# DIABLO

The research vessel 'Discoverer', earthward bound after a six month expedition to the Edanus Star System, ploughed silently through the black void of space. She appeared normal, her engine quiet, all systems apparently functioning normally, yet there was something not quite right. Apart from the fact that the 'Discoverer' had been lost to Earth some seven months previously, strange mis-shapen figures flitted past the windows - silhouetted in a dull eerie light, whilst the vessel herself was surrounded by a strange halo of orbitting debris. Suddenly the 'Discoverer' had her ghostly solitude rebt asunder by the arrival of two sleek starfighters who had been on routine patrol of this sector. Surprised by her presence they flew closer to the hull, surveying for damage and attempting to communicate with the crew when, without warning, the wingman screamed in cold terror and, closely followed by his bemused flight leader, veered away from the ship and streaked earthwards in a state of panic, leaving the 'Discoverer' to the quiet solitude she had known for so many months.
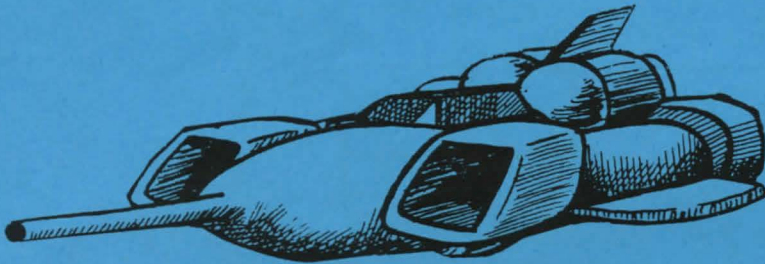
Some weeks later, after a ten hour flight through hyperspace the BCIS shuttle docked with the 'Discoverer'. On board the shuttle a small 'recon' team, led by Captain Payne, prepared to board the 'Discoverer'. Payne gave the order to open the hatch and a strange stale smell permeated the shuttle ... it reminded Russell of something but she was not quite sure what. Just then Captain Payne noticed that Lawson was missing .....somehow he must have entered the 'Discoverer'.

NOTES ... This game will accept all the standard commands but it also supports some more unusal ones such as ....
OOPS ... go back ONE move.   AGAIN ... Repeats last command.   COMPASS ... Displays exits in normal compass directions   SHIPBOARD ... Displays exits in the form of PORT, AFT etc (this is the default mode)   CONTROL ... Use this,in conjunction with the name of the character you wish to control,in order to change characters.   RADIO ... Use this command to communicate with characters not present at your location. This game will also accept such inputs as GET ALL, EXAMINE ALL and DROP ALL, whilst TEXT will turn the graphics off and PICTURES will turn them back on again.

Use RAMSAVE and RAMLOAD to store a game to memory but always use the normal SAVE and LOAD to store a more permanent record to tape.

The 128k Version will allow the player to instruct another character to SEARCH the ship as well as to FOLLOW any other character ..e.g. SAY TO RUSSELL "FOLLOW LAWSON"

The 128k Version of this game will not operate correctly on a +3 computer in 128k mode. Therefore if you have a +3 it will be necessary to load the 48k version into it in order to play the game ... we apologise for this ... beyond our control ... honest ....!!!!
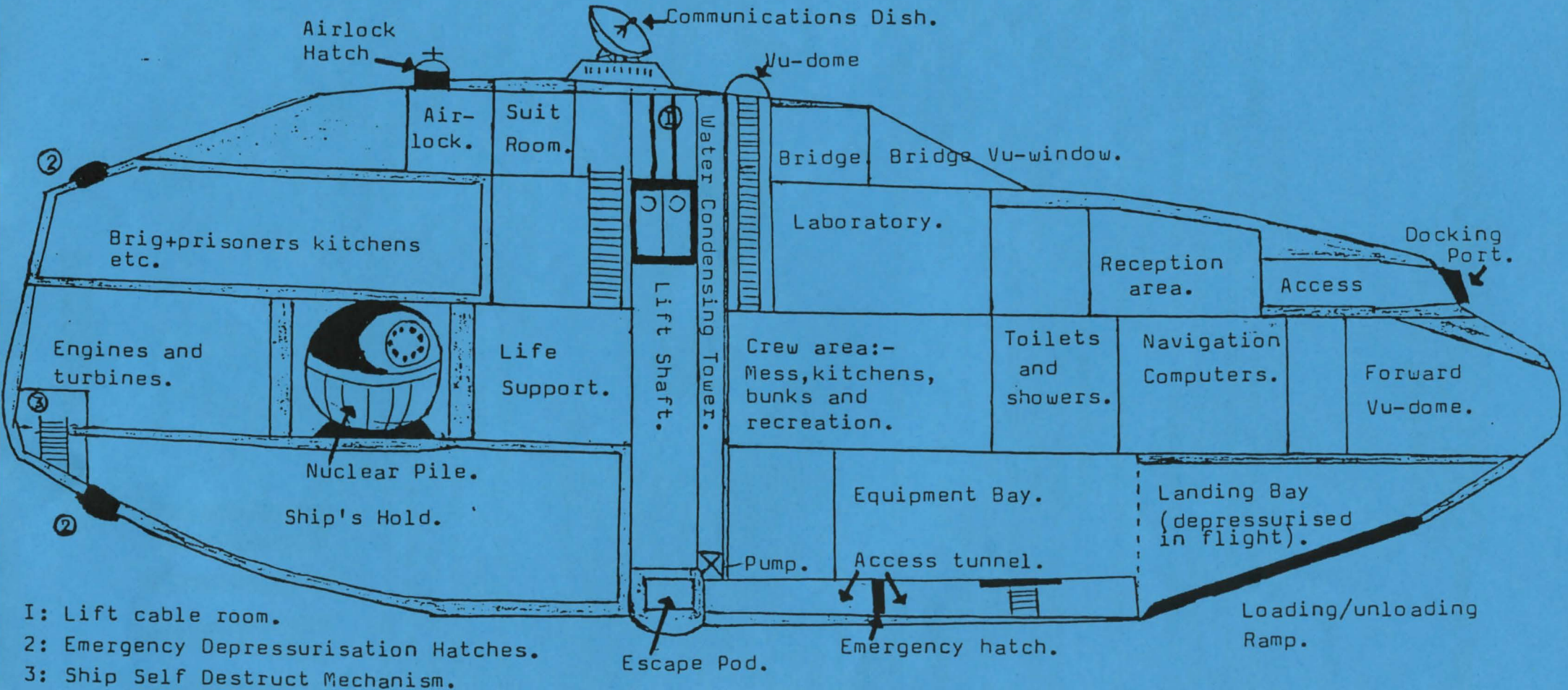
Zenobi Software
ADVENTURES

Earth Star Ship Discoverer.

Deck plan of ship in profile.

Fuel tanks and landing gear held in 'wings'.

Rear view of ship.

Communications Dish.

Airlock Hatch

Vu-dome

Air-lock.

Suit Room.

Bridge. Bridge Vu-window.

Laboratory.

Brig+prisoners kitchens etc.

Water Condensing Tower.

Reception area.

Docking Port.

Access

Engines and turbines.

Life Support.

Lift Shaft.

Crew area:- Mess, kitchens, bunks and recreation.

Toilets and showers.

Navigation Computers.

Forward Vu-dome.

Nuclear Pile.

Ship's Hold.

Equipment Bay.

Landing Bay (depressurised in flight).

Pump.

Access tunnel.

Escape Pod.

Emergency hatch.

Loading/unloading Ramp.

I: Lift cable room.
2: Emergency Depressurisation Hatches.
3: Ship Self Destruct Mechanism.

◩ : Permanent bulkheads and hull shielding.