

TODAY'S STELLAR PATROL

Boldly going where angels fear to tread.



THE PATROL'S LOOKING FOR A FEW GOOD ORGANISMS

When the Third Galactic Union was formed by the Great Treaty of 11,203 GY between the Empires of Tremain and Gallium, an order went forth from the capital on Tremain that a great armada be formed.

The greatest military and philanthropic minds in the Galaxy, including High Admiral Merescu and the Lord Beatitude Berezza, were sequestered in a

brightly lit map room for a week-long intensive brainstorming session. No records were kept of this top-secret strategic summit, but out of it came the most ambitious apostolic pseudo-military unit ever conceived. The seven-day conference changed the course of intergalactic exploration and diplomacy forever.

First, blueprints for huge multipurpose starships were drawn up. Next, designers from Vandermeek, the fashion capital of the Universe, were commissioned to create the perfect uniform: functional, comfortable, and virtually indestructible. Finally, a highly sophisticated, incredibly accurate weapon prototype was assembled.

Appeals for soldiers appeared in all Third Union publications, as well as on all subspace frequencies. Almost immediately, the ranks were filled and a waiting list was established.

Thus was the Stellar Patrol born, and our mission ever since has been to explore the Galaxy, to seek out such remnants of human civilization as have managed to survive the Second Union's collapse and the Dark Age that followed—in short, to “Boldly Go Where Angels Fear to Tread.”

DO YOU HAVE WHAT IT TAKES?

The Stellar Patrol is like a giant, ever-growing benevolent bird: its top leaders the brain, its commanders

the wings, its starships the body, its strong recruits

the backbone and muscle, its discoveries the energy that makes it fly, its weak recruits the bodily waste that gets left behind. Carelessness and laziness have no place in the Stellar Patrol: recruits must be strong, brave, and resourceful. Recruits must be able to laugh in the face of death, sneer in the clutches of adversity, and eat almost anything. Loyalty to the Union must be limitless and unconditional, and dedication to a project—be it building a space pod, exploring a new planet, or shining a superior's shoes—must be absolute.

In short, if you are the kind of organism who can stare 10,000 years of darkness straight in the visual receptor without flinching—if you can stand up to the horrors of star systems descended to near-barbarism,

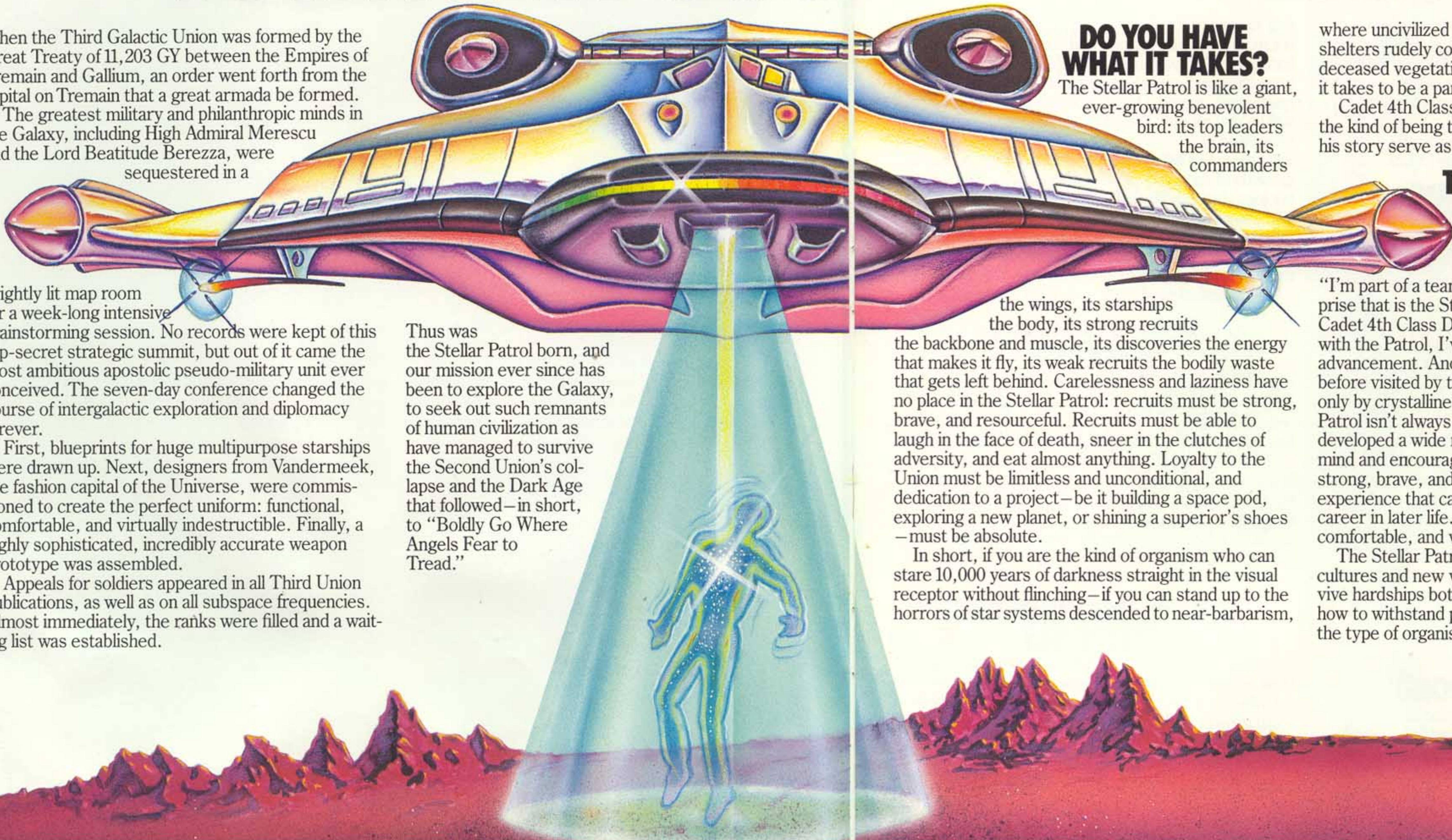
where uncivilized beings live savagely in primitive shelters rudely constructed of coarse minerals and deceased vegetation—then you may just have what it takes to be a part of our proud tradition.

Cadet 4th Class Darrell Plintiv is a fine example of the kind of being today's Stellar Patrol produces. Let his story serve as an inspiration to all.

THE PATROL MADE ME INTO AN ORGANISM MY PROGENITORS CAN BE PROUD OF.

“I'm part of a team devoted to excellence and enterprise that is the Stellar Patrol's proud tradition,” says Cadet 4th Class Darrell Plintiv. “In my three years with the Patrol, I've found plenty of opportunity for advancement. And I've seen solar systems never before visited by the Third Union, some inhabited only by crystalline-based life forms! Sure, life in the Patrol isn't always a thrill-a-millichron, but they've developed a wide range of activities to improve my mind and encourage personal growth. You have to be strong, brave, and resourceful. I'm gaining invaluable experience that can lead to a high-paying civilian career in later life. And my uniform is functional, comfortable, and virtually indestructible!”

The Stellar Patrol builds character. You learn new cultures and new ways of thinking. You learn to survive hardships both mental and physical. You learn how to withstand pain—and be proud of it. If you're the type of organism we're looking for, read on.



LEARN VALUABLE SKILLS AND EXPLORE THE GALAXY.

Sure, you'll get a paycheck in the Patrol. But 32 credits, new underwear, and a pack of chewing gum every month isn't all you'll get out of it. You'll also be traveling to distant worlds you never imagined existed, earning the respect of your friends and family, and acquiring outstanding technical training that can get you a good job in later life. Here are just a few of the valuable skills you can learn in the Patrol.

HOW TO BECOME A FAST LEARNER

As a new recruit to the Stellar Patrol, you will spend your first four weeks in Intelligence Camp. There, you will be taught the most essential knowledge in the Universe using highly advanced intensive studying techniques. You'll learn to read and speak the 18 principal languages of the Galaxy fluently in three days. You'll memorize the structural formula, molecular weight, melting point, boiling point, density, and solubility of every known organic and inorganic compound in two days; thermodynamic properties (including temperature, heat, and entropy of transition) of all elements and oxides in one day; and all 300 astrophysics log tables overnight. Other areas of study will include general nuclear phenomena, isotopes, radioactivity, fusion, antimatter, the origin of life, the classification and metabolisms of organisms, energy, transportation, religion, and philosophy.

It might take an unenlisted civilian months, even years, to learn all this essential knowledge. But the Stellar Patrol is staffed with the Third Union's finest educators and electric shock therapists to guarantee that all recruits learn FAST.

HOW TO BE STRONG

After Intelligence Camp, you will spend six to 10 weeks in Boot Camp. There, every muscle we can

find in your body, from your frontalis to your abductor of hallux, will be stretched, trained, toned, and hardened. Scrawny recruits will become muscular powerhouses; corpulent recruits will become lithe, quick, and sinewy. Only high-protein no-fiber diets will be dished out. To build up endurance, you will be permitted little or no rest time. Recreation activities will stress the importance of physical fitness: moving mounds of dirt from location to location, 20-kilometer jogs, boxing, sprinting, and 30-kilometer jogs. You will sweat your old body away and run it into the ground beyond recognition, and emerge from Boot Camp with a better-than-new physique of Gurtharkian proportions.

What a challenge!

HOW TO BECOME A LEADER

Since its inception, the Stellar Patrol has always looked for individuals who shine. (We also look for celestial bodies that shine—ask for our full-color brochure entitled "Exploring Cosmic Phenomena.")

To gain recognition and eventually serve the Patrol in a leadership capacity, you should volunteer often for the toughest assignments: front line combat, reconnaissance missions, and grotch cage cleaning detail. It takes a very special soldier to recognize the potential that can be realized from the last-mentioned line of duty.

HOW TO USE YOUR TIME EFFECTIVELY

Because life in the Stellar Patrol can't always be a thrill-a-millichron, we've developed a wide range of activities to improve your mind and encourage personal growth. One of the more popular—and profit-

able—ways to fill time between orbit watch shifts is to enroll in the Deep Space Hero Correspondence Course. (Since the Patrol places such a high premium on education, we will match—credit for credit—all funds you set aside for schooling. Ask your recruiter for details.)

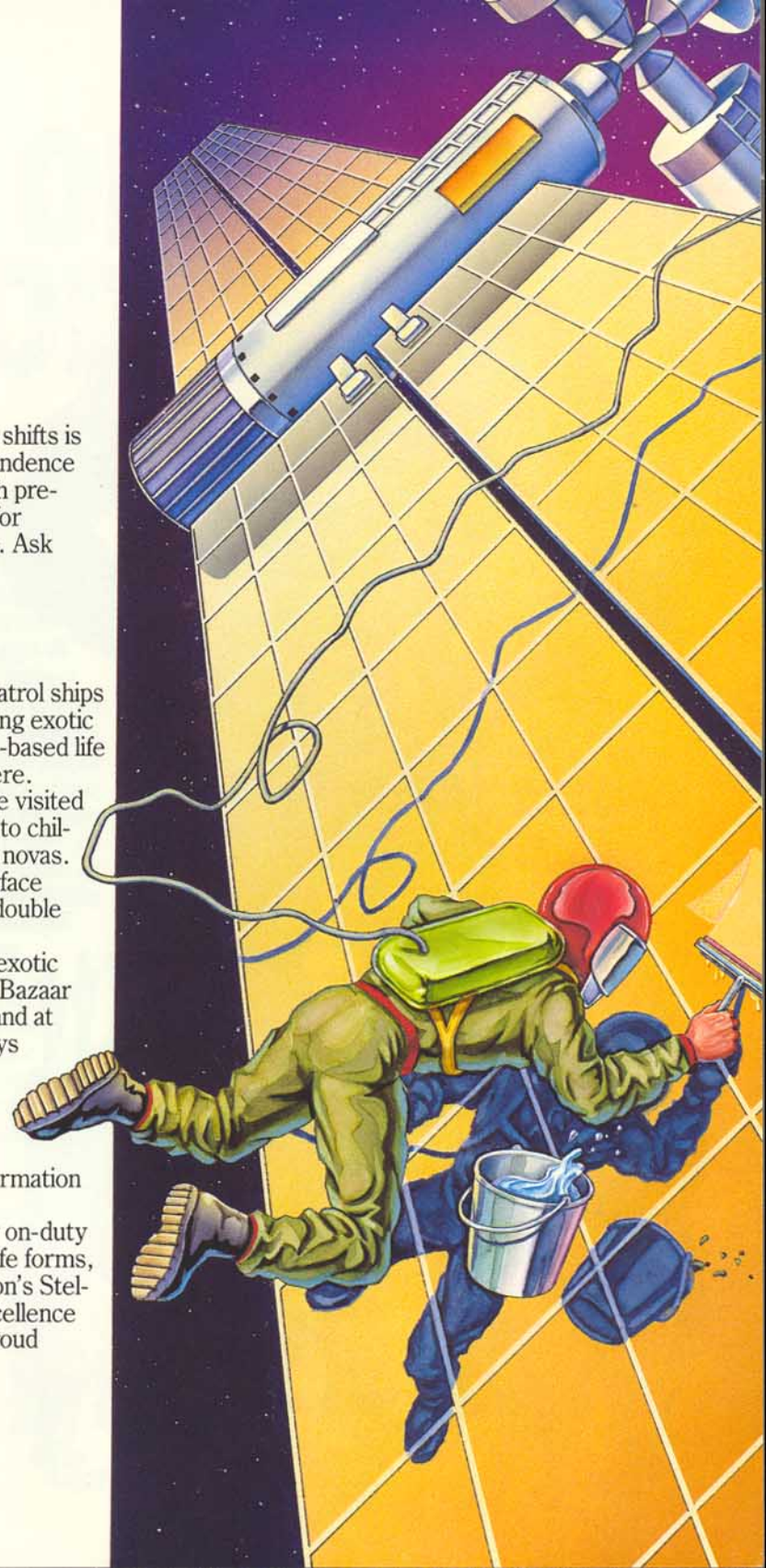
WE'LL TELL YOU WHERE TO GO

For more than 140 Galactic years, Stellar Patrol ships have been visiting foreign ports and exploring exotic planets—some inhabited only by crystalline-based life forms. But the excitement doesn't stop there.

You'll explore solar systems never before visited by the Third Union. You'll teach Galalingua to children on Flemring-5. You'll see nebulae and novas. You'll hear the haunting music of the Stringface species on Brylyn Minor. You'll watch the double sunset and triple moonrise from Legllama.

In the Patrol, you'll enjoy shore leave at exotic ports like Accardi-3. At the famed Thieves Bazaar you'll haggle for exotic placebo treasures, and at the Scavengers Market you'll find great buys on grotchbone carvings and ivory receptor shades. The multi-level swimming crater on Accardi-3 is the largest in the Universe. Also on Accardi-3 is the blindingly beautiful Refractory Wall, a 10-megameter natural formation composed of glistening crystal.

But no matter where you're stationed or on-duty in the Universe, you'll be welcomed by all life forms, because you're a member of the Third Union's Stellar Patrol, part of a team devoted to the excellence and enterprise that is the Stellar Patrol's proud tradition.





TAKE COMMAND OF YOUR TOMORROW TODAY

You may start out at the bottom as Ensign 7th, but you won't have to stay that way for long, because there's plenty of opportunity for advancement in the Patrol for those who live up to our motto, "Boldly Going Where Angels Fear to Tread."

To ensure the future of your choice, be sure to tell your recruiter about the kind of job you're interested in when you enlist. (Enlistment is conditional pending your results of the qualifications test, at the end of this brochure.) Your recruiter will do everything possible to put you in that line of duty. Occasionally a position you're interested in is temporarily filled, or will require experience in another Stellar Patrol position. If so, your recruiter can recommend your surest route to success. The following is but a sampling of the many fine ways you can serve the Patrol while gaining invaluable experience that can lead to high-paying civilian careers in later life.

Galactoturf Farmer (GF)—GF's are responsible for the growth and maintenance of all artificial green surfaces. When the Patrol is in orbit, all aboard-ship training is done on this material. Comparable civilian careers: lawn analyst, ground-crew supervisor, and rug-maintenance manager.

Grotch Breeder (GB)—GB's play an important role in the very survival of the Patrol. Without the grotch, zero-gravity lab experiments would have to be performed on crew members. Qualified applicants must be immune to grotch venom. One year's service as a GB counts as four credits toward an advanced degree in cosmobiology at most accredited learning centers. Comparable civilian careers: zookeeper's assistant and circus sanitation engineer.

Hull Check Mate (HCM)—Responsible for the upkeep of all shipboard surfaces. HCM's also instruct crew members in the operation and maintenance of sliding doors. Comparable civilian jobs: gravity enforcement officer and receptor technician.

Morale Officer (MO)—It takes an extraordinarily patient being to serve as Morale Officer. MO's offer guidance and encouragement to hundreds of crew members, and train new recruits to realize that all sickness and injury is in the mind. You must have a kindly countenance and a winning smile (since you alone will establish contact with other ships). Comparable civilian jobs: riot control officer, suicide counselor, and Double Fanucci referee.

Mess Service (MS)—MS's control every aspect of the chow detail—from the ordering of supplies through the serving of well-balanced, appealing meals prepared in artificial-gravity ovens. Excellent equilibrium is necessary. Comparable civilian jobs: scrap metal recycler and faith healer.

Military Music Maker (MMM)—MMM's must have talent and a portable instrument to qualify for this exciting duty. Familiarity with at least three chords is essential; two chrons of daily practice will be required. When you learn to play music the Patrol way, fellow beings will stand up and take notice. Also available are positions within the Floating Band. Comparable civilian jobs: teacher for the deaf and Ramosian sheep herder.

Sleep Technician (ST)—Because crew members spend so much time in their berths, they must be kept in optimal resting condition. As an ST, you'll oversee complete alignment and cleaning of said sleeping quarters, and monitor the Flexbed automated system designed to prevent inactive muscles from atrophying in space. Two years' experience as a Pillow Fluffer (PF) required. Comparable civilian jobs: social adjustment worker, dry cleaner, and mortician.

Support Systems Regulator (SSR)—SSR's have a long and proud history in the Stellar Patrol. Duties include construction, programming, and deprogramming of all shipboard support systems. A thorough knowledge of the events leading up to the Great Collapse is necessary. Must be very detail-oriented. Advanced degree in computer psychology preferred. Comparable civilian jobs: electronics mastermind and ventriloquist.

Yosailor (YS)—Calls troops to meals, to attention, and to combat-ready posture (upright). Although most recruits applying for this position can yodel proficiently, beginners will be auditioned and considered for acceptance. Exceptionally versatile larynx required. Comparable civilian jobs: auctioneer and evangelical preacher.

Regardless of the position you hold in the Stellar Patrol, as a proud member you'll be helping to carry the Third Union's peaceful message of benevolent central bureaucracy to the thousands of worlds lost after the Great Collapse. It takes grit and courage as well as wisdom to be such a messenger. For while most civilized planets can be brought into the fold via a routine ambassadorial mission, certain worlds require further explanation of the importance of 600-page tax returns and forms to be filled out in triplicate. In such cases, it's the job of the Patrol to step in, firmly plant its heel, and take charge of that situation. If you have a sharp mind, a quick wit, and the ability to guess between right and wrong, then maybe that heel could be you.

FIND OUT IF YOU'RE STELLAR PATROL MATERIAL-TODAY!

This incredibly comprehensive questionnaire was prepared totally in accordance with the rules and regulations of the Eighth Division Codes of the Third Galactic Union.

To help your recruitment officer determine the best positions for you when you join the Stellar Patrol, fill out the entire questionnaire honestly and without help from family members or friends.

Note: Although most of this data is on Permafile at Third Galactic Union Central Headquarters and can be verified instantly, this is our only method for determining how closely you adhere to the standard code of honor.

PHYSICAL ATTRIBUTES

- Color of eyes: _____
Do you need glasses or corrective surgery on your eyes?
 yes no
 - Color of hair: _____
Present hair length: On head: _____
Elsewhere (specify): _____
Are you bald? yes no receding hairline
 - Height (check one):
 Below 1.5 meters but willing to undergo Artificial Elongation Therapy to meet Stellar Patrol requirements
 Below 1.5 meters and unwilling to undergo A.E.T.
 Between 1.5 and 3 meters
 Above 3 meters but willing to undergo Artificial Shrinkage Therapy to meet Stellar Patrol requirements
 Above 3 meters and unwilling to undergo A.S.T.
 - Respiratory functions: Can you breathe through your:
 nose
 mouth
 both nose and mouth
 neither nose nor mouth
 none of the above
Do you smoke?
 often
 sometimes
 never
 never looked
 - How would you describe your overall physical health?
 Excellent
 Good
 Fair
 Poor
 Notify my next of kin immediately
- ## EDUCATION/PERSONAL BACKGROUND
- Have you finished high school or do you know someone who has?
 yes
 no
 not sure
 - I am able to communicate with others:
 in Galalingua
 in monosyllabic grunts
 via Astronmet's Universal Sign Language
 not at all
 - Do you have any experience:
a. using a megaplenoscope? yes no
b. operating a Schistosoma detector? yes no
c. actuating a seroepidemiological cyclodiathermy laser?
 yes no
d. doing laundry? yes no
e. other (specify): _____
 - What are your interests and hobbies? (Check up to three)
 Jogging Thinking
 Traveling Thinking out loud/talking to yourself
 Playing Double Fanucci
 Moving mounds of dirt from location to location Filling out questionnaires
 Climbing trees Drooling
 Climbing walls Scratching
 Writing manuals Being miserable
 Reading manuals
 - In ten words or less, describe the very reason for your existence:

- ## PSYCHOLOGICAL PROFILE
- Which of the following would you be willing to do for your Union?
 die
 die slowly
 die slowly and painfully
 read an Infocom instruction manual
 none of the above
 - I am most attracted to:
 beings who are superior to myself in rank
 beings of the opposite sex
 beings of the same sex
 beings of no sex
 myself

13. Do you suffer from any mental disorders that would prevent you from participating in laboratory experiments?
 it doesn't matter; I'll do whatever I'm told
 no
 definitely not
14. My favorite form of recreation is:
 mopping up after slimy beings who are superior to myself in rank
 dueling with laser bazookas at two paces
 forcing people to read Infocom manuals
15. Do you enjoy working with:
 people? yes no
 animals? yes no
 plants? yes no
 aliens? yes no
 finger paints? yes no
16. Patience factor: Stand in a corner of the room facing the wall for as long as you can. Don't continue reading until you stop. Now, write here how long you stood: _____ (in days).
17. Hydrophobia factor: Chain yourself to a rock underwater for as long as you can. Don't continue reading until you stop. Now, write here how long you held your breath: _____ (in days).
18. Monotony factor: Repeat number 17 above as many times as you can. Don't continue reading until you stop. Now, write here whether you were really gullible enough to repeat number 17: _____.
22. In what year was the Intergalactic Commerce Act passed?

23. Who invented the light deceleration process known as slow glass?

24. Name the act passed in 11,205 GY to strengthen the Planetary Commerce Act. _____
25. Name the year in which Arnold Guunuf invented slow glass.

26. The Intergalactic Commerce Act, passed in 11,205 GY, strengthened what earlier act? _____
27. In 11,210, a glazier named Arnold Guunuf invented a light deceleration process. Name it. _____
28. What is the answer to this question? _____
29. Three couples (the Phariixes, the Boorbs, and the Keqrees) were seated at a circular table playing Partnership Fanucci. They were a cosmobiologist, a gravity engineer, a sleep technician, an ambassador, a fusion supervisor, and an editor; and they were originally from Gallium, Leglama, Granjil-6, Storvbay, Ansil, and Jaaggo. Each male sat between two females, and no one sat next to their spouse.

From the following information, determine where each person sat, what profession each had, and what planet each came from.

LOGICAL REASONING ABILITIES

19. FOOT is to SHOE as FINGER is to:
 a. Nose
 b. Eye
 c. Ear
 d. Mouse
 e. Donut
 f. Honesty
20. RAIN is to SNOW as GROUCH is to:
 a. Leopard
 b. Hurricane
 c. Amoeba
 d. Cage
 e. a and b, and maybe c and d
 f. 3.14159
21. HULL is to SPACESHIP as SKIN is to:
 a. Glove
 b. Cat
 c. Thermonuclear fusion
 d. Titanium
 e. Burn
 f. Muffin
- a. The Ansilan sat between the cosmobiologist and one of the Keqrees.
 b. The female Phariix was seated across the table from the gravity engineer.
 c. The male on the fusion supervisor's left sat across from the person from Granjil-6.
 d. The ambassador was seated between the Jaaggoian and the editor. One of these three was the male Boorb.
 e. The Storvbayite sat on the right of the Galliumian. Neither of them was a Keqree.
 f. The sleep technician sat across from the Leglaman. One of them sat next to the fusion supervisor.
30. Four robotic satellites were designed to do the following: YA3 to find drifting garbage, JP7 to transport the garbage, SEM6 to turn the garbage into energy, and MD8 to distribute the energy. As Destiny would have it, however, YA3 found more drifting garbage than the other three satellites could process. Based on the following clues, determine who designed the satellites.
 a. YA3 did not understand signals transmitted in Galalinguan.
 b. JP7 made no distinction between garbage and energy.
 c. SEM6 made no distinction between garbage and YA3.
 d. MD8 transmitted signals to YA3 only in Galalinguan.

Submit this completed questionnaire to a Stellar Patrol recruiter. If you qualify for the Patrol, you will be notified within two chrons.



Instruction Manual for PLANETFALL

Instruction Manual for PLANETFALL

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, and many star systems descended into a near-barbaric state, burning coal and gas for energy, and growing food directly from exposed topsoil.

In 11,203 GY, a treaty between the Empires of Tremain and Gallium formed the Third Galactic Union. Ships of the Stellar Patrol (a pseudo-military wing of the Union government on Tremain) began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union.

You are a native of the planet Gallium. Although it is one of the most politically powerful worlds in the Union, Gallium is no garden spot. In fact, the Gallium Chamber of Commerce brochure entitled "Ten Great Reasons to Visit Gallium" ends on page 3. The author ran out of reasons after listing just two.

For five generations, your family has served in the Stellar Patrol. Your great-great-grandfather was a High Admiral and one of the founding officers of the Patrol. It was taken for granted that when you came of age you would join up.

Now, more than a year after signing up, and two months after being transferred to the S.P.S. Feinstein, you are still only ranked Ensign Seventh Class. Your superior officer, Ensign First Class Blather, has been making your life miserable. You're beginning to wonder if you're really cut out for the Stellar Patrol...

If you're experienced with Infocom's interactive fiction, you may not feel like reading this entire manual. However, you should at least read about time and turns (on page 12) and look at the appendix of recognized verbs (on page 19).

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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 Infocom's interactive fiction, such as PLANETFALL, presents you with a series of locations, items, characters, and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you find yourself in a new location, it's a good idea to become familiar with your surroundings by exploring the nearby rooms and reading each description carefully. (You may notice that PLANETFALL occasionally refers to a location as a "room," even if you are outdoors.) As you explore, it is helpful to make a map of the geography.

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 PLANETFALL, time passes only in response to your input. You might imagine a clock that ticks each time you type a sentence, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

The standard unit of time used in the galaxy these days is the millichron. One thousand millichrons make up one chron, and the standard galactic day is divided into ten chrons, so even an Ensign Seventh Class who flunked Astrogation could deduce that there are ten thousand millichrons in a day. (The standard galactic day, by the way, is equivalent to the time it takes for the planet Earth to make one rotation. Earth, a backwater world in the Sol System, is generally believed to be the birthplace of humanity.) Early morning occurs around 2500 and late evening comes at 8500 or so. In some old-fashioned parts of the galaxy, 5000 is called "noon." And on the administrative moons of Tremain, most bureaucrats hold "3500-to-7000 jobs."

In PLANETFALL, different actions will take different amounts of time. For example, picking up an object will take less time than walking down a long hall.

To measure your progress, PLANETFALL keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. Until you can complete the story with a perfect score of 80 points, you might as well resign yourself to holding a bureaucratic 3500-to-7000 job on one of the administrative moons of Tremain.



THE STELLAR PATROL

Prepare to be teleported 120 centuries into the future and hurled out of your Stellar Patrol spaceship mere moments before it explodes.

And if the first five minutes of PLANET-FALL don't kill you, you'll really have your work cut out for you. Because the planet on which you crash-land is plagued with floods, pestilence and a mutant Wild Kingdom. And during the next couple of days or more, you'll be confronted by the bizarre, the baffling and the inexplicable. *What destroyed your vessel? Why are there buildings*



but no inhabitants? How does one gain entry to the secret recesses of the vast scientific installations? And who is that little fellow who keeps following you around? (It is, in fact, Floyd, a multi-purpose robot who has the personality of an eight-year-old and whose memory banks may hold the secrets of this strange planet. In short, the ideal companion with whom to brave your new world as you explore its secrets and dare its dangers.)

Laughs, thrills, tears and triumph. You'll find it all in PLANET-FALL. Have a swell trip, and don't forget to drop us a postcard!

WANTS YOU!

The Table of Contents for the manual is on page 11. Read it to find out what you need to know before you start the story.