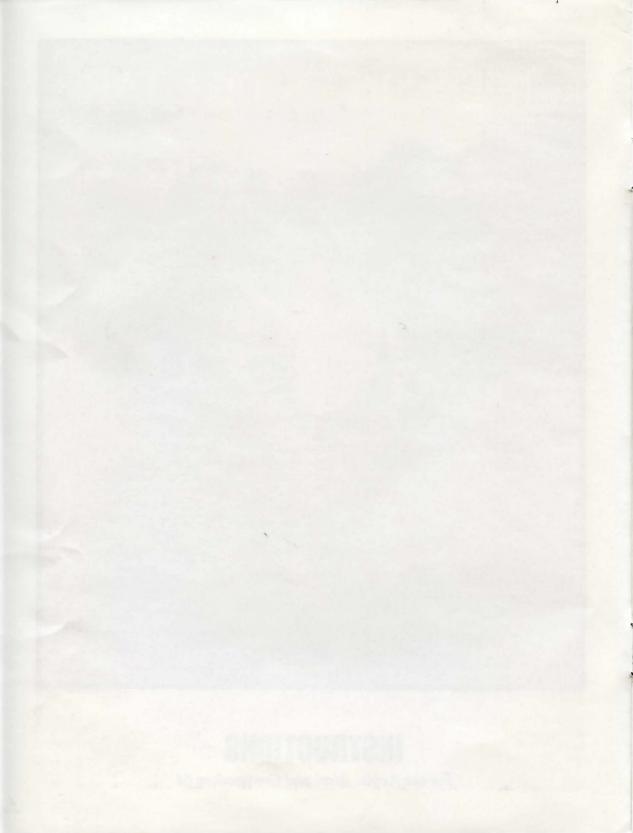# THE SERPENT'S STAR™

by Ultrasoft, Inc.

INSTRUCTIONS

For the Apple, Atari and Commodore 64

THE STORY SO FAR:

IT WAS SOME CONSOLATION when you heard that the Tibetan government had confiscated the scrolls Francisco Roboff had stolen from you, Mac Steele, some months past. But now, you're anxious to get your hands on them again.

YOU HAD HAD THE SCROLLS LONG ENOUGH to know that they made reference to the ancient city of Kara-Koram, a city held timeless by the spell of a mysterious gem known as THE SERPENT'S STAR. You did not have the time to determine where the city was, but you had learned the value of the stone that gave the city its immortality. The size of the stone was given in some ancient measure, but by your best calculation the stone is huge; easily approaching 50,000 carats. It would undoubtedly be worth some 25 million dollars!

YOU KNEW THAT 10 OF THE 13 SCROLLS were kept in the Potola, a palace in the city of Lhasa, the capital of Tibet. You plotted and schemed for months to enter the country, but the Tibetan government has particularly bad memories of you from your previous visit and your angry departure. The officials never did consider Roboff's theft of the scrolls from you as significant, but they were delighted when they recovered their revered writings from Roboff. But that was in the past. Now you are so close! You have entered the Potola and made it to the library where the scrolls are stored. It seems too easy. All you have to do is break into the glass case and remove the scrolls...

STARTING THE GAME (APPLE)

Insert The Serpent's Star disk label side up (side A) into the disk drive and close the drive door. Turn on your computer.

STARTING THE GAME (ATARI)

Turn on your disk drive. When the red busy light on the disk drive goes off, insert side A of The Serpent's Star disk into the drive and close the drive door. Turn on your computer.

The Serpent's Star requires the use of both sides of the two enclosed disks. The computer will tell you with on-screen prompts when to use the additional sides. Side A of the disk is copy protected, but sides B, C, and D are copyable (for backup purposes) using the "Duplicate Disk" option from Atari DOS.

STARTING THE GAME (COMMODORE 64)

Turn on your disk drive and then your computer. When the red busy light on the disk drive goes off, insert the disk label side up (side A), and close the drive door. Type LOAD "STAR", 8 and then press RETURN. When the computer responds "READY", type RUN and press RETURN. The program takes about a minute to load.

In the final stages of loading, your disk drive may make some mechanical sounds. This is normal, and you may use it as a signal that the game is about to begin.

The Serpent's Star requires the use of both sides of the disk. The computer will tell you with on-screen prompts when to turn the disk over.

CONVERSING WITH YOUR COMPUTER

All communication from your computer will appear in the lower left corner of the screen. If [waiting] appears on your screen, your computer is simply indicating that it has more to say. Press any key, and the communication will continue. OK> will appear when the computer is waiting for your response.

If you make a typing error in your response, use the left arrow key (APPLE), the DEL key (COMMODORE 64), or the backspace/delete key (ATARI) to erase it and start over.

In this game your computer will understand full sentences as well as truncated English. "LOOK AT THE SCROLLS" is understood to be the same as "LOOK SCROLLS." The game expects each command to have a verb and an object, and understands modifiers when they are appropriate. A verb without an object may be incomprehensible. Multiple verbs in a single command are as confusing to the computer as they would be to your friends. "GO JUMP FIND" is equally hard for either to interpret.

The Serpent's Star has a large vocabulary, but be aware that it uses many more words than it understands. If a word does not have the desired effect, try synonyms or rephrasing the request. If the system does not understand what you have typed it will respond in a number of ways:

When your computer does not recognize anything—

| You type: | FERNAP |
| Computer responds: | I don't understand "FERNAP" (Nobody knows what "FERNAP" means). |

When your computer does not know an object or no object is in the command—

| You type: | GET FERNAP |
| Computer responds: | I don't recognize an object in "GET FERNAP". |

| You type: | GET |
| Computer responds: | I don't recognize an object in "GET". |

When you refer to an object not in the area—

| You type: | GET LAMP |
| Computer responds: | You don't see a lamp around here. (When you left it elsewhere.) |

When the computer doesn't know a verb or no verb is in the command—

| You type: | FERNAP GUN |
| Computer responds: | I don't recognize a verb in "FERNAP GUN". |

| You type: | CHEW GUN |
| Computer responds: | I don't recognize a verb in "CHEW GUN". (Computer does not know what "CHEW" means.) |

| You type: | GUN |
| Computer responds: | I don't recognize a verb in "GUN". |

When you use verbs and/or objects that the computer recognizes but thinks are inappropriate, it will tell you so.

When playing The Serpent's Star, bear in mind that your computer pays attention to only the first five characters of a word, so typing "INVEN," for instance, has the same effect as typing "INVENTORY." In the examples here, words are fully spelled out for clarity.

VALID COMMANDS

Directions
A direction is considered to be a verb by the game. NORTH or N will attempt to travel to the north. Please note that directions requiring more than five characters MUST be abbreviated to be understood. For example: NORTHWEST would appear the same as NORTH to your computer, so you must use NW. The same is true for NE, SE, and SW. Other valid directions are UP or U, DOWN or D, FORWARD or F, BACK or B, RIGHT or R, LEFT or L, ENTER, EXIT, IN, OUT and CLIMB. Additional synonyms are used but you will be left the task of discovering them.

INVENTORY, SUPPLIES, EQUIPMENT
Lists the items you have in your possession. You will find that there is a limit to what you can carry.

LOOK, EXAMINE, SEARCH
Shows you the details of the area you are in, usually but not always mentioning objects that may be relevant to your quest. This information may be different than that provided when you first enter a room or place, so it will always be useful to ask.

GET ALL, TAKE ALL
Will get everything in the area that you can carry.

DROP ALL, PUT ALL
Will deposit everything you have at your feet.

GET ALL BUT (object), TAKE ALL BUT (object)
Will get everything in the area you can carry except the object in question.

DROP ALL BUT (object), PUT ALL BUT (object)
Will drop everything that you are carrying except the object in question.

SOUND OFF/ON
Will cause the sound effects to be turned on or off.

QUICK TRAVEL/NORMAL TRAVEL
Speeds up the travel sequences or returns them to normal speed.

MULTIPLE COMMANDS

You may enter as many commands as will fit in the 36 character window, provided that they are separated by a comma, period, or the word "and" or "then." The commands will execute sequentially, sometimes very quickly, until a significant event or an error occurs, at which point execution of the command is terminated. For instance, if midway in the string of commands you are killed, the rest of the actions (surprise!) are no longer relevant. If you type KICK RUN AND GO NORTH THEN PICK UP THE BOX your computer will respond with an error message when it sees KICK RUN and the remainder of the command will be ignored. A string of valid commands such as: GET ALL, LIGHT MATCH, THEN LIGHT LAMP will execute perfectly.

HELPFUL HINTS

If The Serpent's Star is one of your first adventure quests, these suggestions may be of help:

1) Map everything on a piece of paper! Many mazes are too complicated to map in your head.

2) Search each room, or object, at all times.

3) Save the game as you go along. This will enable you to avoid a great deal of frustration.

SAVE GAME

Your place in the game, along with any possessions (or handicaps) you may have acquired, can be recorded on a "Save Game" disk. You can save one game per disk with the Apple and Atari versions and up to four games with the Commodore 64 version.

1. Type SAVE GAME and press RETURN.

2. You will be prompted to remove the game disk and insert a blank, formatted disk into your disk drive and press RETURN. (See your disk drive manual for instructions on formatting a disk.)

3. With the Commodore 64 version you will be asked to enter a name for the game to be saved (up to 15 characters long). With the Apple and Atari versions your game will be automatically saved to disk. If you see "Error During Disk Action" or "DISK ERROR!!!" chances are that you were not using a formatted disk. Follow the prompts and try again.

4. To resume play from that point, remove the "Save Game" disk, reinsert The Serpent's Star disk on the side indicated and press RETURN.

RESTORE GAME

This command allows you to pick up the game where you left off with the "Save Game" command above.

1. Type RESTORE GAME and press RETURN.

2. Remove the program disk, insert the "Save Game" disk and press RETURN.

3. With the Commodore 64 version you will be prompted to enter the name of the saved game. With the Apple or Atari version the game will simply be loaded. If you see "Error During Disk Action" or "DISK ERROR!!" you are not using a valid "Save Game" disk. Follow the prompts and try again.

4. After loading the "Save Game" disk, reinsert the side of The Serpent's Star disk indicated and press RETURN.

RESTART GAME

Use RESTART GAME when you want to start the game over from the beginning without turning your computer off and rebooting.

Type RESTART GAME and press RETURN. If you are on side A the game will automatically restart to the title page. If you are on any other side, you will be prompted to take out the disk and insert side A.

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