burns your nostrils.

Damn, you run a good company.

You can see a Pentarian Transporter here.

>smell

The strong aroma of pine cleaner clears your sinuses.

>look at the locker

These are ordinary metallic lockers, painted an olive green.

>get in the transporter

You get into the Pentarian Transporter.

>city

Your vision swims as your sight of the barracks blurs into a myriad of chaotic colors. You feel a moment of disorientation...

As you begin to materialize your eyes grow wide as you realize you're not in front of the Bank of Bostwin, where the transporter usually takes you in the city. You're not even outdoors, you're indoors! What the hell is going on here...?

Entrance Hall

Your footsteps echo loudly as you walk through this room taking in the vast expanse of its size. The walls rise majestically upward and outward to form a huge room which, curiously, is empty. You can't help but wonder why such a large room is needed for the straightforward task of accepting guests and visitors.

To the east a wide open arch leads to what must be a library while to the north you hardly help but notice a huge, semicircular marble staircase leading up to parts unknown.

[Your score has just gone up by five points.]

>e

Library

This is a vast chamber lined floor to ceiling with bookcases filled to capacity with books. You haven't seen such a collection of knowledge since your academy days. A cursory glance at some bookshelves reveal several titles on various topics of magic, history, philosophy, science and a hundred other topics. A few large tables with chairs are in the center of the room inviting anyone to make use of these impressive facilities.

he wizard Morden is here staring at you, the smallest of smiles on his face.

You can also see a copy of The Legends and Lore of Pentari here.

>look at legends

The Bostwin Soldier's Manual makes for light reading when compared to the thickness of this Tome. It occurs to you that the Bostwin Navy could do away with the

anchors they currently use and employ copies of this book instead. You could probably look up just about any topic in the known world within its pages.

>look up Pentari in legends

Pentari Fun Facts:

Population:

(By City)

Bostwin-950,000

Kent- 560,000

York-1,930,500

Eddington-1,190,220

Delphin-1,345,320

Eddington is the capital of Pentari and is where the dukes of each of the cities meet to vote on and make policy along with the king while Bostwin is home of Prince of Pentari, and sits in the dual role of Duke and Prince as the King does as Duke with the Pentari sense of dual responsibility. The dukes themselves inherit their positions through the connections of their family tree, whose roots were first planted when the empire was young.

Because the immense cities of Pentari comprise the bulk of the Kingdom, another unofficial name for Pentari is the "Great Urban Empire".

Trade is conducted mostly by and between the Five Cities though sometimes imports and exports are conducted over the Quondom ocean to distant lands.

>w

Entrance Hall

>n

Main Hall

As you enter this great hall you can sense power and majesty. The ceiling extends far above you while the walls stretch out seemingly for miles. From the entrance hall this room seemed somehow smaller than it actually is. Despite the availability of real estate in this room it's sparsely furnished. A couple of comfortable chairs are tossed about almost haphazardly in various corners. A huge marble staircase winds upstairs to parts unknown while large archways lead east and west.

You can see a fine scroll here.

>take the scroll

Taken.

>read the scroll

Although magic is not one of your strong suits this scroll is relatively easy to figure out...

Luminus-Make any inanimate object in proximity a long-lasting light source.

>e

You bounce off an invisible barrier and hear a slightly annoyed voice from the south shouting "There's no time for this! Come to the library, Captain!"

>w

"Drat it! I'll bring you here myself!"

You feel a momentary sensation of vertigo...

Library

This is a vast chamber lined floor to ceiling with bookcases filled to capacity with books. You haven't seen such a collection of knowledge since your academy days. A cursory glance at some bookshelves reveal several titles on various topics of magic, history, philosophy, science and a hundred other topics. A few large tables with chairs are in the center of the room inviting anyone to make use of these impressive facilities.

The wizard Morden is here staring at you, the smallest of smiles on his face.

You can also see a copy of The Legends and Lore of Pentari here.

>ask morden about here

"I've rigged the transporter to bring you here because the Wizards of Bostwin, indeed all of Pentari needs you!"

>ask morden about need

"We came to learn that an ancient evil, a nightmare out of legends is real. The legendary Vamvevmew has taken up residence on the outskirts of Bostwin. Centuries ago the King forbade anyone to approach the castle of the Duke of Bostwin following his death. Too many men were lost trying to retake the castle. No one ever knew why until now. It seems that this ancient evil occupies the former Duke's castle now. Upon this news a Wizard was dispatched to investigate. He didn't return. Then three more were sent to stop him and all failed. They made battle upon him and after several hours, our Wizards were overcome. Since then, I've managed to seal magic from being used within the confines of the castle. However, we Wizards are not the athletic sort and are not able to engage the Enemy in combat.

"Coming to the point, Captain, that's why you're here. You must stop him before he leaves his Castle! Now that he knows he's been discovered, he will move quickly against Bostwin."

Morden makes a few hand gestures and mutters some words you can't quite make out.

"There. I have constructed a word of bringing for you. Simply say the word 'covert' and you will arrive at his castle. Be forewarned! Until you kill him, no magic will work in the castle! You will not be able to return until he is dead." Morden pauses for a moment and continues, "I'm Sorry, but there's just no other way."

>covert

Spots in all the colors of the rainbow dance in front of your eyes as you feel yourself displaced...

You find yourself in the deep recesses of Vamvevmew's castle and instantly a wave of fear and depression hit you as hard as any enemy ever has. Your hand shoots right for your sword in its scabbard on reflex and you grip the hilt so hard your knuckles whiten.

Castle

You are at the center of an intersection which runs east to west as well as north to south.

>n

Main Hall

This once majestic room was where visitors would come to relax and meet with the formal lord of the castle in a somewhat informal atmosphere. Several large comfortable couches are scattered about, dusty and altogether squalid. Many large tapestries still hang on the walls but are horribly faded from age. Large open archways lead east and west while a huge fireplace dominates the center of the room against the northern wall.

>s

Castle

>s

Castle Entrance

This large open area stands just inside the castle's gate and would be the place all

visitors would first go before being allowed entrance to the castle proper. A guard station, long abandoned, is here. A corridor stretches into the castle itself to the north.

You can see a Magical Seal here.

>break the seal

Your fist smashes the ward, shattering it into a cloud of shimmering dust.

[Your score has just gone up by ten points.]

>score

You have so far scored 15 out of a possible 70, in 34 turns.

>q

Are you sure you want to quit? y

--- Transcript Ends ---

As you can see, almost anything is possible in a Malinche adventure and is certainly worth a try!

Technical Support

If you have any technical difficulties in installing, loading or operating a Malinche game you purchase just call us toll-free at (877)-299-7999 and ask for technical support or email howard@malinche.net. Email is checked all day and responded to instantly.