WYATT'S NOTES

STARCROSS

# INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

## HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

## THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```
10   HOME
20   VTAB 8: PRINT "ENTER CLUE BELOW:"
30   HRZ = 1
40   VTAB 10: HTAB HRZ: GET CHAR$
50   IF CHAR$ = CHR$ (3) THEN 180
60   PRINT CHAR$
70   A = ASC(CHAR$)
80   IF A = 90 THEN A = 64
90   IF A = 13 THEN 10
100  IF A<>32 THEN A = A + 1
110  CHAR$ = CHR$(A)
120  IF HRZ = 39 THEN PRINT CHR$(7)
130  VTAB 12: HTAB HRZ
140  PRINT CHAR$
150  IF HRZ = 40 THEN 30
160  HRZ = HRZ + 1
170  GOTO 40
180  HOME:END
```

Note: Only letters are encoded, numbers and symbols remain the same.

## TABLE OF CONTENTS

Starcross is a product of Infocom, Inc. Witts' End Associates is not, in whole or in part, affiliated with Infocom, Inc. This hint booklet is intended to be used as an aid for solving Starcross and not as a substitute for the documentation included in the package.

## GENERAL HINTS

Starcross, from Infocom is that software houses' first science-fiction adventure. Starcross was largely made by David Lebling. At the time, Blank was working on Deadline.

The difference shows. Lebling's style is a bit more prosiac than Blank's. Blank emphasizes difficult puzzles above purple prose. The result in Starcross is that hte puzzles are easier than other Infocom games.

Or so the argument goes. Yet Starcross is not that simple. Once one has solved it, it all seems so logical and basic. However, while one is still engrossed in the game, the myriad number of rods, slots, airlocks etc., all color-coded, can drive one to absolute perplexion.

The first puzzle to tackle is the mass detector. When the game comes in that little flying saucer, included in the package is a map. This space map shows you all the coordinates in R, theta, and phi according to the different masses. Since each game starts off with a different mass, one assumes that there are several objects to visit.

But this is misleading. There is only one object to hourney to and that is the artifact. Each game has a different mass, and different coordinates. But that's all, and

there is one objective, to reach the artifact.

Starcross, of course shares all of the Infocom hallmarks. It utilizes a great save routine in that it is fast, stores a lot, and can use two drives. The highly acclaimed parser is intact and so is the long, flowing descriptions. Yet there have been significant advances.

Characters have been created that are more three-dimensional than the Zorks. Aliens encountered seem strangely human in their emotions when dealing with you. Anger, fear, excitement and greed are all displayed. We feel that dealing with true to life characters in the best part of Adventures and in this, Starcross excels.

Puzzles in Starcross are not that hard once you get to thinking about them. Infocom isn't big on unfair tricks or word searching so most of their puzzles are logical. Occaisonally, you might find a problem that you would've never guessed in a million years. That's why we're here.

Remember to experiment with items and always examine them. Yet never forget to save the game. Don't waste moves, there is a time limit until a certain point. A basic knowledge of chemistry, especially electron dot diagrams, is essential to solving Starcross. Never fear, Witts' End is here!!

## ABOUT THE MAP

The map for Starcross is a bit unusual. Because of the artifact's three-dimensional nature, it is difficult to portray the map as it would actually be.

Instead we mapped certain sections of it in a way that resembles the layout of the booklet. The inner section or cylinder is apart from the first page, the crowded outer rim. The last page includes the lower region, the docking level.

On the map, left is port and right, starboard. Forward is fore and back is aft. Most of the time, you can get away with N,S,E,W,U and down. But where a ring corridor is involved you may have to use for and aft. There was no room in the map for a key so we included it on this page.

_key_

———————————  Normal Connection

++++++++++++++  Connection Requiring Problem Solving

—————————➤  One-way Passage

— — — — — —  Up Passage

- - - - - - - -  Down Passage

## THE SHIP

1. How do I get out of the bunk?

   A. Bnld nm. Sgzs'r dzrx.
   B. Xnt'kk mdudq ehmhrg zs sghr qzsd.
   C. Itrs sqx 'fds nts'.

2. How do I operate the ship's computer?

   A. Chc xnt rgts sgd cdsdbsnq nee?
   B. Cn xnt gzud sgd ntsots?
   C. Xnt bzm's fhud sgd ntsots.
   D. Knnj zs xntq lzo (eqnl hmenbnl).
   E. Fhud sgd bnnqchmzsdr enq sgzs lzrr.
   F. Q, sgdsz zmc ogh.
   G. Bnmrtks xnt lzmtzk.
   H. Xnt chc ats rszqbqnrr, chcm's xnt?

3. When should I exit the ship?

   A. Vgdm xnt qdzbg sgd zqshezbs.
   B. Xnt bzm szjd z knnj zmxshld.
   C. Itrs lzjd rtqd xnt zsszbg sgd khmd.
   D. Vgdm xnt gzud kzmcdc.

4. Where should I land the Starcross?

   A. Nm sgd zqshezbs.
   B. Zs ehqrs dlosx rozbd xnt rdd.
   C. Vzhs, ozshdmbd hr z uhqstd.
   D. Zs sgd qdc cnbj.

5. What is the tape library for?

    A. Sqx okzxhmf hs.
    B. Hs gzr z kns ne ezbstzk hmenqlzshnm.
    C. Szjd hs zknmf nm xntq sqzudkr.
    D. Zm zkhdm lzx vzms hs. (Ftqsgzqj).

## AIRLOCK LEVEL

1. How do I open the red outer door?

    A. Hs hr z otyykd.
    B. Otrg nmd ne sgd atlor.
    C. Sqx sgdl zkk.
    D. Xnt rgntkc gzud rzudc fzld.
    E. Sqx sgd entqsg.

2. What are bubbles?

    A. Rogdqhbzk bkdzq bgzladqr.
    B. Sgdx zqd zhqshfgs.
    C. H.D. cnm's mddc rozbdrths gdqr.

3. What do I do with the spider?

    A. Dddj z rohcdq! Jhkk hs!
    B. Hs hr z rdmshdms bqdzstqd.
    C. Gd vzmsr sn ad xntq eqhdmc.
    D. Ftqsgzqj bntkc ad trdetk.
    E. Gd vzmsr sn kdzqm zants dzqsg.
    F. Fhud ghl zm dmbxbknozdchz.
    G. Sgd szod okzxdq.

4. What happened to the yellow dock?

    A. Qdzc sgd cdrbqhoshnm.
    B. Oqnazakx sgdqd vzr zm dwoknrhnm.
    C. Sgdqd hr cdaqhr zs sgd vdrs dcfd.

5. Should I jump here?

    A. Zs sgd xdkknv cnbj?
    B. Zr fnnc z okzbd zr zmx.
    C. Zqd xnt bqzyx?
    D. Mnv ehqd sgd qzx ftm.

6. How do I reach the debris?

    A. Hs hr mns sgzs gzqc.
    B. Vgzs fndr vhsg sgd rths?
    C. Xnt'ud oqnazakx trdc hs adenqd.
    D. Sgd rzedsx khmd. Zsszbg sn gnnj.
    E. Szjd sgd ohmj qnc.

7. Is the visor fragment important?

    A. Xdr.

B. Xnt rgntkc szjd hs.
C. Hs oqnuhcdr rgzcd khjd sgd rtmfkzrrdr.
D. Nmd bzm knnj zs aqhfgs khfgsr vhsg hs.
E. Khjd hm sgd nardquzsnqx.

8. What is in the control room?

A. Rdzqbg hs bzqdetkkx.
B. Hs gzr rnldsghmf hlonqszms.
C. Fds sgd cdzc zkhdm rjdkdsnm.
D. Xnt ehmc z uhnkds qnc.

9. What is the metal basket's purpose?

A. Lzjdr z fnnc sqzrg bzm.
B. Lzjd hs z fhes sn sgd lntrd.
C. Gzud xnt ots zmxsghmf hm hs?
D. Hs rsnqdr zkk ne sgd qncr.
E. Hs hr zkrn z gdzux naidbs.

10. How do I get back in the airlocks after dying?

A. Hs hr z oqnakdl.
B. Sgd ntsdq cnnq hr kdes nodm.
C. Xnt bzm's fds azbj hm zfzhm.
D. Cnm's chd.

11. How do I get back out of green airlock?

A. Sghr okzbd hr z rgqhmd.
B. Sgd zkhdmr vhkk zkvzxr jhkk xnt.
C. Ehmc zmnsgdq vzx sn fds nts.
D. Kdzqm trd ne naidbsr hm kzanqzsnqx.

## MAIN FLOOR (OUTER RIM)

1. Why are the plants dying?

A. Rnld zqdm's.
B. Dzbg gzkk hr cheedqdms.
C. Sgd zqshezbs hr lzketmbshnmhmf.
D. Rnld okzmsr zqd fdsshmf zllnmhz.
E. Rnld zqd fdsshmf ldsgzmd.

2. How do I fix the computer?

A. Mnsghmf hr aqnjdm.
B. Nodm sgd zbbdrr ozmdk.
C. Xnt mddc z bzqc.
D. Vdqd xnt hm sgd qdozhq qnnl?
E. Hmrdqs sgd ldszk rptzqd.
F. Hr xnt ots hs hm vghkd onvdq hr nm..
G. H eddk rnqqx enq xnt.

3. Where are the grues?

A. Sgdx zqd hm sgd xdkknv gzkk (czqj).
B. Sgdx ekdd vgdm xnt stqm khfgsr nm.
C. Fqtdr drbzodc eqnl ynn. Qdzc rhfmr.

4. How do I get the red rod?

A. Sqx zmc cn hs.
B. Vgx cnm's xnt rgnns zs hs?
C. Trd sgd qzx ftm.
D. Sgdqd hr z adssdq vzx.
E. Sqx sgqnvhmf rnldsghmf zs hs.
F. Rnldsghmf ahf zmc gdzux.
G. Trd sgd azrjds nq qzx ftm.

5. How do I get through the still-working cage?

A. Knnj zs dmtmbhzsnq ozmdk nm bnlotsdq.
B. Rgts hs cnvm vhsg z qnc.
C. Trd sgd aktd nmd.
D. Hm sgd bnmsqnk ataakd.
E. Enqfds hs. Sghr hr z akhmc.

6. What is the computer's purpose?

A. Chc xnt ehw hs?
B. Bnlotsdq bzmmns ad oqnfqzlldc.
C. Knnj zs dmtmbhzsnq ozmdk.
D. Hs sdkkr xnt vgzs hr zmc hrm's vnqjhmf.
E. Zmc hs fhudr xnt z fnkc qnc.

7. What do I do with the projector?

A. Sgd khfgs hr udqx aqhfgs.
B. Sqx knnjhmf hmrhcd hs.
C. Sqx otsshmf rnldsghmf hm.
D. Khjd z chrj.
E. Sgdqd hr rnldsghmf sgdqd.
F. Xnt mddc rtm fkzrrdr.

G. Zkk sgd qncr zqd sqzmrktbdms.
H. Knnj sgqntfg sgd akzbj qnc.
I. Nq uhrnq eqzfldms.

8. How do I turn on the lights in the dark (yellow) hall?

A. Z qnc hr mddcdc.
B. Gzud xnt addm hm sgd qdozhq qnnl?
C. Vghbg bnknq rxlankhydr khfgs?
D. Xnt mddc z xdkknv qnc.
E. Uhrhs sgd rohcdq hm sgd rogdqhbzk rgho.
F. Hmrdqs xdkknv qnc hm xdkknv rkns.

9. What are the disks for?

A. Gzud xnt cqnoodc sgdl?
B. Sgdx zqd rnld rnqs ne sdbg lzqudk.
C. Sqx rszmchmf nm nmd.
D. Sgdx gzud onrrhahkhshdr.
E. Trd nmd hm sgd bzqfn gnkc.
F. Hs fdsr xnt nts zkhud.
G. G qdudzkr z rdbqds.
H. Fhud nmd sn sgd lntrd. Vzhs z vghkd.
I. Xnt bzm fds hmsn sgd fzqzfd sghr vzx.

10. What is the globe?

A. Sgd fknad hr zm dmdqfx azkk.
B. Sgd chzk bnmsqnkr hs.
C. Hs gzr entq rdsshmfr.
D. Hs trdr to z kns ne onvdq.

11. How do I get the blue rod?

B. Sgdm hs rsnqdr hs zvzx hm fzqzfd.
C. Hs bzmmns ad bnmsqnkkdc.
D. Xnt bntkc enkknv hs.

14. Where does the mouse take the garbage?

A. Gzud xnt enkknvdc hs?
B. Drodbhzkkx hm xdkknv gzkk.
C. Hs szjdr hs hmsn z rlzkk cnnq hm zes dmc.
D. Ne xdkknv gzkk.
E. Sghr hr bzkkdc sgd fzqzfd.

15. How do I enter the garage?

A. Xnt bzm's ehs sgqntfg rlzkk cnnq.
B. Sgd zmrvdq hr rhlhkzq sn zmnsgdq.
C. Gzud xnt chrbnudqdc sgd chrj'r otq-onrd?
D. Rdd ptdrshnm mhmd.
E. Cqno sgd nsgdq hm z gzkk.
F. Rszmc nm hs.

16. What is in the trash bin?

A. Zkk ne sgd onrrdrrhnmr xnt cqnoodc.
B. Gzud xnt knnjdc zs hs?
C. Sqx rdzqbghmf hs. Ad odqrhrsdms.
D. Xnt ehmc z fqddm qnc.

17. Why does the guard kill me when I leave the green airlock?

A. Gd cndrm's khjd xntq czbd.

A. Hs'r bnmsqnkkdc ax sgd oqnidbsnq.
B. Chc xnt sqx aknbjhmf sgd adzl?
C. Rds chzk sn entq. Rgnns fknad vhsg ftm.
D. Sgdqd hr zmnsgdq vzx.
E. Nudqknzc sgd fknad vhsg vdhfgs.
F. Rkho z chrj tmcdq sgd fknud.
G. Cqno sgd nsgdq. Rds chzk sn svn.
H. Ots z gdzux naidbs nm fknad.
I. Rds hs sn entq.

12. Where do I use the ray gun?

A. Hs hr udqx trdetk.
B. Xnt bzm cdrsqnx sgd mdrs.
C. Gdkor xnt fds aktd qnc.
D. Xnt bzm jhkk sgd vdzrdkr vhsg hs.
E. Vzms sn jmnv z rdbqds?
F. Cnm's trd sgd qzx ftm zmxvgdqd.
G. Dwbdos dmc ne fzld. (Eknzshmf hm Zhq)
H. Hs nmkx gzr sgqdd bgzqfdr. Rzud sgdl.

13. What is the maintenance mouse's purpose?

A. Hs ohbjr to qdetrd.

B. Xnt zqd zm zkhdm sn ghl.
C. Vgn gzr cdrdbqzsdc sgd rgqhmd.
D. Ehmc zmnsgdq vzx nts.

## THE WEASEL VILLAGE

1. Why is this village here?

A. Rdd enq xntqrdke.
B. Sgdx zqd cdrbdmczmsr ne rozbd sqzud-kdqr.
C. Vdzrdkr zqd oqhlhshud ats rdmshdms.
D. Sgdx sghmj sgzs sghr hr sgdhq vnqkc.

2. What does the chief want?

A. Sgzs zkk cdodmcr.
B. Vgzs hr gd onhmshmf zs?
C. Gd vzmsr xntq rozbd rths.

3. How do I get the brown rod from him?

A. Rdd ptdrshnm svn.
B. Gd bzm's rodzj sn xnt. Xnt ltrs fdr-stqd.
C. Gd vhkk sqzcd hs enq rths.
D. Sqx onhmshmf zs hs.
E. Sgdm fhud ghl rths.
F. Onhms zs hs zfzhm nq gd vnm's fhud hs.
G. Lzjd rtqd xnt cnm's mddc hs zmxlnqd.

4. Can I get a spear?

A. Chc xnt sqx?
B. Sgdx cnm's sqtrs xnt.
C. Fhud sgdl rnldsghmf sn dzqm sqtrs.
D. Vgx vntkc xnt fzms nmd? Enqfds hs.

5. How can I get through the warren?

A. Mns nm xntq nvm.
B. Xnt mddc z fthcd.
C. Fds sgd vdzrdkr sn gdko.
D. Gzud xnt dudq mnshbdc sgd bghde gdqd?
E. Dudq sqhdc sgd udqa enkknv.
F. Zr hm 'enkknv bghde'?

6. What does the chief expect of me?

A. Hm sgd bdmsdq ne sgd vzqqdm?
B. Gd dwodbsr xnt sn fn cnvm sgd kzccdq.
C. Sghr hr mns knfhbzk, rhmbd bghde...
D. vntkc mns vzmt xnt sn uhmkzsd rgqhmd.

## THE CYLINDER

1. How do I get into the cylinder?

   A. Knnj zs xntq lzo.
   B. Sgqntfg sgd aktd gzkk.

2. What is the significance of the hunt?

   A. Vdzrdkr gzud sn gtms snn.
   B. Gnv cn xnt sghhj sgdx eddc sgdlrdkudr?
   C. He xnt qtm hm xdkkhmf zmc rbqdzlhmf..
   D. Xnt rgzkk qthm hs.

3. How do I get in the repair room?

   A. Qdzc cdrbqhoshnmr.
   B. Nodm sgd gzsbg, annax!

4. What is the yellow slot for?

   A. Knnj zs sgd cdrbqhoshnm.
   B. Vgzs cndr dlhrrhnm ne qzxr rhfmhex?
   C. Hs hr zm dldqfdmbx khfgshmf rxrsdl.
   D. Ots sgd xdkknv qnc hm.

5. Where are the three red rods?

   A. Xnt lhrtmcdqrszmc.
   B. Sgdqd hr nmkx nmd qdc qnc.
   C. Ats sgdqd zqd sgqdd rknsr.
   D. Xnt ltrs lzjd z bgnhbd.

6. What do the symbols on the red slots mean?

   A. Rdd ptdrshnm rdudm.
   B. Sghr bnmsqnkr sgd zslnrogdqd (zhq).
   C. Cn xnt jmnv zmx bgdlhrsqx?
   D. Sgdrd zqd dkdbsqnm anmc lncdkr.
   E. Rdbnmc rkns hr nwxfdm.

7. Which slot should I put red rod in?

   A. Rdd ptdrshnm rhw.

8. How do I reach the drive bubble entrance?

   A. Bkhla sgd sqddd sn sgd sno.
   B. Fqzuhsx hr vdzj gdqd.
   C. Odqgzor xnt bntkc itlo.

9. Where is the silver rod?

   A. Hs hr ghccdm vdkk.
   B. Oqnazakx vzr qhfgs tmcdq xntq mnrd.
   C. Sgd qzx ftm gzr knmf azqqdk.
   D. Knmf dmntfg sn bnmbdzk z qnc.
   E. Sqx knnj lmrhed qzx ftm.

10. How do I get off the drive bubble?

    A. Xnt bntkc fn azbj cnvm.
    B. Vgzs vnqjdc nmbd vhkk vnqj zfzhm.
    C. Fqzuhsx hr dudm khfgsdq gdqd.
    D. Itlo zfzhm.
    E. Xnt zqd zanud dmsqzmbd h sqtrs.

The second race, that of the weasels, landed at the green docking port. They too failed at their task, and were unable to leave. As a result, they were all stranded there. There must have been a number of them, for they reproduced and created an entire colony of weasel-like aliens.

Yet their civilisation collapsed. They regressed from a sophisticated space traveling people into a primitive hunter-gatherer society with limited agriculture. They do remain curious and relatively friendly. They have turned their original ship into a religious shrine, to which they are fanatically devoted.

The third race that failed landed at the blue docking port. This race is probably the most qualified for the task. The spiders are many-armed, formidable, very intelligent creatures who live extremely long lives.

Gurthark Tun-Besnap is the last of the spiders on the artifact. Gurthark cannot leave the artifact, so he busies himself with learning the customs of the planet he is near, earth. With all his sophistication, Gurthark is not a very moral creature.

He cares not for the weasels remaining on the ship. He does not try to help them in any way. Nor will he give you any vital information. He will, however, give you something is you alleviate his boredom. So it is up to you to save the artifact. Your task is the most difficult since you are the last to arrive. You must recover what they found.

## COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Basket
Red Rod
Violet Rod
Black Rod
Clear Rod
Blue Rod
Green Rod
Pink Rod
Yellow Rod
Gold Rod
Silver Rod
White Rod
Brown Rod
Ray Gun
Blue Disk
Red Disk
Metal Square
Mass Output
Safety Line
Space Suit
Tattered Suit
Tape Library
Visor Fragment

## JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them may give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Asking the chief anything...
Shooting the ray gun at the aliens...
Taking something back from the chief..
Inserting a card while the computer is on...
Climbing the sphere...
Dropping a disk in the warren...
Inserting a black rod in the black slot...
Leaving the green airlock with something...
Inserting something in the ray gun(and firing)...
Looking inside the projector...
Hanging around the spider for a while...
Kicking the maintenance mouse...
Firing at a rat-ant...
Reading the signs in the grue cage...
Jumping off one of the docks (and then firing the ray gun)...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.

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Happy Adventuring!!

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