Plundered Hearts™



SOFTWARE FOR YOUR
COMMODORE 64/128
(1541 DISK)
DD-844-02

Plundered Hearts

Instruction Manual

INFOCOM

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom game player you may only want to read *Section I: About Plundered Hearts*.

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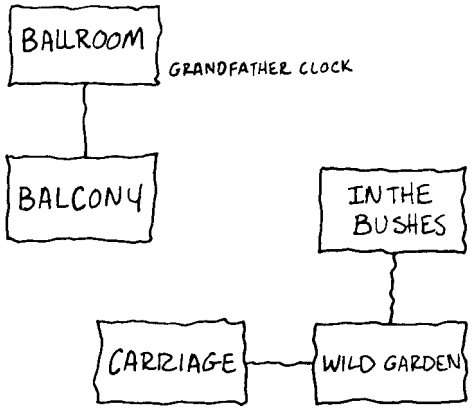
SECTION I: ABOUT *PLUNDERED HEARTS*

Preface to the Story

Plundered Hearts is set in the late 1600s, where you are living the genteel life of a beautiful young Englishwoman. You have received news (the note included in your game package) that your dear father is ailing, and so you are travelling to the West Indies to care for him. As the story opens, the ship you are aboard is attacked by pirates, and you are carried off by the dashing pirate captain! But this does not dissuade you from your determination to find your father. Along the way, you shall encounter danger, adventure ... and more than a touch of romance.

Sample Transcript and Map

This transcript is not from *Plundered Hearts*, but it does show many of the usual things you can do in the story. It shows a few simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's commands appear in capital letters after each prompt (>). The map shows the layout of the rooms in the sample transcript as you might have drawn it.



Ah, your first ball! For years you have dreamed of this night, begging dear Mama to let you put up your hair and lower the hems of your skirts. And now, here it is, your 17th birthday and your coming-out party. What beau might you meet? Who will steal away your heart? Will you be forced to spurn your father's massive fortune, in order to marry against his wishes, to elope with your own true love, whoever he may turn out to be?

Ballroom
You are in the crowded ballroom of your parent's London house. The dance floor, twirling and swirling with finely dressed maidens and stalwart men, lies to the north. Near a grandfather clock to the south, French windows lead to a cool balcony overlooking the formal gardens.
The butler stands nearby.
The grandfather clock chimes the quarter hour.

>DANCE
But you haven't been asked!
The butler clears his throat, "Miss Sophie?" He holds out a screw of paper. "A gentleman asked me to deliver this."

>ASK BUTLER ABOUT PAPER
"A gentleman handed it to me, Miss. Dressed all in black, he was, and quite handsome, too."

>TAKE PAPER
Taken.
The butler bows and moves away.

>READ PAPER
On the paper is written, in an educated hand:
"The first moment I saw you, I knew I had met my destiny. Your violet eyes, misty with youth and beauty, your fair skin, your golden tresses -- all these I knew I could not live without.
I love you, fair Sophia, I must be with you. Meet me on the balcony as the clock strikes midnight.
With undying love."

>LOOK AT CLOCK
The clock shows 24 minutes after 11:00.

>LOOK
Ballroom
You are in the crowded ballroom The dance floor, twirling and swirling with finely dressed maidens and stalwart men, lies to the north. Near a grandfather clock to the south, French windows lead to a cool balcony overlooking your father's formal gardens.

>GO SOUTH
As you turn to go, a young man slides up next to you, shyly. "Miss S-sophia, um, would you, um, care to dance? W-with me, that is?"
The clock chimes half hour.

>LOOK AT YOUNG MAN
Although he looks rather uncomfortable in his rich velvets, the young man has large brown eyes framed with a mop of curly yellow hair.
"Um, Miss Sophia?" he asks again, painfully shy.

>YES
An amazed smile of relief opens his face as he leads you onto the floor. Together you dance a quadrille. You discover that, despite his shyness, he is a masterful dancer. He tells you his name is George.

>LOOK AT CLOOK
[I don't know the word "clook."]

>OOPS CLOCK
The clock shows 12 minutes to midnight.
George leads you to the side of the dance floor. "Would you c-care for a cup of lemonade?"

>GEORGE, YES
He smiles, amazed again, and rushes off.

>LOOK AT ME
You look marvelous in a pink-watered silk gown. The thick strand of pearls around your neck perfectly sets off your creamy skin.

>S
Balcony
You stand on the balcony overlooking the formal gardens, south. The scent of roses wafts up towards the full moon high above. Music floats through the French windows from the ballroom to the north. There are no other people here.

>WAIT
Time passes...
In the ballroom, the clock chimes midnight.
Suddenly, the moonlight is blocked by a tall, broad-shouldered form. "Ah, Mistress Sophia. I expected you would answer my note."

>KISS MAN
You close your eyes and pucker up. Instead of the fiery touch of his lips pressing against yours, a rough sack is cast over your head. You open your eyes to total darkness.
"Pretty you are, my dear," comes the man's chuckle. "But prettier still is the dowry that will be mine when we are wed."

>SCREAM
Your scream is muffled by the sack, but you hope someone may hear you.
The wind is driven out of you as you are dropped several feet -- presumably from the balcony to the gardens below. Moments later, you are slung over a shoulder, carried through bushes, and thrown onto some cushions.
You hear a "giddyap!" and a crack of a whip. The carriage you have been put into moves forward.

>LOOK
Carriage, in the sack
Dimly, through the rough weave of the sack, you can see you are in a cushioned, empty carriage. Moonlight streams in one partly closed window.

>INVENTORY
You are carrying a screw of paper and your reticule (hanging from your wrist). Inside the reticule are a small needle, a small pair of scissors, a loop of elastic, a ball of beeswax, and one length of pink silk thread. Your mother always says to carry a repair kit in case you tear your ballgown.
You bounce around on the floor of the carriage.

>TAKE THE SHEARS. CUT THE SACK
Taken.
The tiny shears slowly cut a long rip in the sack.

>GET OUT OF SACK
You slip out of the sack.
Countryside flies past the partly open window.

>L
Carriage
You are in a small cushioned carriage. There is a door to the east.

>OPEN DOOR
But the carriage is moving so fast! You would fall to your death!
Just then, the carriage lurches to a halt. Someone climbs of the driver's seat above you.

>AGAIN
You open the door. Through it you see a dark ruin of a house, one light burning at the door.
Someone is walking towards the door to the carriage!

>EAST
You dash out of the carriage, into the darkness near the house.

Wild Garden
You stand panting in a clearing of a garden gone wild, behind a dark ruin of a house. One light shines from the doorway south of you. There is a lessening of the bushes to the north, away from the house and your pursuer.
A carriage is stopped here, the horses stamping in the night.
The man call out, "Stop! Come back!" and starts in your direction.

>RUN NORTH
In the Bushes
You stand at a dead end in the undergrowth, surrounded on all sides by bushes.
Through the leaves you see a villain, silhouetted in the light from the house. He is moving towards you, blocking escape.

>I
You are carrying a small pair of scissors, a screw of paper, and your reticule (hanging from your wrist). Inside the reticule are a small needle, a loop of elastic, a ball of beeswax, and one length of pink silk thread.
The villain is moving closer, blocking escape.

>PUT THE BALL OF BEESWAX IN THE LOOP OF ELASTIC
Done.

>SLING BALL AT VILLAIN
You aim the makeshift sling at the silhouetted form, pull taut, and let fly the ball of beeswax. "Yowch! Damnation!" he cries, clapping a hand to his head and staggering off.
The sounds of clattering hooves fills the garden.

>S
Wild Garden
A carriage is stopped here, the horses stamping in the night.
A saddled grey mare stands nearby, well lathered.
You run straight into the arms of ... George! "M-miss Sophie! Are you all right?" he cries.

>ASK GEORGE ABOUT ABDUCTOR
George explains, "I heard you scream on the balcony and raced out to see you being carried off. I made chase, fearing that I would arrive too late."
"But you are too late," comes a gruff voice from behind you. You whirl around to face your abductor. George stiffens and moves you aside. "I'll handle this," he says, drawing his sword.
The fight is over shortly, as George proves he is as masterful a swordsman as he is a dancer. He does not kill the villain, since that coward turns and flees, realizing who is the master. George turns to you.

>KISS GEORGE
George takes you into his arms and kisses you. You soon discern that he is as masterful a kisser as he a swordsman and a dancer...
Presently, George lifts you on the back of his horse and together you ride back to your parent's house, and the ball.

About the Author
Amy Briggs was born a quarter of a century ago in a small town in western Minnesota. She graduated in 1984 from Macalester College, St. Paul, with a degree in English, specializing in British Literature. Strongly influenced by Jane Austen and Ian Fleming, she has often wondered what would have happened had Elizabeth Bennet met James Bond. *Plundered Hearts* is her first Infocom Story.

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What Is Interactive Fiction?
Interactive fiction is a story in which *you* are the main character. Each interactive story, such as *Plundered Hearts*, presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

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. (Find the key that unlocks the door, or figure out how to tame or defeat the beast.)

In *Plundered Hearts*, time passes only in response to your input. 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.

To measure your progress, *Plundered Hearts* keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. A perfect score of 25 is your goal; making sure you have fun getting there is ours.

Starting and Stopping

Starting the story: To load *Plundered Hearts*, follow the instructions on the Reference Card in your package.

After an exciting introduction, you will see a description of the opening location of the story, Cabin, followed by the prompt (>), indicating that *Plundered Hearts* is waiting for your first input.

Here a few inputs for you to try at the first several prompts. After typing each input, don't forget to press the RETURN (or ENTER) key.

```
>INVENTORY
>GET UP
>LOOK OUT THE PORTHOLE
>LOOK UNDER THE BED
```

You should now have a feel for interacting with the story. *You* decide what to do next.

Saving and restoring: It will probably take you many days to complete *Plundered Hearts*. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another disk. You should also save your place before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other *Plundered Hearts* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

Quitting and restarting: If you to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than rebooting.) Just to make sure, *Plundered Hearts* will ask if you really want to start over. If you do, types Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, *Plundered Hearts* will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first use the SAVE command.

Communicating with Infocom's Interactive Fiction

In *Plundered Hearts*, you type your commands in plain English each time you see the prompt (>). *Plundered Hearts* usually acts as if your commands begin with "I want to...," although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; *Plundered Hearts* doesn't care either way.

When you have finished typing a command, press the RETURN (or ENTER) key. *Plundered Hearts* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Plundered Hearts recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, CANDLE, CANDLEs, and CANDLEstick would all be treated as the same word by *Plundered Hearts*.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. Remember that IN and OUT will also work in certain places. Aboard a ship, you can use the directions FORE (or F), AFT, PORT (or P), and STARBOARD (or SB).

Plundered Hearts understands many different kinds of sentences. Here are several examples. (Note some of these do not actually appear in *Plundered Hearts*.)

```
>WALK NORTH
>DOWN
>NE
>GO AFT
>TAKE THE RED CANDLE
>READ THE SIGN
>LOOK UNDER THE BED
>OPEN THE HATCH
>DANCE WITH WILLIAM
>CLIMB THE LADDER
>PRESS THE GREEN BUTTON
>EXAMINE THE RAPIER
>SWING ON THE ROPE
>PUT ON THE PETTICOAT
>WEAR THE TIARA
>KNOCK ON THE DOOR
>SHOOT THE PEBBLE WITH THE SLINGSHOT
>UNLOCK THE BOX WITH THE KEY
>CUT THE ROPE WITH THE SCISSORS
>PUT THE COLLAR ON THE DOG
>THROW THE GOBLET OUT THE WINDOW
```

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

```
>TAKE BOOK AND KNIFE
>DROP THE HOOPS, THE BRACELET AND THE TRAY
>PUT THE PEARL AND THE SHELL IN THE BOX
```

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

```
>READ THE SIGN. GO NORTH THEN   DROP THE STONE AND MAP
```

If *Plundered Hearts* doesn't understand one of the sentences on your input line, or if something unusual happens, it will ignore the rest of your input line (see "Common Complaints" on page 13).

The words IT and ALL can be very useful. For example:

```
>TAKE THE APPLE. POLISH IT. PUT IT IN THE BOX.
>CLOSE THE HEAVY METAL DOOR. LOCK IT.
>TAKE THE SLIPPER. EMPTY IT. PUT IT ON.
>TAKE ALL
>TAKE ALL EXCEPT THE WET EGG AND THE KEY
>TAKE ALL FROM CABINET
>DROP ALL BUT THE PENCIL
```

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and the orange inside a cabinet, TAKE ALL would take the apple but not the orange.

In many Infocom stories, you will meet other characters as you play. You can "talk" to some of them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

```
>MELANIE, HELLO
>RHETT, GIVE ME THE ENGAGEMENT RING
>CAPTAIN, TELL ME ABOUT YOUR WIFE
>YOUNG WOMAN, PUT ON THE GOWN THEN GIVE ME THE CARD
>ERROL, TAKE THE GUN. SHOOT THE PIRATE
```

Notice that in the last two examples, you are giving a person more than one command on the same input line. But remember: Most people don't care for idle chatter. Your deeds will speak louder than your words.

Plundered Hearts tries to guess what you really mean when you don't give enough information. When it does so, it will tell you. For example:

```
>UNLOCK THE DOOR
(with the key)
The door is now unlocked.
```

If your command is ambiguous, *Plundered Hearts* will ask what you really mean. You can answer most of these questions briefly by supplying the missing information rather than typing the entire input again. You can do this only at the very next prompt. For example:

```
>CUT THE ROPE
What do you want to cut the rope with?

>THE KNIFE
As you cut the rope, you hear the loud crash on the deck.
```

or

```
>TAKE THE BUTTERFLY
Which butterfly do you mean, the delicate magenta butterfly or the fat yellow butterfly?
>DELICATE
The delicate magenta butterfly flutters away as you reach for it.
```

Plundered Hearts recognizes over 700 words, nearly all that you are likely to use in your commands. However, *Plundered Hearts* uses many words in its descriptions that it will not recognize in your commands. For example, you might read, "The full moon is bright and clear, and the apple trees cast eerie shadows." If *Plundered Hearts* doesn't recognize the words MOON or SHADOWS in your input, you can assume, they are not important to your completion of the story, except to provide you with a more vivid description of where you are and what is going on.

Special Commands

There are a number of commands which have special meanings. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - *Plundered Hearts* will respond as if you had repeated your previous command. For instance, typing HIT THE PIRATE WITH THE PLANK then typing AGAIN would be like hitting the pirate twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells *Plundered Hearts* to give you the full description of a location only the first time you enter it. On subsequent visits, *Plundered Hearts* will tell you only the name of the location and the objects present. This is how *Plundered Hearts* will normally act, unless you tell it otherwise using either the VERBOSE or SUPERBRIEF commands. The SUPERBRIEF command tells *Plundered Hearts* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Plundered Hearts* will not even mention which objects are present. Of course, you can always get a description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. The VERBOSE command tells *Plundered Hearts* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

INVENTORY - *Plundered Hearts* will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK - This tells *Plundered Hearts* to describe your location in full detail. You can abbreviate LOOK to L.

OOPS - If you accidentally mistype a word, such that *Plundered Hearts* doesn't understand the word, you can correct yourself on the next line by typing OOPS and the correct word. Suppose, for example, you typed GIVE THE LETTER TO THE BULTER and were told "[I don't know the word 'bulter']" You could type OOPS BUTLER rather than retyping the entire sentence.

QUIT - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 7. You can abbreviate QUIT to Q.

RESTART - This stops the story and starts over from the beginning.

RESTORE - This restores a position made using the SAVE command. See "Starting and Stopping" on page 7 for more details.

SAVE - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 7 for more details.

SCORE - *Plundered Hearts* will show your current score.

SCRIPT - This command tells your printer to begin making a transcript of the story as you venture onwards. A transcript may aid your memory but is not necessary. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF - See BRIEF above.

UNSCRIPT - This commands your printer to stop making a transcript.

VERBOSE - See BRIEF above.

VERSION - *Plundered Hearts* responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT - This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, you can wait for a specific time, or wait for an event to happen, etc. You can abbreviate WAIT to Z.

Tips for Novices

1. Draw a map. It should include each location and the directions connecting it to adjoining locations. When you find yourself in a new location, make a note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page 3.) There are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT. Aboard a ship you can use FORE (or F), AFT, PORT (or P), and STARBOARD (or SB).

2. EXAMINE all objects you come across in the story.

3. TAKE all objects you come across in the story. Most objects that you can pick up are important for solving one or more of the puzzles you'll run into.

4. Save your place often. That way, if you mess up of get "killed," you won't have to start over from the beginning. See page 7 for instructions.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of – even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

>SHOW THE PETTICOAT TO THE PIRATE
"Clothes ain't tasty, and won't get me no drunker," snarls the pirate.

Here you have a clue that maybe showing something else to the pirate (like a bottle of rum) would be better.

7. Unlike other "adventure games" you may have played, there are many possible routes to the end of *Plundered Hearts*. If you get stuck on one puzzle, move on to another. 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 information you need to solve another puzzle.

8. You may find it helpful to go through *Plundered Hearts* with another person. Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulty, you can order a hint booklet and a complete map using the order form in your package. You don't need this booklet to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript on page 3 to get a feel for how Infocom's interactive fiction works.

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

>GET HOOP
>TAKE THE HOOP
>PICK UP THE YELLOW HOOP

If you type in a command that *Plundered Hearts* doesn't understand, try rephrasing the command or using synonyms. If *Plundered Hearts* still doesn't understand your command, you are almost certainly trying something that is not important in continuing your adventure.

Common Complaints
Plundered Hearts will complain if you type a command that confuses it completely. *Plundered Hearts* will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause *Plundered Hearts* to ignore the rest of your command, since the event may have changed your situation drastically.) Some of *Plundered Hearts'* complaints:

I don't know the word "_____". The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, *Plundered Hearts* probably doesn't know the idea you were trying to get across.

You used the word "_____" in a way that I don't understand. *Plundered Hearts* knows the word you typed, but couldn't use it in that sense. Usually this is because *Plundered Hearts* knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but *Plundered Hearts* might know LOWER only as verb, as in LOWER THE ANCHOR.

There seems to be a noun missing in that sentence. This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

There were too many nouns in that sentence. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than *Plundered Hearts* can digest in a single action.

Prithee, pardon? You pressed the RETURN (or ENTER) key without typing anything.

You can't see any _____ here! The object you referred to was not accessible to you. It may be somewhere else, inside a closed container, and so on.

The other object(s) that you mentioned isn't [aren't] here! You referred to one or more objects in the same sentence, some of which aren't present or accessible.

You can't use more than one object at a time with "_____". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. An example of a verb that will not work with multiple objects is EXAMINE; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

That sentence isn't one I recognize. Please reword it or try something else. The sentence you typed may have been gibberish such a TAKE ROPE WITH READ. Or you may have typed a reasonable sentence but used a syntax that *Plundered Hearts* does not recognize, such as WAVE OVER THE MOUNTAIN. Try rephrasing the sentence.

We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they're "out the door," we're constantly improving, honing, and perfecting them.

Your input is important. No matter how much testing we do, it seems some "bugs" never crawl into view until thousands of you being doing all those wild and crazy things to the story. If you find a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, or if you'd just like to tell us your opinion of the story, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Crulley

If You Have Technical Problems

You can call the Infocom Technical Support Team to report "bugs" and technical problems, but not for hints to solve puzzles, at (617) 576-3190. If your disk develops a problem within ninety (90) days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of $5 (U.S. funds). If you call to report a bug, please provide your release number, which you can find by typing VERSION. Please return your registration card if you'd like to be on our mailing list and receive our newsletter.

Copyright and Warranty Information

Limited Warranty

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Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your *Plundered Hearts* package.

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

A. Direction commands: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT. (Aboard a ship, you can use the directions FORE, AFT, PORT, and STARBOARD.)

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. Once you're familiar with the simple commands, you'll want to use more complex ones as described in "Communicating with Infocom's Interactive Fiction" on page 8.

C. Commands give to other characters: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: FRED, GIVE ME THE AXE or OLD MAN, HELLO.

D. Special commands: Some commands, such as INVENTORY or VERBOSE, give you specific information or affect your output. A list of these appears in the "Special Commands" section on page 10.

3. After typing your sentence or command, you must press the RETURN (or ENTER) key before *Plundered Hearts* will respond.

4. Your location in the story is displayed at the top of your screen on a special line called the status line.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE FLASK, 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 on page 7.

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


Plundered Hearts
INFOCOM

St. Sinistra, 5 January

Dimsford House, London

Honored Lady,

It pleases Me that You have the Wit and Gumption not to feel obligated to wait on your Father's Permission to reply to my Letters. Of course He could not refuse You the Opportunity of writing to Myself, his new Friend and Governor.

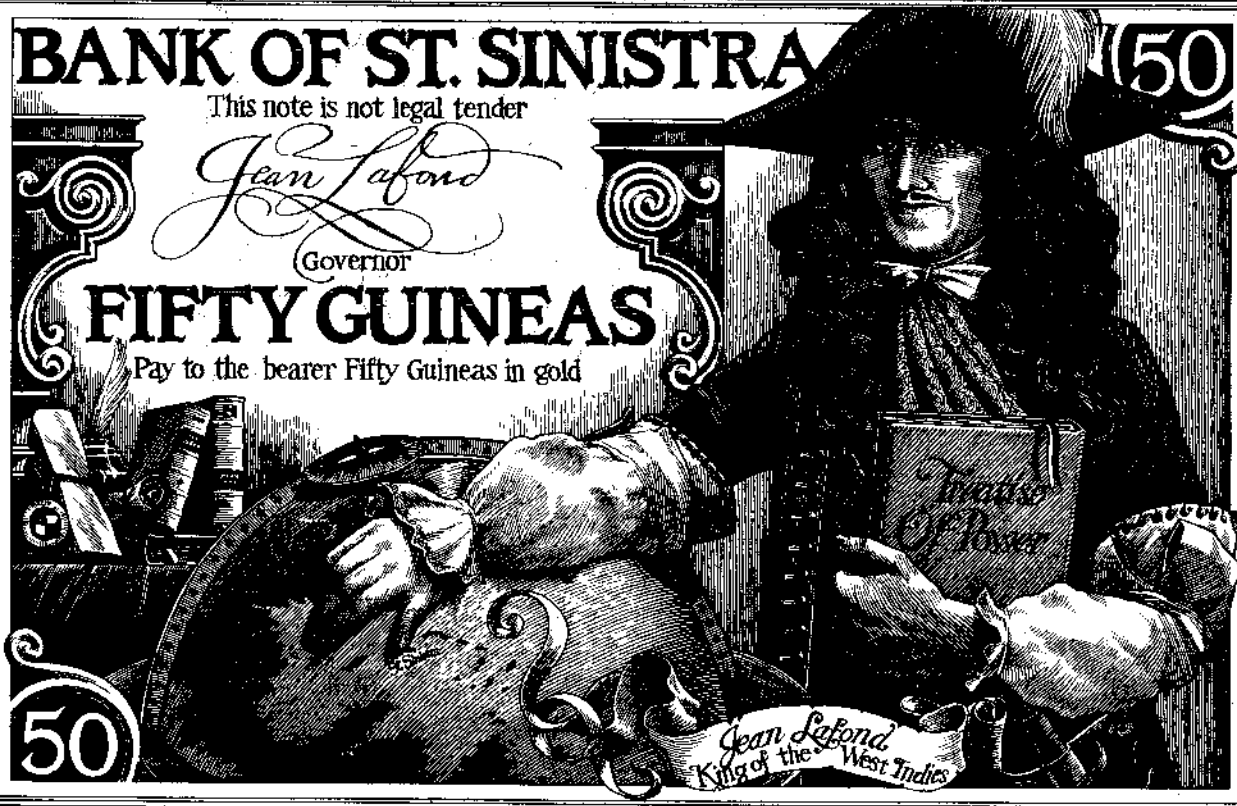
While I customarily describe the Beauty of my little Kingdom, this Time I have less than good News to impart. Your Father has been taken ill of a wasting tropical Disease. My own Surgeon has reviewed his Condition and predicts that without loving Encouragement, He may not survive more than a few Months.

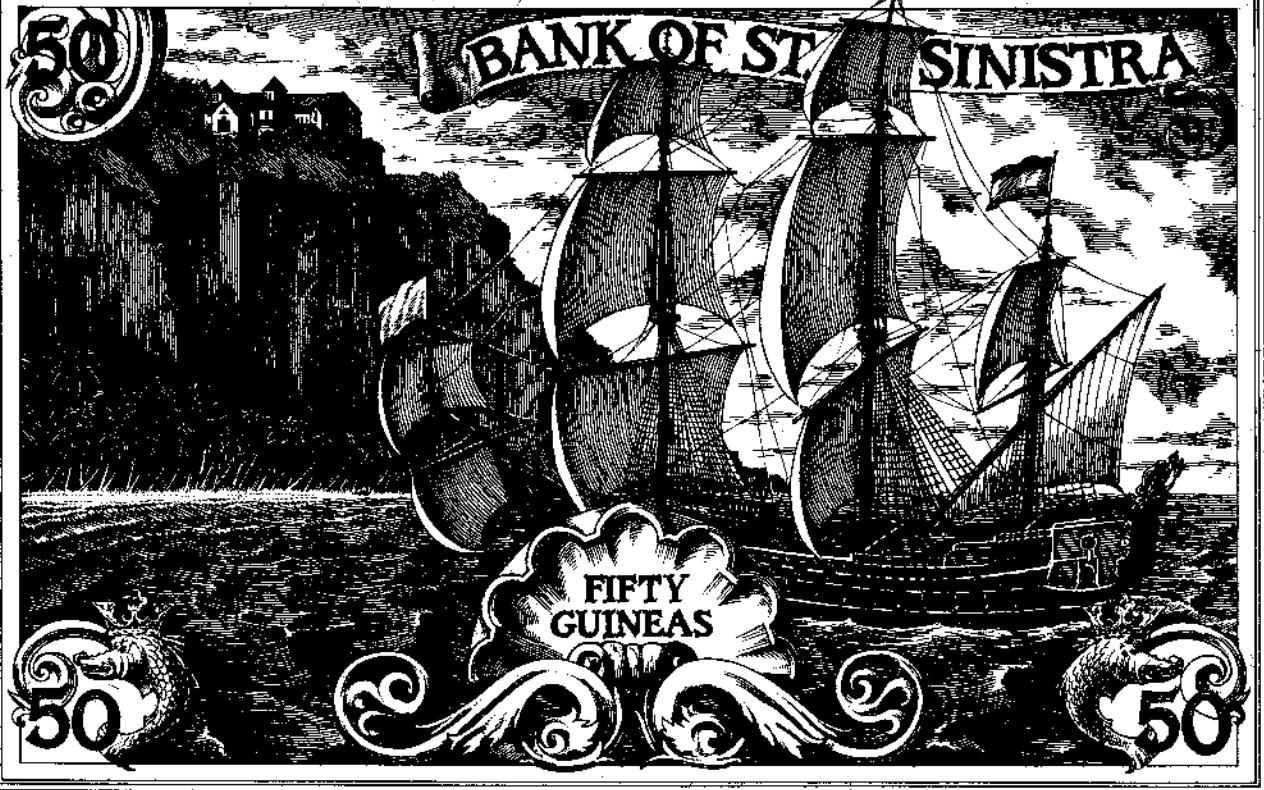
Dimsford, too ill to write Himself, begged Me to inform You, his only Daughter, of his Situation. With due Respect, I suggest that You take ship to St. Sinistra by the first Opportunity. I am convinced that Sight of your beloved Face will dissuade your Father from his Melancholia.

I have instructed Capt. Bartholomew Davis, of my Flagship Lafond Deux, to deliver You to my grateful Charge; He should arrive in London directly after You receive this Missive. Pray accept this Banknote to defray the Cost of a new Wardrobe; any Guest of Mine must be suitably dressed. Trusting that your Voyage will be comfortable, I am,

Your most sovereign Lord,
Governor of St. Sinistra,

Jean Lafond


BANK OF ST. SINISTRA
50
This note is not legal tender
Jean Lafond
Governor
FIFTY GUINEAS
Pay to the bearer Fifty Guineas in gold
Treatise Of Power
50
Jean Lafond
King of the West Indies


50
BANK OF ST. SINISTRA
FIFTY
GUINEAS
50
50



Buried inside every PLUNDERED HEARTS package: your PLUNDERED HEARTS disk, and an elegant velvet reticule containing a 50 guinea note and a letter from Jean Lafond.

In the 17th century, the seas are as wild as the untamed heart of a young woman. But when you set out on the schooner *Lafond Deux*, bound for the West Indies, your thoughts are only of your ailing father who awaits your care. Little do you know that your innocent journey will soon turn to dangerous adventure.

You barely survive an encounter with pirates, whose plans for you include a fate worse than death. The explosives, the rocky reefs, the vicious crocodile—all these are obstacles which you must overcome with cunning and agility. True, it's not easy; but at least you can control your fate. What you *cannot* control is much more dangerous: your passion for Nicholas Jamison, the handsome pirate captain.

Tall and lean, with azure eyes that penetrate deep into your soul, he makes your blood quicken despite his unsavory past. When you're in his arms, swirling around the dance floor or secluded in the flowered depths of the gazebo, you are apt to forget your mission.

But don't dally too long with Nick. For your father is waiting, and on his rescue lies the fate of more than one man. Prepare for adventure on the high seas, lass. You'll need every bit of pluck you can muster.

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