

I.F. Instructions

I wrote this game as a fun simulation of an imaginary world I created. The object of "I.F." is simple--rescue the I.F. treasure from enemy

'S' hands. The game is easy to understand and play. Just move in whatever

direction you want to by typing cardinal directions (north, south, etc., or

choosing them from the "Commands" menu), and pick up everything you can

(by clicking on things). Fight the S goons

you encounter by choosing commands from the "Weapons" menu. If you don't

want to fight you can run, but the S may follow! Or you can try to bribe

them, by typing "Offer" and the name of the possession you wish to offer. If

you are low on energy after a battle, choose the "Rest" command from the

"Commands" menu. Check your status by choosing "Status" from the "Commands" menu.

If you need to see what you are carrying, choose Inventory from the "Commands" menu. If

you choose to drop an object, type "Drop" and the name of the object exactly as it is spelled in the inventory. Things that seem little can be

very important, so search everywhere (by choosing Search from the "Commands" menu) and leave no stone unturned. Sometimes you might have to "Open" something before you search. Meeps are your friends so do everything you can to help them. You'll get the hang of it.

This game is

Shareware. Registration costs only \$2. If you enjoy the game please send

\$2 to: Jason Rynd 40 Ivy Place

Rutherford NJ 07070-1225 Other editions of

the game are forthcoming. Look for "I.F. 2" which will be out soon.

Please

remember the shareware fee. Enjoy the game! If you find any bugs

report

them to me at: Jason Rynd

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