

Dr. Dumont's
Wild | .A.R.T.I.



by

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If you're new to Interactive Fiction (IF), please read About IF on page 4. If you're familiar with IF, start right here with the DR. DUMONT Player Guide.

The DR. DUMONT'S WILD P.A.R.T.I. Player Guide

Prologue

Welcome to DR. DUMONT. DR. DUMONT asks you to help the AI computer in Dr. Dumont's lab view particle X.

To get started, players new to this sort of game should read both this section and Advanced Training. Experienced players should still read Advanced Training, because it clarifies odd phrasings and mentions commands unique to DR. DUMONT.

In any event, enjoy yourself, and don't be afraid to try things. DR. DUMONT's UNDO command is very forgiving, and will even work if you die.

Basic Training

DR. DUMONT supports these standard IF verbs:

AGAIN (G)	BRIEF	INVENTORY (I)
LOOK (L)	QUIT (Q)	RESTART
RESTORE	SAVE	SCORE
SCRIPT	UNSCRIPT	VERBOSE
VERSION	WAIT (Z)	UNDO
OOPS (O)	MEDITATE ON (something)	EXAMINE (X).
HINT		

It does NOT support DIAGNOSE.

In addition, the following system verbs are supported:

EXITS (DIRS): This command lists obvious exits from your current area.

WHO IS: Many of the characters in DR. DUMONT are not your off-the-shelf characters. This command causes Dr. Dumont's AI computer to tell you what he knows about the character from his databank. For example, entering >WHO IS PARTI? will tell you a little bit about Professor Parti, a powerful character you will meet on your adventure.

WHAT IS: Most objects have some additional information accessible by asking WHAT IS (the object).

Advanced Training

Liquids: Some confusion over how to phrase commands involving liquids may occur. The following phrasings are recommended:

- >FILL CONTAINER WITH (some liquid)
- >EMPTY CONTAINER
- >GIVE CONTAINER TO PERSON
- >DRINK LIQUID

Meditating or Thinking (about something): When you MEDITATE ON or THINK ABOUT something in the game, you must first be sitting on your tatami mat and have the handbook... er... handy.

Scoring: As you progress and solve puzzles, you will be rewarded with keys. These keys are critical to getting your diploma from the School of Thought.

Speaking Out Loud: If you wish to say something out loud, to answer a question or riddle, for instance, you must type >ANSWER (something) TO (character).

Glossary

Entries for non-standard system verbs:

EXITS (DIRS): Lists the obvious exits from the current area.

WHO IS (PERSON)?: Recalls pertinent information about (PERSON).

WHAT IS (something): Gives you the AI version of what the object is.

MEDITATE ON (something): Helps you achieve focus and information about the object may be provided.

WASH (something): Helps you get something clean.

ATTACH (something) TO (something else): You can attach some objects in Dr. DUMONT. Also, you can CONNECT (something) TO (something else).

TYPE (something) ON TERMINAL: You can enter information at the Science Art Museum as required.

About IF

A Brief Introduction

Interactive fiction (IF) is a story in which *you* are the main character. Some pieces of IF will stretch your mind and challenge you to think creatively as you try to solve the problems presented. Others may immerse you in a fresh, new world which you can experience in no other way, in no other medium, where your participation shapes the very flow of the story and the characters around you.

Each work of IF, such as DR. DUMONT, presents you with a series of locations, items, characters and events. You can interact with these in a variety of ways, and it is your interactions which guide the story.

You will have to interact with several characters and solve some problems as you move through DR. DUMONT. Sometimes you will need to bring a specific item to a particular place and then use it in the proper way to solve a problem. Remember that other characters may be better equipped than you are to solve a given problem.

Time passes inside the game only in response to your input. While you sit and read the screen or mull over what you'd like to do next, nothing is happening in the story. Things happen only after you type something and press RETURN (or ENTER), so you can plan your turns as slowly and carefully as you want.

To measure your progress, some IF will keep track of your score. You may get points for acquiring certain objects, performing certain actions and visiting certain locations. However, a perfect score isn't what really matters. Enjoying your adventure is far more important.

Help Getting Started

Six Sure-fire Steps to Success

1. The first and most important thing you should do on starting DR. DUMONT is to explore your surroundings. Explore every location carefully. Try to examine interesting objects and try out all exits. Some IF will provide you with available exits after you enter **DIRS** or **EXITS** —still, as you explore, it is a *very good idea* to make a map of the geography. Even those experienced in IF find it wise to make a map showing each location, the directions connecting it to adjoining locations and any interesting objects they come across. A simple box with the location's name inside it, with lines connecting it to other locations is more than enough.
2. Read the descriptions of the locations very carefully. There are objects mentioned in many of the descriptions that are not otherwise listed. For example, you may see "You are in a living room. The couch rests against the wall covering a faded patch of flowered wallpaper. The doorway heads out to the east." Try looking at the couch, and under it, too. Check labels, books in bookcases and other items. Many objects in the story can be picked up and carried around. Some might even come in handy later. Make sure you examine everything you can.
3. If this piece of IF is a story-based structure, you may not have to solve problems to complete the story. If it is a classic quest adventure, like DR. DUMONT, there may be several possible routes to completion. There may be more than one "correct" order. Some problems have many solutions; others don't need solutions at all. However, sometimes you will have to solve one problem in

order to obtain the tools or information you need to solve another.

4. Don't be afraid to try something bold or strange — you can always save your game before you proceed. (See "Starting and Stopping" on page 7.) Trying the bizarre can be fun and will often give you clues. Here's an example:

>ASK REMMY ABOUT THE BARTENDER

"I'm just a sophomore. What would I know about that?" Remmy asks.

You have just learned that there probably is someone Remmy can tell you something about.

5. If you really have difficulty, you can use the in-game hints. The hints are not required to enjoy the story, but they will make completing DR. DUMONT easier.
6. Read the sample transcript to get a feel for how interactive fiction works.

How to Communicate with DR. DUMONT

In DR. DUMONT, you type your commands in simple, declarative English each time you see the prompt (>). If you think in terms of giving DR. DUMONT an order, demanding it do something, you'll be way ahead of the game. Try straightforward sentences, like OPEN BOX or LOOK IN THE BOX or TAKE THE SOCKS FROM THE BOXES as opposed to "WOULD YOU PLEASE LOOK IN THE BOX AND TELL ME WHAT'S IN THERE" or "I WONDER WHAT'S IN THE BOX THAT'S SITTING ON THE TABLE." Typically, if DR. DUMONT understands your command, it will display a response telling you whether what you want to do is possible and, if it is, whether anything happened as a result.

In order to move from place to place, type the direction in which you want to go. You can use the eight compass directions: **NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST** and **SOUTHWEST**. You can abbreviate these to **N, S, E, W, NE, NW, SE** and **SW**. You can also use **UP** (or **U**) and **DOWN** (or **D**). **ENTER** and **EXIT** (also known as **IN** and **OUT**) may also work in certain places.

DR. DUMONT also allows you to type **DIRS** and will tell you which exits are active from your current location..

DR. DUMONT understands many different sentences. Here are a few examples of sentence types DR. DUMONT understands:

WALK NORTH
DOWN
NE
GO SOUTH
U
OPEN THE BOOK
EXAMINE THE WOODEN DOOR
LOOK UNDER THE COUCH
LOOK BEHIND THE BED
LOOK INSIDE THE BOX
TAKE MEDICINE FROM CABINET
READ THE BOOK
PICK UP THE OLD BOX
OPEN THE FRONT DOOR
PUSH THE BUTTON

PUT THE NEW TOOTHBRUSH ON THE BED
ASK PARTI ABOUT DIPLOMA

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

TAKE BOOK, KNIFE, COMPASS
DROP THE GUN, THE JAR, AND THE BOX
PUT THE SILVER BAR IN THE OPEN CHEST

The words **IT**, **THEM**, **HIM** and **ALL** can be very useful. For example:

TAKE THE PORTABLE RADIO. TURN IT ON
OPEN THE BOOK. READ IT. DROP IT.
TAKE ALL FROM CABINET
DROP ALL BUT THE RED HERRING
TAKE THE WIRES. EXAMINE THEM.

To include several sentences on one input line, separate them by the word THEN or by a period. Input lines do not have to end with a period. You could input all of the following at once before pressing the RETURN (or ENTER) key:

OPEN THE DOOR THEN GO NORTH. CLOSE THE DOOR. LOOK AT THE RUG.
MOVE IT. OPEN THE TRAPDOOR THEN CLIMB DOWN. LIGHT LANTERN.

When DR. DUMONT doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line.

You will meet some characters in DR. DUMONT and can talk to them using the format:

CHARACTER, DO THIS.
or
CHARACTER, TELL ME ABOUT (something or someone).

Here are some examples:

MOE, GIVE ME THE CHICKEN
LARRY, TURN OFF THE RADIO
SHEMP, TELL ME ABOUT THE HAMMER.
CURLY, HIT MOE ON THE HEAD THEN PULL LARRY'S HAIR.

On occasion, a character may ask your opinion on something. A simple YES, NO, or MAYBE will suffice. Enter your answer as follows:

STAN, YES.
OLLIE, NO.

DR. DUMONT guesses what you mean when you don't give it enough information, but nothing (not even DR. DUMONT!) is perfect. For example, if you say that you want to do something, but not what you want to do it to or with, DR. DUMONT will see if there is only one possible object that you could mean. When it does, it will tell you. For example:

>UNLOCK THE DOOR
(with the key)
The door is now unlocked.
or
>GIVE THE BOOK
(to the salesman)
The salesman appears uninterested in the book.

If your sentence is confusing to DR. DUMONT, it will ask what you mean. You should answer these questions by supplying the missing information, if possible, rather than re-typing the entire input. This can only be done at the next prompt. Some examples:

>LIGHT THE BONFIRE

What do you want to light the bonfire with?

>THE LIGHTER

The bonfire is now ablaze and the ancient ceremony of Crueler can now begin!

or

> HIT THE BUTTON WITH THE HAMMER

Which button do you mean, the red button or the blue button?

>RED

The red button sets off the air raid siren. Oh oh!

DR. DUMONT uses many words in its descriptions which it will not recognize in your sentences. For example, you might read, "The soft wind blows over the waving field of daffodils, causing the satyrs to leap lazily in the lilies." If DR. DUMONT doesn't recognize the words FIELD or DAFFODILS in your input, you can assume that they are not important to your completion of the story. Typically these words are included to enhance your mental imagery of the scene. (Those authors!) DR. DUMONT recognizes almost 850 words, all you are likely to use in your commands. If DR. DUMONT doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important to the overall experience. It's best to move on.

Starting, Stopping, and Restarting

Starting the Story: Now that you know what to expect in DR. DUMONT, it's time for you to load the game.

Following the copyright notice, the release number of the story, and a longish introduction, you will see a description of the starting location.

Saving and Restoring: It will take you a good deal of time to complete DR. DUMONT. You probably won't finish the whole story in one sitting. DR. DUMONT allows you to continue 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. The command SAVE makes a "snapshot" of your position in the story. A wise choice is to SAVE your position before you embark upon (or after you complete) any particularly tricky or dangerous part of your journey. Having taken a snapshot, you can go back to that position whenever you want, even if you've been "killed".

In order to save your position, type SAVE at the prompt (>), give an appropriate name to your saved game, and then press the RETURN (or ENTER) key.

You can RESTORE a saved position any time you want. To do so, type RESTORE after the (>) prompt, select the appropriate game, and press the RETURN (or ENTER) key. DR. DUMONT will now let you continue from your saved position. You can type LOOK for a description of where you are.

Quitting and Restarting: If you want to start over from the beginning of the story, you can use the RESTART command. DR. DUMONT will mention your current score and then ask if you really want to start over from the beginning of the story. If you do, type Y and press the RETURN (or ENTER) key.

If you want to stop, type QUIT. Once again, DR. DUMONT will ask if this is really what you want to do. If you do, type Y and press the RETURN key.

Remember that if you ever want to return to your current position, you must first do a SAVE, before RESTART or QUIT.

Appendix A Quick Start Guide

1. Your goal in DR. DUMONT is to help Dr. Dumont's AI Computer view particle X..
2. When you see the prompt (>) on your screen, DR. DUMONT is waiting for your command. There are four kinds of commands that DR. DUMONT understands:
 - A. Direction commands: To move from location to location, just type the direction you want to go: N (or NORTH), E, S, W, NE, SE, NW, SW, U (or UP), D, IN, OUT.
 - B. Actions: Just type whatever it is you want to do. For example: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW. Once you are familiar with simple commands, you'll want to try some complex ones. Some examples of these can be found in the section called "Advanced Training" on pages 3.
 - C. Commands given to people: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example:
PARTI, GIVE ME THE DIPLOMA
or
LOU, TELL ME ABOUT ABBOT.
 - D. Special one-word commands: Some one-word commands, such as **INVENTORY (I)** or **SCORE**, give you specific information or affect your output.
3. **Important!** After you finish typing your command, you must press the RETURN (or ENTER) key. This will make DR. DUMONT respond to your command.
4. On almost all computers, you will see a special line on the top of your screen (or the window in which the game is running) called the status line. It tells you two things: the name of your current location and either the time displayed on your watch in the story, the number of moves you have used, or your current score.
5. You can pick up and carry many of the items you will find in the story. For example, if you type **TAKE THE SUNSCREEN**, you will be carrying it. You can type **INVENTORY** or just **I** to see a list of everything you are carrying.
6. If you have any trouble, refer to the rest of the manual for more detailed instructions and sample commands.
7. When you want to stop, save your place for later, or start over, see the instructions in the "Starting and Stopping" section.

Appendix B Important Commands

Listed below are just some of the commands that you will find useful in your adventure. Some of these commands order DR. DUMONT to give you specific information. You can use these over and over as needed. Some of them constitute a turn; others do not. Note that prepositions can turn a verb into many different commands: **LOOK** can become **LOOK AT, LOOK INTO, LOOK UNDER, LOOK BEHIND, LOOK THROUGH**, etc. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN-DR. DUMONT will usually respond as if you had repeated your previous sentence. You cannot use AGAIN to repeat "movement" commands like GO WEST.

*You can abbreviate AGAIN to **G**.*

BRIEF—This tells DR. DUMONT to give you the full description of a location only the first time you enter it. DR. DUMONT will describe a location already visited by displaying only its name and the objects present. This is how DR. DUMONT will normally act, unless you tell it otherwise using the **VERBOSE** or **SUPERBRIEF** commands.

INVENTORY— DR. DUMONT will list what you are carrying. You can abbreviate **INVENTORY** to **I**.

LOOK—This command will cause DR. DUMONT to describe your surroundings in full detail. You can abbreviate **LOOK** to **L**.

QUIT—This lets you stop. If you want to **SAVE** your position first, follow the instructions in the “Starting, Stopping and Restarting” section, on page 7. You can abbreviate **QUIT** to **Q**.

RESTART—This ends the story and starts it over from the beginning.

RESTORE—This restores a story position made using the **SAVE** command. See “Starting, Stopping, and Restarting” for more details.

SAVE—This makes a “snapshot” of your current story position onto your storage disk. You can return to a saved position in the future using the **RESTORE** command. See “Starting and Stopping” for more details.

SCORE—This will show your current status as a DR. DUMONT adventurer.

SCRIPT—This command tells your printer to begin making a transcript of the story as you carry on your adventure. A transcript may aid your memory but is not necessary. It will work only on certain computers.

SUPERBRIEF—This commands DR. DUMONT to display only the name of a location you have entered, even if you have never been there before. In **SUPERBRIEF** mode, DR. DUMONT will not even mention which objects are present. Of course, you can always get a description of your location and its objects by typing **LOOK**. In **SUPERBRIEF** mode, the blank lines between turns will be eliminated. This mode is meant for adventurers who are already very familiar with the geography.

UNSCRIPT—This commands your printer to stop printing.

VERBOSE—This tells DR. DUMONT 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. (Compare **BRIEF** and **SUPERBRIEF**.)

VERSION—DR. DUMONT responds by showing you the release number and serial number of your copy of the story. Please include this information if you ever report a “bug” in DR. DUMONT.

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, if you encounter an alien being, you could **WAIT** to see what it will do. Or, if you are in a moving vehicle, you could **WAIT** to see where it will go. You can abbreviate **WAIT** to **Z**.

There are many other words and phrases, including:

ATTACK, BREAK, CLIMB, CLOSE, DRINK, DROP, EAT, EXAMINE, GIVE, INSERT, JUMP, PULL, READ, SLEEP, TAKE, TURN OFF, TURN ON, YELL, BRACE, SHAKE, RESCUE, KISS, KNOCK ON, LOWER/RAISE, BLOW, REACH IN, RIDE, TURN, MEDITATE, THINK ABOUT, RELEASE, PRESS...

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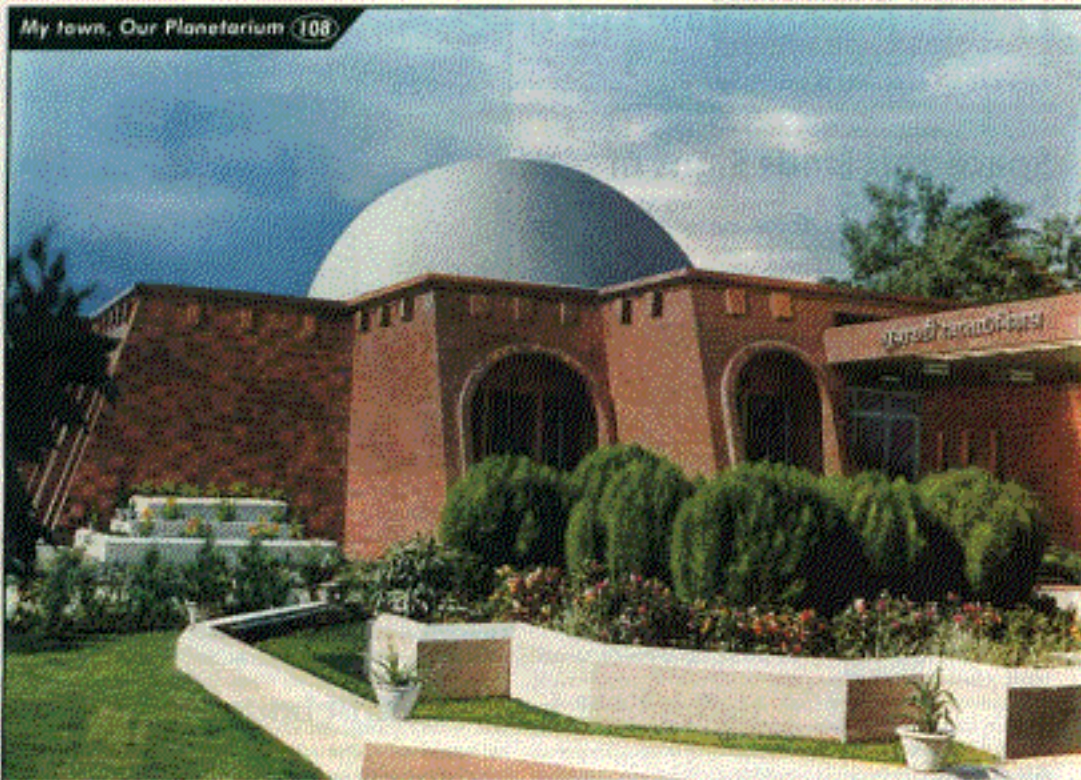
"Outside of a dog, a book is man's best friend. Inside of a dog, it's too dark to read." — Groucho Marx

Dr. Dumont's *Wild* P.A.R.T.Y.

 Extra Materials 

You may print these out if you have a color printer.





Goto at Guwahati, Pragyotishpura of Ancient India

**GREGORY--
WE NEED ONE OF THESE. CALL THEM!**

Guwahati Planetarium

Guwahati is situated on the southern bank of the Brahmaputra River. The city has been a crossroads for routes into northeastern India since ancient times. Many kingdoms of the past have had their capitals on this site, which in the epic of India has been referred to as Pragyotishpura (the city of astronomy). Since time immemorial, it has been a great seat of learning. Hsuan Tsang, the great Chinese traveler, visited Pragyotishpura in the 7th century and

was charmed by its atmosphere of erudition and its beautiful hills, forests, and wildlife.

In an effort to cover the vast subcontinent, Goto has now reached Guwahati, the capital of modern India's state of Assam. Guwahati Planetarium is the latest in the chain of night-sophisticated planetariums being created by Goto in India. Like those at the Indian cities of Hyderabad, Jaipur, and Bhubaneswar, Guwahati Planetarium has been created around Goto's world-famous GX instrument. The system package comprises a GX star-field projector, an integrated Astrolabe, a two-way rotating Goto Sky-line panorama projector, 80 units of the world's most versatile special-effects projectors, and a state-of-the-art sound system for the Sky Theatre as well as equipment for a modern sound studio.

The world-class show software for Guwahati Planetarium is supplied exclusively by Goto's organization in India. The combination of the world's finest instrument system and the mind-boggling

shows has brought about an avalanche of public participation and a low-office record that is common to all Goto instrument-based planetariums. Over the past decade and a half, Goto has ushered in a revolution in planetarium shows in India.

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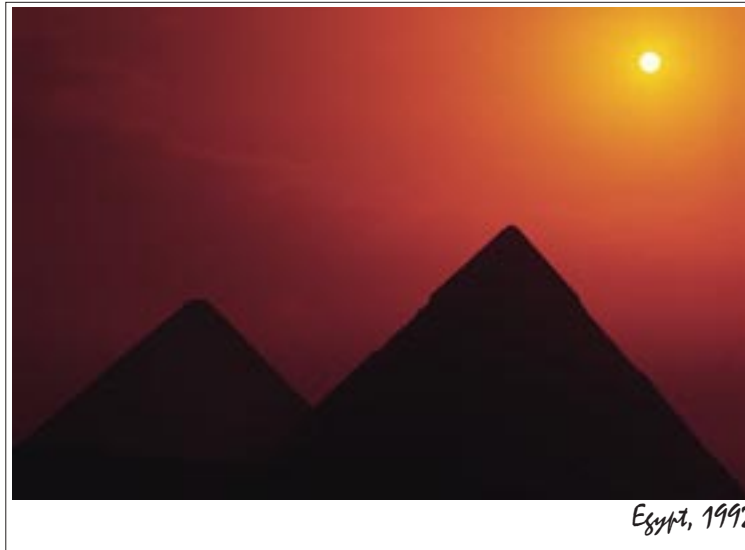
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Found tacked up on Dr. Dumont's cork board, above his desk in the Research Zone.



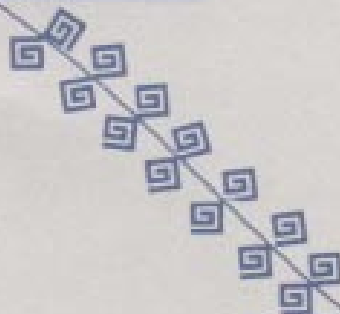
**UNIVERSITY MINIATURE GOLF
FUN FOR THE "HOLE" FAMILY**


SCORECARD

1.	10.
2.	11.
3.	12.
4.	13.
5.	14.
6.	15.
7.	16.
8.	17.
9.	18.

COME ONE COME ALL

**THE GRAND AND GLORIOUS
BUT NOT TOO DANGEROUS
RULES TO THE
KITE RACES
ARE ON THE
REVERSE SIDE!**





Racing kites is easy and it's fun. Just tell the person on duty you want to race a kite. Do this by ordering them to release a kite. They'll oblige.

The first thing anyone who wishes to beat a kite at its own game needs to do is have an inner clarity. This can most easily be achieved by dropping one's tatami mat in a convenient location, such as the entrance to a race course, and then sitting on it. Once properly seated, the participant can meditate on the speediest thing known to modern man—the tachyon. Meditating on this faster-than-light particle will give any participant the needed edge he requires when facing a race opponent faster than himself.

Kites have long been known for their swiftness and guile in competition. Fierce opponents, they give nor ask for mercy.

Kite races are held daily at the race course. Anyone may participate.

