NIGHTWING
WRITTEN BY ULTERIOR MOTIVES

Scenario:

A shimmering sensation overwhelms you. For a moment you are disorientated but
then your vision clears. A huge dark shape stands before you, flapping its
enormous wings. As if in a trance you step forward and clamber onto the creature's
back. With a sudden cry, it wings into the night air carrying you with it.
Faster and faster it flies, so fast that your vision is distorted. Then a mighty
crack of thunder sounds as you are thrown by the huge creature through the very
radix of time.
You realize too late that centuries have passed as seconds and that the creature
has vanished. You gaze in awe at your surroundings to discover yourself within
a great Dome which forms all around. Before you is a tableau upon which a video
display shows you that the Earth, ravaged by wars, has descended into a state of
barbarism. The Animen, as the barbarians are called, live outside in the once
deadly but now mostly clear atmosphere, while the remnants of true humanity
built the Dome as a protection from the radiation. But time passed and they
found a means of escape to another world leaving behind this tableau for any
true Human to find.
Unlock the secrets of the Dome and you will find a way to bring Humanity back
to the Earth again. Seek out the Sacred Texts which contain clues to the means
to return the humans. But beware. Many traps have been left behind to prevent
the Animen from destroying the Dome.
Find the means and perhaps, just perhaps, you will be restored to your own time.
Fail and you remain here forever.

Solution:

Examine the tableau to find the distorter. Get it and go north. Press the
button to descend to the gardens. If you go north you cant go any further so go
south and examine the droidkin to find the powerpack. Go east twice and examine
the case and read the scroll (ERRIS ARRIANO). Move the case to find the gap. Go
north and open the box. Examine it to find the cloth (red herring), examine
again to find the metrod. Go S,W to the door and say erris arriano and the door
opens. Go north and type three one two four (the number given in the first
location.) You are into the system. Type Environment to access that file. Type
Deactivate to switch off the environment protection. Type Defence to access
that file and then type Activate to find the phasex. S,W,N,N and because you
deactivated environment you can go east to find Text Alpha. (A spaecial command -
RECALL - allows you to view any of the texts once you have found them.) Go west
and when confronted by the Robomen, use the phasex to kill them. If you then
return to the gardens and go west to the elevator you are killed because the
Dome explodes as you have deactivated the environment. (Note that once you
enter a scenario, you cannot use the elevator until you have found the Text.)
Go back to the building, say Erris Arriano,N, type three one two four, type
Environment, type Activate to reactivate the system. Return to the gardens,
W and press the button.

You are in the ship's control cabin. If you press any of the buttons the ship
blasts off and you die. Go south to the galley. The nutriblock is a trap. If you
eat it it slow-poisons you and the only cure is the redliq which you find later.
Drinking it cures you. Go east to the computer room, examine the computer and
get the bubbler. The program on the bubbler will not run on this machine even if
you try to use it. W,W and move the mattress to find the plastowood. North to the
library. The visidisc is used in the room to the west. If you get it and go west
then the door is locked behind you and you are trapped. You can put the visidisc
in the vidiplayer but this only gives info on how to control the ship. You cant
get out of this room if you enter it. E,N to the teleport. Switch on the control
box, put the distorter into the slot and turn the distorter. Then enter the
teleport and you are teleported to Text Beta. Examine the room to find the
scrambler then enter the teleport again. If you go south to the cabin you find a
flashing light because activating the teleport has activated an ignition sequence.
Return to the teleport and switch it off. Then go to the elevator and press the

button to Cloud City.

The elevator has disappeared and if you left anything behindit is gone for good.
Examine the pathway to find the redliq. Use it if necessary. Go east to the
darkness and put the metrod into the powerpack to create the glowbar. Use the
glowbar to light your way or you fall to your death. Go east, examine the ledge
to find the diamus and north to Text Gamma. The shutters crash down so switch off
your glowbar and the shutters lift. Go south but remember to switch the glowbar
on again or you fall. W,W,N to the electrogrid which you cannot pass. Put the
plastowood over the grid and go north and east. Give the diamus to the Robomaster.
This allows you to get closer and you can use the scrambler. East to find Text
Delta. Return to Clod City and north to the Supabrain.
If at any time your energy falls to zero, you die. To replenish it you should
rest or sleep. At the Supabrain you must have sufficient wisdom or you cannot
operate it. Wisdom is gained by doing things correctly but is lost much more
quickly by doing things incorrectly. Make sure you have enough wisdom. The four
Sacred Texts present you with four numbers, six, two, one and five. The first
text gives you the clue that each number is less than the previous so put the
bubbler into the port and type six five two one. Humanity returns and you are
returned to your own time.

Features:
The program recognises sentences of the form : GET THE LARGE SQUARE BOX and
also multiple commands using a full stop as a separator as in the following
example: GET REDLIQ,GO NORTH.DRINK THE REDLIQ

Movement is by single key ie. S.N or by typing GO NORTH. ENTER and LEAVE can
be used in certain circumstances.
LOOK (or L) redisplay the graphic
INVENTORY (I) displayed in objects window.
REDESCRIBE (R) reprint location description.
RECALL calls up any of the texts so far found.
SCORE gives your score and calls up the Status Window (LOCK redisplays)
TYPE use this command when accessing any of the computers. Note that you must
       must type the number in full and not use numerals.
SAVE and LOAD to save to cassette or disk.
QSAVE this is a quicksave to memory. Note that any save to memory destroys
       any previous save to memory.
QLOAD this is a quickload to memory. Any load from memory destroys your
       current position and replaces it with the last quicksave position.

C.M. WILSON
TALISKER
1 BRAID DRIVE
GLENROTHES
FIFE KY7 4ES
SCOTLAND

Tel: 0592-756723