

# Artworx<sup>®</sup>



PROGRAM EXCHANGE

## **HOTEL ALIEN**

*A Graphic Adventure for the Family.*



**COMMODORE 64**  
DISKETTE

HOTEL ALIEN  
(C) 1985 by Alan Newman  
Commodore translation by Jeff Schneider

To load the Commodore version of HOTEL ALIEN, type: LOAD"BOOT",8,1 <RETURN>; for the Atari, insert disk and turn on computer, HOTEL ALIEN will autoloading (note: program requires BASIC and only drive #1 should be turned on). You can skip the intro program by pressing "H" immediately after the program starts loading.

You begin the game in the Lobby (First Floor) of Hotel Alien. There are four rooms off the Lobby; they are the Arcade, the Bar, the Coffee Shop and the Drugstore. There is also an Elevator to the other floors. When prompted, press the appropriate letter to go where you want [If you have an Atari, at this point you will be prompted to "flip" the disk: remove the disk, turn it over, put it into the drive and press the START key. You will not have to flip the disk again until the end of your play session]. You begin the game with \$5 and the Key to Room 201. Do not enter Room 201 unless you are ready to stop playing. Entering this room saves the game to the disk and ends the play session.

The display is arranged in four separate areas or "windows." The top-left window shows a map of the floor you are on and your position on that floor. The bottom-left window shows the floor that you are on. The right-hand window shows a picture of where you are and what you are looking at. The bottom of the screen is your message window; pay careful attention to the messages that appear here. Read them quickly!

Typing a response usually calls for pressing one key, such as "Y" for "yes", "R" for "right" or an arrow to control movement. Be sure that you do not accidentally place the computer in lower-case or inverse mode. You may press "I" at anytime in the Lobby or upstairs hallway to take Inventory of your possessions. In the Elevator, press the number of the floor you want to go to or "B" for basement. In the upstairs Hallways, all movement is by pressing the appropriate arrow key. Often, an arrow will appear at the left of

the Message Window. When that happens, the computer is asking you for a one or two word response. A response of more than two words is never needed. For example, you are in a room with a safe and a crowbar. You might want "OPEN SAFE" or "GET CROWBAR" or "USE MAGIC." Be concise and explicit. If you are in the Coffee Shop and want a "tuna" sandwich, type "TUNA", not "TUNAFISH" or "TUNA PLEASE" or "TUNA SALAD." For a response requiring one keystroke, you do not have to press <RETURN>. For a response of one or two words, you must press <RETURN>.

More about Grandma: We have been told by a reliable source that the Aliens have transformed Grandma into a small common object. Before she vanished, she managed to leave many clues around the Hotel. You must find out what Grandma has been transformed into, rescue her, then find a way to transform her back into her original shape and finally escape from the hotel.

Notes and Suggestions: The keyboard may seem unresponsive at times. Do not type too fast. In many cases the program will tell you "GO AHEAD" or "NOW..." If you respond before the prompt, your response is wasted. Just relax and type normally.

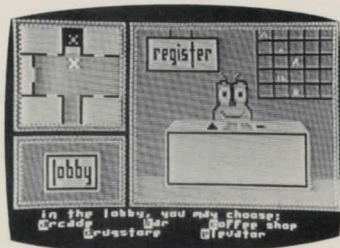
- o If you play HOTEL ALIEN for longer than an hour, we suggest that you "save" the game from time to time.
- o At no point will you be allowed to hold more than \$255.
- o You can usually exit a room by pressing <RETURN>. If you miss a message, you can press <RETURN> to exit and then re-enter the room.
- o You should have pencil and paper and be prepared to take notes. You cannot remember everything you see and find.
- o Map the layout of the Hotel.
- o Think the way the Aliens think. They are quite devious and your progress depends upon not taking anything for granted. Experiment and enjoy. Grandma is counting on you...
- o If all else fails, send \$1.00 and a stamped, self-addressed envelope to Artworx, and we will send you a list of hints.

## **HOTEL ALIEN** by Alan Newman

It happened one starry evening not too long ago. There was a flying saucer sighting that most people paid little attention to.

Over a period of several weeks, many strange new guests were seen checking in at the Hotel Alien, run by a sweet little old lady who everyone called Grandma. As time went by, the regular guests checked out of the Hotel and told of strange goings-on inside. Grandma grew increasingly frightened at the mysterious changes that were taking place...and one night she simply vanished.

It is your task to search through mysterious Hotel Alien, solve the many puzzles required to find Grandma and rescue her from the Aliens that hold her captive.



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