

The Infozip Interpreter will allow you to run the following games from the Lost Treasures Of Infocom bumper packs on your 256K Series 3/3a:

Lost Treasures Of Infocom I

Zork I	Deadline	Moonmist
Zork II	Witness	Planetfall
Zork III	Suspect	Stationfall
Enchanter	Lurking Horror	Suspended
Sorcerer	Ballyhoo	Starcross
Spellbreaker	Infidel	Beyond Zorc (*)

Hitchhiker's Guide To The Galaxy

Lost Treasures Of Infocom II (\*\*)

Cutthroats	Border Zone
Wishbringer	Sherlock
Seastalker	
Hollywood Hijinx	Trinity (*)
Nord and Burt	Bureaucracy (*)
Plundered Hearts	A Mind Forever Voyaging (*)

(\*) These games which require a full sized screen will only run successfully on the Series 3a.

(\*\*) To run the larger games (mainly those in Lost Treasures II) use of a 256K SSD is advised.

Both Lost Treasures Of Infocom I and II may be ordered direct from Interdata Developments.

# InfoZip The Infocom Interpreter for the Psion Series 3/3a

*With*

Welcome to Adventure!

## *Adventure*

The Interactive Original  
By Willie Crowther and Don Woods (1977)

### **AT THE END OF A ROAD**

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

>

*And*

## *Curses*

An Interactive Diversion  
(By Graham Nelson 1993/4)

### **ATTIC**

The attics, full of low beams and awkward angles, begin here in a relatively tidy area which extends North, South and East. The wooden floorboards seem fairly sound, just as well considering how heavy all these tea-chests are. But the old wiring went years ago and there's no electric light.

A hinged trap door in the floor stands open, and light streams in from below

>

An IBM Compatible Computer and Psion 3-Link Serial Cable are required for installation. As Infocom story files can be quite large use of a flash SSD for the larger games is advised. **This software is not suitable for the 128K Series 3.**

*Notes*

*InfoZip*

*Infocom Interpreter*

for Psion Series 3/3a

**User Manual**

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An IBM Compatible Computer and Psion 3-Link Serial Cable are  
required for installation

*Notes*

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UNIX International, Psion and Acorn Computers are hereby acknowledged.

The text on the letter reads

::	and	#	the	#.	this
::	but	+*+	god/spirit?	(( ))	all
=	of	[]	house/building		indicates plural
->	through	>>>	moves	<>	item/thing?
—	sits/lies/rests/is near			/	to/toward

and the stone is inscribed

```

# . [] = # +*+ — an-ta re-im ka u bir ka-i
      |||

/ # +- :: # +- ka ne : to-ro-ma ka ur
  |      |

>>> -> # (---) .je-fe-im ka ur-a an-ge to-ro-ma
      |||
  
```

The sliding puzzle is best solved using a small font on the 3A, but is soluble even on the S3.

## Contents

### Chapter 1 GETTING STARTED

3	Introduction
3 - 6	Installation

### Chapter 2 USING INFOZIP

7	Features
7	Editing
8	Saving and restoring
9 - 10	Display Setup

### Chapter 3 THINGS YOU SHOULD KNOW

11	Compatibility
12	Problems
13	Cheating
14	Acknowledgements

### Appendix

15	Adventure
16	Curses

# Getting Started

## Introduction

InfoZip is an application for the Psion series of palmtops (the Series 3, Series 3a and Acorn PocketBook) which allows you to play Infocom adventure games. Most of the classic Infocom games, as well as games such as Curses which use the Infocom system, work successfully. The application is fully integrated, installing into the system screen and using proportional fonts, pull-down menus and standard file selectors as well as allowing zooming in the standard manner on the Psion Series 3a.

Throughout the following sections, we will use S3 to indicate the Psion Series 3 or Acorn PocketBook and 3A to indicate the Series 3a.

InfoZip is a version of the shareware application, Infocom, produced especially for Lacegem Limited as part of their package including Lost Treasures I. InfoZip is thus commercial and may not be copied, since it lacks the registration scheme of the shareware version. As a bonus for Lacegem's customers, a simple but useful cheat application is supplied which allows you to peer inside the games (see Cheating for details).

Special versions of two games by Graham Nelson are also supplied; these are documented in the appendix.

## Installation

The disk supplied with this manual should contain the applications, INFOZIP3.APP and INFOZIP.APP. The first of these is a version of InfoZip for the S3; it will work on the 3A, but only in compatibility mode. The second is the 3A version, using more memory but adding full support for the enhanced system. Note that the 3A version will run on the S3, but will use significantly more memory with no significant benefits.

As a first step, you need to choose the version of the interpreter appropriate

# Curses

As Curses opens, you're hunting about in the attic of your family home, looking for a tatty old map of Paris (you're going on holiday tomorrow) and generally trying to avoid the packing. Aunt Jemima is potting daisies and sulking; the attics are full of endless distractions and secrets; Greek myths, horoscopes, sixth-century politics, a less than altogether helpful demon, a mysterious bomb plot, photography, ritual, poetry and a dream or two all get in your way; and somehow you keep being reminded of your family through the ages, and all its Curses ...

... could it be that even you are Cursed?

Curses is a highly original and entertaining game, and has developed through several releases as Graham added features and puzzles. Each version has been larger than the preceding one, and for that reason three versions are supplied. Curses1 is the simplest, being small enough to fit on a 128K SSD. Curses2 is the next, being slightly too large to fit on a 128K SSD, but probably ideal for the internal disk of the 512K 3A. Curses3 is the most complete, but is 224K in size, so is probably best suited for machines with external SSDs.

For those who have met Curses before, these versions are derived from releases 8, 10 and 12 of Curses respectively. The versions become progressively more complex, with both extra locations and extra puzzles; both of these can cause problems if you finish one version and decide to try the next version along. Extra care needs to be taken since doorways and objects can appear in 'familiar' locations.

In some places, Curses assumes that the screen has a large number of columns, and the display can become messy on the S3 (or the 3A in large font sizes.) We thus include the following excerpts from the game, for use when the information is needed to proceed in the game but would be unreadable.

Bryan Scattergood  
Oxford  
July 1994  
Appendix: More games

Supplied with the Lacegem package, by special arrangement with Graham Nelson, are versions of two adventures written using Inform, Graham's compiler for generating Infocom compatible adventure games. The following introductions to these are adapted from information supplied by Graham.

## Adventure

In the early 1970s, some Massachusetts cavers explored the Mammoth and Flint Ridge cave system, writing exotic names like Bedquilt, Colossal Cave and Y2 on their map. One of them, Willie Crowther, programmed a FORTRAN simulation that could be "walked" around. Before long, he and a colleague, Don Woods, filled up the labyrinth with silver bars and pearls, a rusty iron rod with a star on the end, lanterns and keys. The caves came alive with birds, snakes and bears: Adventure was born. On mainframes across the world, it was known as just Advent, because program names could only be six letters long then.

There have been many, many imitations and corrupt copies. But this is a faithful version of the 1977 edition, the first Adventure game in the world. The author first met the game as a version on the RM380Z in the early 1980s, played by up to ten students at a time, fighting to get near the keyboard, and has bumped into many version since on many systems. It was apparently Graham's introduction to adventure games as well, in his case via an early DEC version. The game has become in every sense a classic, and Graham's version is as authentic a version as you are likely to find. The universe of Zork draws heavily on Advent for inspiration.

for your palmtop and copy it into an \APP\ directory using a Psion serial link. Details on how to use the link should have been supplied with it; we describe in detail the procedure for the 3Link cable on the PC. Those using MacLink, WinLink, PocketFS or Y-modem should consult their documentation as necessary.

### If using MCLink

Connect the palmtop and the PC using the cable.

Run MCLINK on the PC from a directory containing the application.

Start the Link on the palmtop using Psion-L on the System Screen.

Wait for the "Link Established" message on the PC.

Type COPY INFOZIP.APP REM::M:\APP\ at the MCLINK prompt.

Wait for the transfer to complete.

Shutdown the link using Psion-L again.

Exit MCLINK by pressing return.

Note that if you wish to copy the S3 version or store the application on an external SSD you should change the application name or the drive letter in the copy command appropriately.

### If using SLINK

If you wish to use SLink in preference to MCLink, perhaps because your PC is not 100% IBM compatible, then the copying must be driven from the Psion end of the link as follows

Connect the palmtop and the PC using the cable.

Run SLINK on the PC.

Connect the palmtop and the PC using the cable.

Run SLINK on the PC.

Start the Link on the palmtop using Psion-L on the System Screen.

Press TAB from the Psion System Screen.

Navigate to the directory on the remote machine containing the application by using the arrows and Enter and select the application(s) to copy

Press Psion-C (Copy from the File menu).

Enter \APP\ in the "To file: Name" field of the dialogue.

Check the "To file: Disk" field points to the appropriate disk.

Press Enter to start the copy.

Shutdown the link using Psion-L again.

Exit SLINK by pressing Q.

The application can now be installed using Psion-I (Install on the Apps menu) from the system screen.

You now need to choose a story file to copy to the palmtop. If you have purchased Lost Treasures of Infocom and have not already installed it on your PC do so now. You can then select one of the Infocom files, or one of the files (Curses or Adventure) included on the Infozip disk.

If you are using a 256K machine without any SSD your choice will be severely limited by the amount of storage remaining. When running, the application will use around 50K on a S3 and about 10K more than this on a 3A (subsequent games running at the same time will take around 40K each.) If your machine is particularly full, it may take some reorganisation to free up sufficient space for the running application and a story file. Zork1 is recommended as a good starting point, since it is a useful introduction to the Infocom games and has one of the smallest story files.

can then print from the word-processor in the usual way.

## *Acknowledgements*

These applications use information on the Infocom game format uncovered over a period of many years by many other people including Mark Howell, Graham Nelson and the InfoTaskForce. The interpreter is derived from the 4.01 release of the InfoTaskForce portable interpreter, although many sections have been rewritten and additions have been made to support the Psion environment.

## Cheating

Supplied in the packaging with Lost Treasures I is a manual which contains the information you need to complete the stories (although it may be well hidden) as well as a hint booklet, for use only when you are totally stuck. Using the hint booklet is seductive and can totally ruin your enjoyment of the story; I keep the manual at home and the hint book hidden in a cupboard in the office.

In the same way, you need an interpreter like InfoZip to play the stories, while InfoStat is an application to tell you more than you want to know about them. Using it on a story which you have not finished may reveal far too much, but it is included since it can also reveal interesting corners of those which you have finished.

When installed, it presents a list of stories in the same way as InfoZip, but when selected it displays information about the file. There are three screens, accessible from the View menu:

**STATS:** lists simple statistics about the file, and is displayed initially.

**WORDS:** lists all the words understood by the story, trimmed to 6 or 9 characters and broken down into paragraphs according to initial letter.

**ITEMS:** lists all the locations and objects in the story, along with their initial location (if any.)

Note that the list of items may contain some objects with bizarre names or initial locations; these are present purely for purposes internal to the game. For example, Graham Nelson's games all contain an object called "compass" which is where all the walls are stored.

The views are all read-only, but their contents may be copied into other applications using Psion's 'Bring' functionality; for example if you want to print a list of all the words understood by the game, then select the text in the Words view, switch to an empty Word document and type Psion-B. You

The story should be copied using the link software, as outlined above, with the story being placed in an \IDF\ directory with an IDF extension. Thus, if you are copying Zork1 as suggested, the command to use with MCLINK is

```
COPY ZORK1.DAT REM::M:\IDF\ZORK1.IDF
```

again changing the drive letter as appropriate. This should result in the name of the story file appearing in the list below the application icon (you may need to press the System button if you have automatic update disabled.) You should then be able to start the story by pressing Enter over the name of the file in the usual way.

You should also find on the enclosed disk the following files:

INFostat.APP	The cheat application
ADVENT.IDF	Data file for Adventure
CURSES1.IDF	Data file for Curses 1
CURSES2.IDF	Data file for Curses 2
CURSES3.IDF	Data file for Curses 3
README.TXT	A readme file containing late breaking information
LTI.EXE	A self extracting file of useful information relating to various Infocom adventure games

The cheat application should be installed in the same way as InfoZip. For more information on Adventure and Curses see the Appendix. Adventure and Curses 1 also make good choices for your first story file especially Curses 1 which is completely self contained including all information (and hints) required to complete the game.



# Using InfoZip

## Features

The application follows all the usual conventions of the S3 and 3A, so most commands are available from the pull-down menus activated by the Menu key. Nevertheless, some features are not apparent at first glance, and these are detailed below.

## Editing

When entering commands, full command line editing is available using emacs or Psion style keystrokes. The full set of commands is

Psion	Emacs	Action
Left	Control-B	Move back one character
Right	Control-F	Move forward one character
Psion-Left	Control-A	Move to start of line
Psion-Right	Control-E	Move to end of line
Delete	Control-H	Delete character left
Shift-Delete	Control-D	Delete character right
	Control-U	Delete entire line
	Control-K	Delete to end of line

Also, a history of recent commands is maintained and can be stepped through using the up and down arrow keys (or Control-P and Control-N if preferred). This is useful for retrieving the previous command to correct a typing error, for example.

When output is paged (when More is displayed) hitting space or enter will scroll by one screen. If however any non-control key is pressed, then the display will scroll immediately and the key will not be discarded; this is to prevent the pages interfering with type-ahead for those who are familiar with the story and wish to rush through some areas.

Series 3a only: A Mind Forever Voyaging, Beyond Zork, Trinity and Bureaucracy.

Series 3 and Series 3a: Ballyhoo, Border Zone, Cutthroats, Deadline, Enchanter, The Hitchhiker's Guide to the Galaxy, Hollywood Hijinx, Infidel, Leather Goddesses of Phobos, The Lurking Horror, Moonmist, Nord and Bert, Planetfall, Plundered Hearts, Seastalker, Sherlock, Sorcerer, Spellbreaker, Starcross, Stationfall, Suspect, Suspended, Wishbringer, Witness, Zork1, Zork2 and Zork3.

## Problems

InfoZip and its shareware relative have been in use and almost continuous development for over fifteen months, during which time many bugs have been eradicated and, alas, some replacements have almost certainly been introduced. If you have a problem with the interpreter which is not mentioned below, then please write to me care of Lacegem, and I'll do my best to fix it. If you are stuck with a particular game, then see the next section. There are however a few known problems

1. The status bar is the wrong size after zooming. On later games, the status bar is drawn by the game itself, rather than by the interpreter. Since the games do not expect the number of columns to change while the game is running, some of them draw a line of the wrong size after zooming. This is unavoidable; very few other interpreters allow resizing in this way at all.
2. Zooming doesn't work. Zooming is disabled (for horrible technical reasons) when the game is paused for More. Also, the Series 3 font is available in only one size, so zooming has no effect when it is in use.
3. The game freezes. The More prompt is displayed at the top-right for two seconds, after which it is removed; often all that is need to un-freeze the game is to press a key.

# Things You Should Know

## Compatibility

The application has been tested with a wide variety of stories, including the complete contents of both Lost Treasures I and II. The results of these tests are given below, but first we discuss some background issues which should allow you to predict whether another story is likely to work successfully.

Infocom games can be divided into 6 generations, three of which are supported by the current version of InfoZip. Generations 1 and 2 cover games produced for the Apple II and TRS-80 in the period up to 1982. Generation 3 covers the majority of games produced from 1982 onwards, being slowly phased out after generation 4 was introduced with A Mind Forever Voyaging in late 1985. Generation 5 was introduced for Beyond Zork and Border Zone in 1987, with some earlier games being re-released to make use of the new format with on-line hints being incorporated. The final generation appeared in 1989, with Zork Zero, Shogun, Arthur and Journey.

Generation 1 and 2 games are no longer available, and generation 6 games are large and are still not fully understood, so InfoZip currently supports generations 3, 4 and 5. In general, this means that most games which are obtainable and can reasonably be held on a Psion can be run.

Screen limitations on the S3 mean that Bureaucracy (which needs more rows and columns than the display can accommodate for its "registration form") will refuse to run, and similarly the on-line help system present in some of the later games is unusable on the S3 or when using a large font on the 3A. There are similar problems with A Mind Forever Voyaging, Beyond Zork and Trinity.

In summary, the Infocom games break down into three groups

Unusable: Zork Zero, Shogun, Arthur and Journey.

## Saving and restoring

The standard way of saving positions from Infocom games has been to prompt the user for a file name after the command "save" has been given to the system. InfoZip is no exception, and typing save will indeed produce a simple prompt for a file name. However, it also allows file names to be entered using the standard Psion file selector as shown below



Attic Score: 0/1  
Copyright (c) 1993/4 by Graham Nelson. New players should type "help".  
Release 10 / Serial number 940120 (Compiled by Inform v1171)



Attic  
The attics, full of low  
area which extends n  
sound, just as well c  
wiring went years ago,  
Save  
Name Savegame.sav  
Disk Internal  
re in a relatively tidy  
orboards seem fairly  
ests are. But the old

A hinged trapdoor in the floor stands open, and light streams in from below.

>

The selector can be reached using the Save option on the File menu. If the save command has not already been typed into the game, then it will be entered automatically, allowing the selector to be used after typing save if desired.

The restore command works in the same way, offering the choice between operating fully from the menu, using a file selector after typing the command or typing the file name in full without making use of the Psion file selector at all.

Saved positions are, by default, kept in the \SAV\ directory of the default disk with a SAV extension. File names which are entered manually will have both this directory and extension supplied if none was given.

Note that InfoZip generates compressed save positions which are typically less than 10% of the size of the positions generated by other interpreters. In general, even if the compression was not present, saved positions are not portable between interpreters, so you cannot save a position on one

interpreter and restore it under any other interpreter on any other platform. However, derivatives of InfoZip are available for the Acorn Archimedes and X11 under UNIX and InfoZip can exchange saved positions with these interpreters.

## Display setup

In the usual manner, Control-Menu enables the status window as shown below. This option is supported only in the 3A version, since it requires the reformatting code to be present

The screenshot shows the 'Attic' game interface. At the top, a status bar displays 'Attic Score: 0/1'. Below it, the main text area contains the paragraph: 'here in a relatively tidy area which extends north, south and east. The wooden floorboards seem fairly sound, just as well considering how heavy all these teachests are. But the old wiring went years ago, and there's no electric light.' To the right of the text is a 'Curses' window containing a clock icon and the text 'Wed 8'. Below the main text, a hinged trapdoor is open, and light streams in from below.

On the S3, the only display option is Justify on the Special menu, which controls whether additional spacing is inserted into lines to produce an even right-hand margin

The screenshot shows the 'Attic' game interface with the 'Special' menu open. The menu options are 'Justify' (with a keyboard shortcut '⌘J') and 'Exit' (with a keyboard shortcut '⌘X'). The main text area is partially visible, showing the same paragraph as in the previous screenshot.

A hinged trapdoor in the floor stands open, and light streams in from below.

On the 3A, many more options are available and these are controlled using the Preferences option on the Special menu. Justification can be controlled from here, as can the choice between font families as shown

The screenshot shows the 'Attic' game interface with the 'Preferences' dialog box open. The dialog box has a title bar 'Preferences' and contains the following options: 'Justify', 'Font', and 'Size'. The 'Font' option is currently set to 'Roman', and the 'Size' option is set to 'Swiss Mono Series3'. The main text area is partially visible, showing the same paragraph as in the previous screenshot.

A hinged trapdoor in the floor stands open, and light streams in from below.

The fonts are also available in a variety of sizes which can be selected from the final item in the dialogue. In addition, the Special menu contains the standard 3A options of Zoom in and Zoom out which cycle through the available sizes in the current font family.

Since so many choices are available when configuring the display settings on the 3A, the most recently selected settings are retained and will be used the next time the application is run.