

INFOCOM

**LEATHER
GODDESSES**
OF PHOBOS!



MANUAL!

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A Warning for the Prudish of Heart

Unlike previous Infocom™ games by Steve Meretzky, there's only one "naughtiness level" in *Leather Goddesses of Phobos 2* — Pretty Darned Naughty. The naughty attitudes, language, and situations in this game may not be suitable for children, especially the parts involving sex (that pretty well covers most of the game) (except for the 90% that involves the spoofing of 1950's "B" science fiction films, of course).

This game is also unsuitable for anyone who thinks that sex is dirty rather than fun. Infocom recommends that such people buy the game and then show their disgust by throwing it away.

The moral attitudes expressed and language used in this story are representative only of the views of the author (we won't tell you his initials, but his name is Steve Meretzky), and in no way, represent the views of Infocom, its employees (very few of whom, based on numerous Christmas parties of years past, think that sex is dirty), its lawyer, its lawyer's firm, or its lawyer's firm's employees (about whom we shall make no comment).

We figure that if you are one of those people who would object to the naughtiness in this game, you never would've bought it in the first place once you saw the package and read the title, but the lawyer wanted this warning to be included (what good it does buried away here in the manual is another question entirely).

Now that we got that out of the way, let's play... *Leather Goddesses of Phobos 2: Gas Pump Girls Meet the Pulsating Inconvenience From Planet X!*™

System requirements / formats supported

Leather Goddesses of Phobos 2 will play well on any reasonably good 286 machine or better (10 Mhz or faster) that has at least 640K of RAM and a hard disk with about 15 megabytes of free space, running DOS 3.3 or greater. **DOS 5.0 is recommended.**

If you want to hear speech, and don't have a speech-capable sound card, you'll need a parallel printer port to use the LifeSize Sound Enhancer™, included in this package.

It's recommended to play *Leather Goddesses of Phobos 2* with a Microsoft-compatible mouse, but you can use a joystick (some joysticks may or may not work depending on your system) or you can use the standard keyboard.

Leather Goddesses of Phobos 2 will work with a VGA/MCGA display board (with the appropriate monitor), or an EGA or Tandy graphics display.

Music:

If you have a Roland MT-32, LAPC1, AdLib (or compatible), PS-1 Sound Card, Tandy, Mediavision ProAudio Spectrum or a SoundBlaster, you'll be able to enjoy the high quality music in *Leather Goddesses of Phobos 2*. If you don't have any music card you still have two choices. If your computer is reasonably fast (16MHz or better), you can use the LifeSize Sound Enhancer, or any other digital audio device we support, for music. If your system is slower you can use the built-in PC speaker for music. Note that if you're tight on memory you may have to turn the music off anyway.

Digital audio/speech:

Leather Goddesses of Phobos 2 features a complete recording of all conversations in the game (it's over an hour of audio). When a character speaks to you, you'll see text on the screen, and you'll also hear the speech in its entirety. If you are fortunate enough to have a music card or digital audio add-on, you're all set. *Leather Goddesses of Phobos 2* supports the following devices for speech and recorded digital sound effects: SoundBlaster, SoundBlaster Pro, Mediavision Pro Audio Spectrum, Thunder Board, Disney Sound Source, Covox Sound Master, Covox Speech Thing, and the AudioByte sound device.

The LifeSize Sound Enhancer

If you don't have a digital sound or music card that supports digital sound, you're still in luck. Most likely you have a printer port into which you can plug your LifeSize Sound Enhancer (included in this package). **You also need to connect the Sound Enhancer to an amplifier or stereo.** Even if you have a sound card, you'll find that in many cases the digital audio will sound cleaner on the LifeSize Sound Enhancer than on most sound cards. As an added bonus, the LifeSize Sound Enhancer will work for most games that support similar sound devices, like the Covox Speech Thing or AudioByte™.

Hard Disk Installation

Leather Goddesses of Phobos 2 is a really, really big game. It's such a big game that you'll probably have to begin by making sure that there are at least 15 megabytes free on your hard disk.

When your hard disk is ready, put Disk 1 into your floppy disk drive and log in on that drive. For the purposes of this manual, we are assuming that you're using the 5-1/4" floppies and are logged in on drive A:. Type **INSTALL <ENTER>**.

This will move all the stuff from all the floppies into your hard disk, provided you follow the screen prompts and put all the floppies in when requested to do so, and provided there really is enough space on your hard disk, and provided an alien spaceship doesn't zap your computer during the process. If your hard disk doesn't have enough space, the installer will alert you before beginning. Then you'll need to remove some stuff.

The installer will not alert you if you have insufficient available memory to run the game; that message would only appear when trying to load or play the game. See the TROUBLESHOOTING section for some tips on how to optimize your memory, if needed.

System Configuration

As part of the installation process, you will be prompted to tell the game about your music and sound setup. Just answer the questions (prompts) that appear onscreen during the installation process after the game has been put on your hard disk from the disks in the package. Also, if you install a new video or sound board in your system (or connect or disconnect the LifeSize Sound Enhancer), you may want to reconfigure the game after you've already installed it. (From the LGOP2 directory type

INSTALL <ENTER>. The install program will detect that the game has already been installed, and will ask if you want to re-install or just configure. When you get to the screen that asks if you want to configure the game or install it, "**Just Configure Leather Goddesses**" should already be flashing (because it's the uppermost option on the screen) — hit <ENTER>, since the flashing option is the one you want. Then answer the prompts that appear onscreen.) Note that the topmost selection on any menu is always the one that will be flashing when you first see the screen — the program has not yet tried to detect (or "guess") what device you have in your system. Also note that on the Music Device menu, if you have a SoundBlaster, you should select the AdLib option. If you want to save memory, and you don't care about music, you can select "**No Music At All.**" Selecting "**No Digital Audio At All**" will not save any memory. Important: selecting a device that you don't actually have may cause significant problems. If in doubt, let the game auto-detect your devices.

In addition to the configuration feature built into the installer, you can also set configuration parameters from the DOS prompt when loading and starting the game.

For digital sounds and speech:

To select the Sound Blaster, type: **MADE -B LGOP2 <ENTER>**.

To select the Disney Sound Source, type: **MADE -D LGOP2 <ENTER>**.

To select the Covox Sound Master, type: **MADE -C LGOP2 <ENTER>**.

To select the LifeSize Sound Enhancer, type: **MADE -L LGOP2 <ENTER>**.

To select the MediaVision ProAudio Spectrum, type: **MADE -M LGOP2 <ENTER>**.

To select the Ps/1 Sound Card, type: **MADE -P LGOP2 <ENTER>**.

To select the Tandy DAC, type: **MADE -T LGOP2 <ENTER>**.

To select NO digital sounds, type: **MADE -2 LGOP2 <ENTER>**.

For music:

To select the AdLib: **MADE -A LGOP2 <ENTER>**.

To select the built-in speaker: **MADE -S LGOP2 <ENTER>**.

To select the digital/speech device to play the music: **MADE -X LGOP2 <ENTER>**.

To select NO music, type: **MADE -1 LGOP2 <ENTER>**. (This will reduce the memory needs by 20K.)

Hint:

You can also combine non-conflicting commands (for example: **MADE -B -A LGOP2**).

Preface to the Story

The year is 1956. It's an election year in the United States, and Eisenhower and Nixon are running for re-election; Elvis Presley appears on the Ed Sullivan show (prompting hundreds of American kids to inaugurate the time-honored pastime of Elvis-impersonating, the next day at Show-And-Tell) (well, at least, I did that! -Ed.); James Dean's final movie, Giant, is finally released; Rock & Roll is starting to shake things up all over; and the Leather Goddesses of Phobos are for the second time formulating plans to invade the Earth and turn it into their private pleasure world.

The first time, twenty years ago, the Leather Goddesses' evil machinations were thwarted by an ordinary Earthman named Zarmen, who lived to return to Earth and tell about it. Nobody believed him, of course. So it shouldn't be too surprising that no defenses were ever built, and that the Earth remains completely unaware of the impending threat of the Leather Goddesses of Phobos.

Earth scientists (including the renowned Professor Brian Sandler) suspect, and the Leather Goddesses are well aware of, the existence of a tenth planet in the Solar System, called Planet X. As events will bear out, the planet is inhabited. The beings of Planet X are peaceful and technologically advanced, perfect pawns in the Leather Goddesses' gameplan.

Don't let anyone ever tell you that nothing happens in Atom City, Nevada, because on this night in 1956, a lone spacecraft crashes on the outskirts of town...

Playing the game

Starting Up

You should be logged on to the C drive (at the A: prompt, type C: <ENTER>), and into the new LGOP2 subdirectory (at the C: prompt, type CD LGOP2 <ENTER>), type LGOP2 <ENTER>.

The game will load and the game will begin. If you get a message warning you of an insufficiency or shortage of available memory, follow the steps described in the TROUBLESHOOTING section.

Using the keyboard

If you don't have a mouse or joystick you can play *Leather Goddesses of Phobos 2* using the keyboard. The numeric keys (the calculator-style pad of keys to the right of the alphabet keys) move the game cursor. Note that the dedicated arrow keys, which are found on some keyboards, do not work in *Leather Goddesses of Phobos 2*.

When the cursor is in a clickable location, or in any situation where it's appropriate to click the mouse button, you can press either the SPACE bar, ENTER, or the + (plus sign) key to accomplish the same thing as clicking the mouse button.

Choosing a character

After the mildly amusing title sequence has finished (or after you've rudely cut it short by pressing the mouse button or an equivalent key), a screen appears showing the three main characters of our game: Zeke Zarmen (why does that last name sound familiar?), the young owner of the gas station; Lydia Sandler, the lovely daughter of Professor Sandler; or Barthgub el Nikki-Nikki son of Jelgoobar el Zayda-Zayda (you can call him Barth), an alien from the aforementioned Planet X.

Leather Goddesses of Phobos 2 is actually 3 games in 1 — the story is different when you play as each of the three characters. The Zeke and Lydia games are basically similar, except for the interactions (as Zeke, you'll have special options when interacting with a female character, and vice versa). If you're a novice at radiointeractive fiction, you'll probably find the Barth game to be easier to play; there are fewer puzzles to solve.

Click on the character of your choice, and the game will begin from the point of view of that character. For instance, if you click on Zeke, you will begin the game at the gas station. Then you're on your own. Don't just sit back and wait for stuff to happen (because it won't happen, without your input); this ain't no sci-fi movie, this is radiointeractive fiction!

Moving around

To move around in *Leather Goddesses of Phobos 2*, and to do just about anything else in the game, point the cursor and click the mouse. Specifically, to go places, put the mouse cursor on the place you want to go; if you can go there, the cursor will change to so indicate. If you can go forward, the cursor will look like a straight arrow; if you can turn left, it'll point left; if you can turn around, it'll make an inverted "U" shape. If you can't go anywhere or do anything, the cursor will look like an atom. When the computer is accessing data, the cursor will change to the Infocom logo. When your cursor shows that motion is allowed, just click, and the view will change accordingly. You'll find that you can move through Atom City very quickly this way. But don't let that fool you into thinking that this is a small or easy game!

The cursor may assume (among others) the following shapes:

- *arrow* — go in the indicated direction
- *hand (or tentacle, if you're an alien)* — take or examine the indicated object
- *talking mouth* — initiate or continue an interaction
- *atom* — nothing here, put the cursor somewhere else!
- *Infocom logo* — the computer is thinking; keep your pants on!

Talking to characters in the story

You will meet other people and creatures in *Leather Goddesses of Phobos 2*. You can talk to these beings by clicking on them. In most cases, you will go to a close-up view of the person, and some text (usually "narration" by your character) will appear on screen, and your cursor changes to the talking-mouth shape to indicate that you need to click again. After the text disappears, some icon buttons will usually appear, such as:

GREET (clasped hands) — Most people begin an interaction by greeting the other person. If you want, you can choose not to greet someone, but then you might miss out on some useful information, mightn't you, hmm? Clicking on the greet icon is the equivalent of saying "hello." There are a very few characters who, for one reason or another, are greeted automatically when you get near them.

ASK ABOUT... (image of person or thing) — If you see an icon button bearing a miniature portrait of the person with whom you are having a conversation, pressing that button is the equivalent of asking the person about himself. Or herself. Or itself, or whatever. In most cases when you see a lot of icons on a close-up screen, the majority of icons are “Ask About...” icons. When you click on the icon, the person will tell you all about the person, place, thing, or event represented in the icon.

KISS (lips) — Hey, this is the fifties. You know what kissing is.

OTHER — On occasion, a different type of icon may appear. It’s up to you to figure out what it’s for, or to just go ahead and press it regardless. Or don’t press it, see if we care. (But you do want to win the game, don’t you?)

Objects and puzzles

You will find objects in some of the places you’ll visit. You’ll know you can take an object if the mouse cursor changes shape to a hand (or, if you’re playing the alien, a tentacle). Click on it, and now the object becomes your cursor. Once you’ve picked up an object you can put it in your inventory. Infocom provides you with a free toolbox if you play as Zeke, a lovely made-in-America, mass-produced handbag if you play as Lydia, and a handy over-the-tentacle HarnzBaffle if you play as Barth. So you don’t lose it between games, we’ve placed it on the screen, in the lower left-hand corner. Just drop objects there after you’ve picked them up.

To retrieve objects from your inventory, or to see what you’ve placed there, click on your box or bag (or whatever); you’ll go to a close-up view of the box (or bag) (or whatever), and all your objects are arranged there for you. If you want to use an object in your current location in the *Leather Goddesses of Phobos 2* “universe”, click on it and drag it to the exit door. You’ll go back to the current location, and you’ll have the object in your hot and sweaty little hand (or cold and slimy little tentacle). Note that some objects can’t be taken out of inventory but rather are used on-the-spot, as it were.

Objects can be used in a variety of ways; figuring out how to use them is half the fun of radiointeractive fiction. Well, okay, so maybe it’s more like five eighths the fun of radiointeractive fiction. We don’t want to give everything away, but we’ll give you an example to get you started. There’s an object you can use to take the Atom City map with you wherever you go. We’re not saying any more than that.

What is radiointeractive fiction?

Radiointeractive 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.

You are presented with a “universe” of locations, on three planets.

An important element of radiointeractive fiction is puzzle-solving. Part of the intrigue inherent in radiointeractive fiction is that you have to figure out everything — even the very goal of the game! Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In *Leather Goddesses of Phobos 2*, you don't have to worry about the passage of time. Nothing happens until you click somewhere on the screen. You could leave your computer, watch some TV, eat some chocolate, take a ride in a hot-air balloon, compose a letter to the President, and return to the story to find that nothing has changed. Also, *Leather Goddesses of Phobos 2* has been specifically designed so that you can never paint yourself into a corner. You won't get killed, and you can't create a situation that necessitates quitting and restarting the game from the beginning.

Go exploring — talk to people, take items, and after a while you'll begin to get a feel for what it is you should be doing in the game.

Game functions and options

We at Infocom lovingly refer to the menu screen as the “Play-O-Matic” screen, since it looks like one of those tableside jukebox selector units.

Accessing the “Play-O-Matic”

At any time while the game is on, you can access the Play-O-Matic screen by pressing the ESC key. The Play-O-Matic gives you the options of turning various features on and off, saving, restoring, and quitting the game.

The Play-O-Matic menu screen offers up the following abilities:

- *Turning background music on and off (top left-most button)*
- *Turning sounds on and off (middle left-most button)*
- *Turning screen-change effects on and off (bottom left-most button)*
- *Saving a game position ("REC" button)*
- *Restoring a saved position ("PLAY" button)*
- *Returning to the game (coin "RETURN" slot)*
- *Quitting the game ("EXIT" sign)*

Turning music on and off

If you selected a music device in the install/configure process, you can use the music button to turn music on and off. It's important to note that if you selected "No Music At All" in the configuration process, pressing the music button on the Play-O-Matic screen will have no effect!

Turning sounds on and off

If you selected a digital audio device in the install/configure process, you can use the sound button to turn sounds (including digitized speech) on and off. As with the music, if you selected "No Digital Audio At All" in the configuration process, pressing the sound button on the Play-O-Matic screen will have no effect.

Turning screen-change effects on and off

Eliminates the various wipes, dissolves, and fades, making the game move along a bit faster if you're so inclined.

Saving a game "position"

It will probably take you many days to complete *Leather Goddesses of Phobos 2* unless you give up sleeping and eating and... er, you know... stuff. 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. You don't have to save your place before (or after)

trying something dangerous or tricky, as in some other games, because you can never get stuck, lost or "killed" in *Leather Goddesses of Phobos 2*.

The Play-O-Matic comes equipped with 20 blank, re-usable records for saving game positions. These records are already titled. When you want to save a game position, select a title that sort of fits your game position and click on it (you can move up and down through the list of titles by clicking on the UP and DOWN arrow buttons on the Play-O-Matic). Then press the REC button, and your game position will be saved on that record. Everything about the game will be saved, including your character, your location, your inventory items, and a record of which puzzles you've solved. You could begin playing a game as Barth and save it, then begin playing a game as Zeke and save it (under another title), then begin a game as Lydia and save it too. Then, using the Play-O-Matic, you could switch between the 3 games willy-nilly! If you wanted to do that.

Restoring a saved "position"

To restore a saved position, click on the title that the position was saved under, then press the PLAY button on the Play-O-Matic. When the position is loaded, you'll automatically go into the restored game. You'll see the appropriate inventory icon for your character in the lower left corner of the screen, you'll have all the items you had when you stored the game, and you'll be at the location you were at when you stored it. Any puzzles that had been solved when you stored are still solved, and don't need to be solved again.

Returning to the game

After saving a game or altering the options, clicking on the Play-O-Matic's coin return slot (or anywhere on the menu screen where the cursor looks like a straight arrow) will return you immediately to the game, right where you left off.

Quitting the game

Remember when you quit: if you want to be able to return to your current position in the game, you must first save it. Then, when you're ready, click on the EXIT sign on the wall behind the Play-O-Matic. When it asks you the by-now-usual computerese ("Y/N"), type Y to quit to DOS.

Tips for Novices

Eleven and a half useful pointers about radiointeractive fiction

1. Familiarize yourself with all the places you can go; draw a map (or find the one in the game). Your map should include each location and the connections to adjoining locations.
2. Examine all objects you come across in the story. There's some text that appears at the top of the screen when you click on an examine-able or take-able object. The text may give you a clue.
3. Take all take-able 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. Read the story carefully! There are often clues in the dialogues and in the descriptions of locations and objects.
5. Try everything you can think of — even strange or humorous actions are fun and may provide clues.
6. Unlike some other adventure games you may have played, there are many possible routes to the end of *Leather Goddesses of Phobos 2*. 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 to complete the game. Sometimes you will have to solve one puzzle in order to obtain the object(s) or information you need to solve another puzzle; Steve Meretzky has a truly devious mind.
7. You may find it helpful to go through *Leather Goddesses of Phobos* with another person. Different people may find different puzzles to be easy, and can often complement each other. ("Gee, you have nice hair." "That's not a complement, that's a compliment." "Oh. Never mind, then." "Lotta help you are." "Oh, yeah?" "Get outta my nice hair.")
8. Keep a record on paper of what game positions were saved under what titles, if you want to save games as different characters (and/or if you have multiple users using the computer), so you don't destroy a game in progress.
9. Okay, so we lied about giving you eleven and a half hints.

Credits

So who is this Steve Meretzky guy anyway, and why do we let him get away with the things he does?

Steve Meretzky (1957-) is, contrary to the image one conjures up when playing one of his games, a staid married-with-children homeowner (his wife's name is Betty, the children's names are Daniel and Sasha, and the house's name is Homer). Born in Yonkers, N.Y., where he acquired a taste for really good pizza, Steve now lives in another state, where he spends most of his time trying to program one of his household appliances to do the lawn for him.

The college where Steve got his degree has requested that we don't reveal its name, so we won't; its initials are MIT. There are some organizations that have presented Steve with awards for some of his games; they have requested that we do reveal their names, but we're feeling kinda ornery so we won't. As for the Science Fiction Writers of America, well...

Steve has created billions and billions of works of interactive fiction, namely, to wit:

Planetfall (1983)

Sorcerer (1984)

The Hitchhiker's Guide to the Galaxy (with Douglas Adams) (1984)

A Mind Forever Voyaging (1985)

Leather Goddesses of Phobos (1986)

Stationfall (1987)

Zork Zero (1988)

Since Steve's (ahem) other publisher mentioned Steve's Infocom games on their packages, we suppose it's only fair to mention his games published by that (harrumph!) other publisher...

Spellcasting 101: Sorcerers Get All the Girls (1990)

Spellcasting 201: The Sorcerer's Appliance (1991)

And Steve has even written some books! Namely:

Zork: The Forces of Krill; Zork: The Malifestro Quest; Zork: The Cavern of Doom; Zork: Conquest at Quendor.

Steve is basically incorrigible. He always apologizes and promises never to do it again, but then he just keeps on designing these scurrilous games. We have no choice but to publish his games, because they bring in a ton of money, which we need to pay the salaries of the people who handle the complaints that come in because we publish his games. (If that sentence doesn't make any sense to you, either, then don't read it. -Ed.)

And who the heck do we think "we" are? Anyway?

"We" are a collection of artists, programmers, musician, sound engineer, generally weird people and of course the prerequisite "suits," collectively known as either Infocom or Activision Studios. We think. Maybe. To be more specific, "we" are:

Designer, writer

Steve Meretzky

Programmer, technical director,
user interface designer

William Volk

Additional programmers

Jeff Hall

David Betz

Glyn Anderson

Lee Powell

Gordon Haberfelde

Knowledge Dynamics

Con Gilbert

Chuck Romberger

Heather Barclay

Robert K. Jung

TEGL

Artists

Mimi Doggett

Bruce Krueger

Clifford Lau

Friday Harbor, Ltd.

Paul Watts

Jim Voytilla

Kristin Mallory

Voice actors

Steve deFrisco

Mike McAllister

Dennis Caswell

Donna Vee

Beecher Sykes

John Michael Gray

Judy Davis

Annie Canfield

Amr Mourad

Lola

Gale Brennan

Kevin MacKinen

Harold Von Drehle

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Joy Schneer

Beverly Owen

Kevin Cheung

Tom Reuterdahl

Rob Wallin

Kelly Zmak

Producer, editor, manual writer

Tom Sloper

Troubleshooting

If you have any problems with *Leather Goddesses of Phobos 2*, and can't find the answers in this manual, call us at (310) 207-4500 during normal business hours (Pacific Time), or write us at:

Infocom
P.O. Box 67001
Los Angeles, CA 90067
Attn: ZOE McGAUGH

Please be ready with the following information: your computer's brand and model (AT, PS/2, etc.), the amount of memory, what peripherals you're using, the type of video and sound boards you're using, and the contents of your CONFIG.SYS and AUTOEXEC.BAT files. But please don't call or write until after you've carefully read the manual. If you call, please have your computer booted up and handy to you while talking on the phone.

If the game doesn't load properly

Re-read the instructions in this manual, and try them again, step by step. If that doesn't fix it, see the section below about optimizing your memory.

If you have problems with graphics or animation

Make sure you have the proper type of monitor for your color board. Check your hardware manual(s) against the hardware requirements listed in this manual. If the problem is with animation only, you may want to try to optimize your memory as described below.

If you have problems with sound

If you're using a sound card, make sure you've specified it properly in the install process. Make sure it's seated properly inside the machine. And make sure it's properly connected to speakers, and that the speakers are turned on. If you're using the LifeSize Sound Enhancer, make sure it's connected to your printer port, and that it's properly connected to an amplified sound

system which is set to the proper input channel. If everything seems fine, the game looks okay but nothing is coming out of your speakers, you may have a low-memory problem. Hit ESC and, on the Play-O-Matic, press the music button. RETURN to the game and see if you can hear a voice when interacting with someone. Try the opposite; on the Play-O-Matic, turn off the sounds and turn the music on, and wait to hear if any music comes out. On some systems, the LifeSize Sound Enhancer volume may be very low; it may be necessary to crank the amplifier volume 'way up. If you still get no sound, maybe you configured the game to run in "No Music (or Digital Audio) At All" mode. At the DOS C:LGOP2> prompt, type TYPE LGOP2.BAT <ENTER>. If you see a -1 or a -2, then you need to re-configure the game to play sound or music through your sound or music devices (or you can start up the game using the command-line parameters shown on page 6, or create your own batch file to do the same thing).

If your mouse doesn't work with the game

Make sure the mouse driver (usually MOUSE.COM) has been loaded before starting the game. If you boot from a "clean" DOS disk as described below, you can add the MOUSE.COM on the disk; you may want to include the MOUSE command in your AUTOEXEC.BAT file as well. (Note: using mouse will take additional memory). Refer to your mouse manual for more information.

If your joystick doesn't work with the game

If you have both a mouse and a joystick, you may encounter problems trying to use the joystick — in this case we recommend just using the mouse. But if you want to use the joystick in spite of our highly sensible recommendation to the contrary, you need to type MOUSE OFF at the DOS prompt before loading the game.

If you don't have a mouse, and your joystick doesn't work properly with the game (which may happen, depending on your system), then you'll have to play using the keyboard. See the instructions on page 8. It may be advisable to unplug the joystick.

If the game crashes

Check to be sure that you have properly specified your music and audio devices; if you specified a device you don't actually have, that may be the cause of any crash occurrence.

Optimizing the available memory

If you don't have enough of your RAM free to play the game, the game might not play some voice speeches or some music or some animations. You need to have at least 560K bytes free in VGA, and a minimum of 590K bytes free in EGA mode. Note that these memory requirements are mainly for DOS versions previous to 5.0; if you have DOS 5.0, with DOS loaded HIGH, you should have no problems. Lower memory configurations may work if not using the LifeSize Sound Enhancer.

If the game warns you that your memory is insufficient, you can try some things...

1. Check your AUTOEXEC.BAT file for memory-resident (memory-eating) utility programs (for example, Sidekick or PCTools, or menu programs like 1 Dir+ or PC Shell, or disk caching programs like PC Cache or Lightning). At the C> prompt, type `CD C:\ <ENTER>`, then type `TYPE AUTOEXEC.BAT <ENTER>`. You'll see the contents of that file. If you have those programs eating up memory, you can create an alternate AUTOEXEC.BAT file that excludes those files, or bypass it altogether by booting from a "clean" DOS disk. Details on these procedures are given below.
2. Check your CONFIG.SYS file for device drivers. Type `CD C:\` at the C> prompt (and hit ENTER, of course), and type `TYPE CONFIG.SYS <ENTER>`. If you see suspicious stuff there, you can create a "clean" DOS disk and try booting without it.
3. Check your available memory. Change into the subdirectory where your DOS files reside; at the C> prompt, type `CD \DOS <ENTER>` (assuming that the name of your DOS directory is DOS; it may be something else, for all we know!). Type `CHKDSK <ENTER>`. Memory information will be displayed. If you are using DOS 4.0 or above, you can also type `MEM <ENTER>`; note that "Largest Executable Program Size" is the same as "Bytes Free."

Bootting "clean"

If you have the prerequisite 640K of memory, but get the "insufficient memory" message, you probably need to boot the computer "clean." Even if you don't get the "insufficient memory" message, you may find that booting "clean" eliminates some problems with music or sound.

Formatting a “clean” DOS system disk

Put a blank disk in the A: drive. Log into the subdirectory of your hard disk where you have your DOS files (at the C> prompt, you might type `CD\DOS`, provided that your DOS subdirectory is named DOS). At the C> prompt, type `FORMAT A:/S <ENTER>`. The resulting disk (after you follow all the onscreen instructions) is your “clean” DOS system disk, and you should label it so. With the disk in the A: drive, you can reboot the computer. Your RAM will now be uncluttered with a lot of stuff you won’t need while playing *Leather Goddesses of Phobos 2* anyway. At the A> prompt, you can type `C: <ENTER>`, then follow the usual steps (get into the LGOP2 subdirectory, etc.) to load the game as described above. Note that without a prompt statement, you can’t tell visually that you’re in the LGOP2 subdirectory. If you like, you can create a more friendly environment within your “clean” system, as shown below.

Creating an automatic game-loading “clean” boot disk

1. Insert your clean DOS system disk, with `MOUSE.COM`, into the A: drive.
2. Type `A: <ENTER>`, if you’re not already logged onto the A: drive.
3. Type `COPY CON AUTOEXEC.BAT <ENTER>`.
4. Type `PROMPT PG <ENTER>`.
5. Type `C: <ENTER>`.
6. Type `CD LGOP2 <ENTER>`.
7. Type `LGOP2<ENTER>`.
8. Hit the `F6` key and hit `ENTER`; this sends a `^Z` statement to the console, and ends the process of creating the new `AUTOEXEC.BAT` file.
9. Reboot your computer. It will boot cleanly, and automatically play *Leather Goddesses of Phobos 2* to boot! (Note: you must use your keyboard to control LGOP2 when booting from the “Clean” disk.)

Booting “clean” from the hard drive

If you don’t want to boot from a floppy, you can `RENAME` your `AUTOEXEC.BAT` and `CONFIG.SYS` files so they are temporarily ignored in the boot process, as described below.

1. Boot the computer as you usually do. At the C> prompt, type **RENAME AUTOEXEC.BAT AUTOEXEC.TMP <ENTER>**. Your old AUTOEXEC.BAT still resides on the computer, but with a different name so that it will be ignored in the boot process.
2. Reboot. The display will probably look very different from what you're used to. Do not attempt to adjust your monitor; the Leather Goddesses are controlling what you see! Don't be alarmed; you're just going to be a sex slave for the next few thousand years or so.
3. If you have a mouse, go to the subdirectory where MOUSE.COM resides and type **MOUSE <ENTER>**. (This option will take more memory.)
4. Try to load *Leather Goddesses of Phobos 2*. If you still get an "insufficient memory" message, continue following the steps below.
- 5.. At the C> prompt, type **RENAME CONFIG.SYS CONFIG.TMP <ENTER>**.
6. Reboot. Your memory should be optimized as much as possible now. Use your keyboard for cursor control.
7. After you're done playing the game, you can put everything back the way it was originally. Change back to the root directory by typing **CD\ <ENTER>**.
8. Type **RENAME AUTOEXEC.TMP AUTOEXEC.BAT <ENTER>**.
9. Type **RENAME CONFIG.TMP CONFIG.SYS <ENTER>**.
10. Reboot. The Leather Goddesses' attempt to control your computer has been foiled; all is back to normal.

About the LifeSize Sound Enhancer Utilities

We have bundled a couple of sound utilities with the game, and they are automatically put on your hard disk along with the game during the installation process. They are called PLAY.COM and MP.COM. These utilities are "freeware," created by and included through the courtesy of Mark J. Cox, a computer whiz from England.

PLAY.COM enables the playing and editing of sound samples from a variety of other computer systems through the LifeSize Sound Enhancer or through the internal speaker in your PC.

MP.COM (ModPlay) gives you the additional ability to play Amiga 4-channel sampled music, producing stereo music through your PC.

Usable sound and music files are readily available to anyone who uses any of the popular bulletin board services (BBS's) like GENie or CompuServe.

Infocom assumes no responsibility for any problems you may encounter using these utilities, and accepts no responsibility for the contents of the *.DOC files. We just think the utilities are really neat, and figured that some of the more technically-oriented among our users would enjoy them. If you have a problem or question about the utilities, don't call Infocom; call Mark. Read the *.DOC files for more information on these utilities and how to use them, and how to contact Mark.

A disclaimer

Among the authors at Infocom, our attitude is “the heck with the accountants and the balance sheets — it’ll be done when it’s done.” We take great pride in the quality of our stories, honing and perfecting them down to the tiniest detail. But there comes a point where agents of evil, dressed in black, slip into our development area when it’s deserted (usually around 9:00 or 10:00 a.m.), and soon a not-nearly-ready-for-release game is appearing on bestseller lists (you’ve probably already noticed the results of the nefarious doings of these agents of evil after they’ve similarly raided our competitors’ offices).

Send your comments and consolations regarding those dang-blanged agents of evil to:

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This one too!

This one three!

