



SPACEWRECKED™

14 BILLION LIGHT YEARS FROM EARTH

Instruction Manual

MAMA SAID THERE'D BE DAYS LIKE THIS...

Sent to explore a newly discovered planet—little more than a faint blip on the sensor screen—you find nothing more than an oversized asteroid. Dejected, you lift off from the planet surface and run smack into the scattered debris of an exploded moon. Great...just great. Even your lightning-quick reflexes aren't enough to get you through the moon's remains untouched. Warning lights flash like crazy...there goes System 3...No! Not the reserve tanks! You'll never make it back to Earth without that fuel. Clutching at straws, you program the computer to perform continuous wide-range seek-and-follow sensor scans, hoping on the off-chance that it will lead your ship to something—a planet, another ship, *anything*—that can rescue you from your crippled craft before you run out of fuel and are left floating in space forever. Resigning yourself to fate, you place yourself in Cryogenic suspension, and wish that sometimes, just once in a while, things would go your way...

Seven years have passed. Groggily, you drag yourself out of the Cryogenics chamber to see why the computer woke you up. It means that you're either about to be rescued—or that your ship is about to fall to pieces. Pondering this, you turn the corner onto the bridge and are immediately struck with the awesome spectacle of an entire fleet of 20 Scientific Survey Craft floating in your wide-screen viewer.

"What the...?" you mumble to yourself.

"The Darwin Biological Survey Fleet," responds your computer.

"Computer," you say excitedly, "open all frequencies!"

The Communications Channel crackles to life, and with a sinking



Alien Identification

Name: **Ugruskor**

Home Planet: Telen V

Environment: Dry

Steppe

Life Span: 30 Std. Years

Genetic Class: Mammal:

Type 3-J

Population: Extensive

Hostility: Moderate

Intelligence: Low

Notes Territorial deadly horns. Avoid if possible. Often ridden by native humanoids.

feeling you hear the echo of a distress signal, dated light years ago. Looks like you won't be getting much help here. Unless... "Computer, I need the following data: Survey Fleet mission, last recorded flight logs, lifescan of the ships, and the ships' operating conditions."


It seems the routine biological survey mission to the Orion Galaxy turned into a space nightmare. The fleet's 20 ships time-warped into the eye of the exploding Wolf-Roert nova, instantly crippling most on-board systems and snapping the locks that held the bizarre alien biology specimens captive. The helpless crewmembers—frozen in Cryogenics during the accident—are alive, but must have suffered extreme mental deterioration during the dreaded Slow Thaw, every space traveller's nightmare. You shudder at the thought.

The ships were equipped with the antiquated Interlock Navigational System, which runs the entire fleet as a single unit from the flagship deck—a technology that was phased out decades ago due to its inherent design flaw: when one ship goes down, the entire fleet grinds to a halt. So, instead of simply repairing the nearest ship and getting out of here, you'll need to board each of the ships in turn, repair all of their systems, and then activate the fleet from the flagship bridge.

To do this, on each ship you must:

- **Find the spare Energy Flux Decoupler and deliver it to the Power Room;**
- **Find the Inhibit Lock and return it to the bridge;**
- **Repair all the ship's systems to at least 80% efficiency.**

As you investigate the malfunctioning systems, you will learn that, in most cases, a lack of liquid coolant has caused the problem. By replacing the coolant fluid in that particular

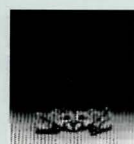


Alien Identification
 Name: **Telerek**
 Home Planet: **Tau Ceti III**
 Environment: **Arctic Wasteland**
 Life Span: **230 Std. Years**
 Genetic Class: **Bolodite**
 Population: **Sparse**
 Hostility: **Extreme**
 Intelligence: **Very Low**
 Notes: **Warning! Extremely dangerous. Exotic diet includes metals and radioactive ores.**

system room, you're likely to solve the problem. To carry out a repair, you will need to:

- **Locate a Manufacturing Room on board the ship and make some receptacles in which to carry the coolant (Complete details on the Manufacturing Screen are on Page 16 of the Game Manual);**
- **Find a laboratory and fill your receptacles with liquid coolant (Information on the Laboratory Screen is on Page 16 of the Game Manual);**
- **Finally, go to the room of the system you wish to repair and attempt the repair (The Repair Screen is described on Page 17 of the Game Manual).**

Once you've made all repairs, found the Inhibit Lock, and replaced the Energy Flux Decoupler, a message will prompt you to go to the bridge—after which you'll move on to the next ship in need of repair.



Alien Identification
 Name: **Grumblat**
 Home Planet: **Beta Aurigae II**
 Environment: **Atoll and Reef**
 Life Span: **10 Std. Years**
 Genetic Class: **Crustacean**
 Population: **Endangered Species**
 Hostility: **Moderate**
 Intelligence: **Low**
 Notes: **Protected species under federation guideline 31749-A-2. Do not expose to UV radiation.**

GETTING STARTED

LOADING THE GAME

All information needed to start playing Spacewrecked is fully spelled out in the enclosed Quick Start Card:

- **System Requirements**
- **Installing and Configuring the Game**
- **Game Interface**
- **Copy Protection**

BEFORE INSTALLING THE GAME, follow your computer-system manual directions to make a backup copy of all Game Disks.

THE GAME SET-UP SCREEN

The first screen you'll see after identifying the alien is the Game Set-Up Screen:



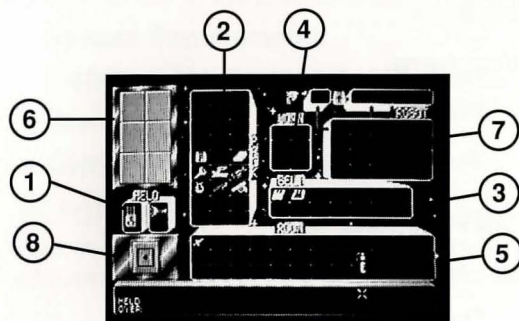
- 1) **Exit.** SELECT this icon to proceed into the game.
- 2) **Save Game.** This icon allows you to save your current game to disk. You must have a blank disk already formatted in order to save a game.
- 3) **Load Game.** You can load a previously saved game by SELECTING this icon.
- 4) **Music and Sound Effects.** This icon allows you to toggle the game music and sound effects on and off.
- 5) **Character Select.** This icon lets you choose your character in the game.
- 6) **Password.** TBD.

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MANAGING YOUR INVENTORY

Through the Inventory Screen you will control all items you find on-board the ship. To access the Inventory Screen, SELECT the Inventory Icon on the Main Game Screen.



These are the windows on this screen:

- 1) **Held.** Items held in each hand.
- 2) **Pack.** All the items stowed in your pack.
- 3) **Belt.** Everything you are carrying on your belt.
- 4) **Worn.** Only items you can wear on your body can be placed in this window.
- 5) **Room.** Shows all articles lying in the room you are in.
- 6) **Robot Buttons.** SELECT one "active" robot at a time from these buttons.
- 7) **Robot.** This window shows what the "active" robot is carrying (the large section of this window), what weapon the robot is currently armed with (the single box in this window), and what program cartridges the robot is loaded with (the bank of four spaces in this window). Cartridges are fully detailed in an upcoming section on robots.
- 8) **Exit.** Takes you back to Main Game Screen.



Alien Identification
 Name: Endir-Siminon
 Home Planet: Tasiron
 Environment: Jungle
 Life Span: 60 Std. Years
 Genetic Class: Mammal: Type 6-B

Population: Well Distributed
 Hostility: Low
 Intelligence: High
 Notes: Inherent ability to learn languages swiftly. Susceptible to high-pressure atmospheres.

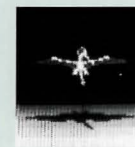
If you glide the cursor over an item, the message panel will tell you what it is and its serial number. Each item also has a designated weight. The number in the bottom right of the message panel shows the the present total weight of all the objects in the window that the cursor is over, followed by the maximum weight allowed for that window. In the Room window, you'll see the total weight of all the items added together—and no maximum allowed weight, as there is no limit to what you can find in a room. Nor is there a weight limit to what you can wear or carry in your hands.

To move items between windows, move the pointer over the item and SELECT it. You will now be carrying that item with the cursor. You can drop it into any box of any window by SELECTING the destination box.

The message panel lists what you are holding at all times. Certain larger items must be placed into the special larger boxes. The smaller items will fit into either of the box sizes.

You can exchange two items by picking one up as described above, moving over another item in any window and SELECTING the other item. You will deposit your carried item in the box, and the item that was in the box now becomes the carried item. You cannot leave this screen if you are "carrying" an item with the cursor.

If you want to move an item from one robot to another, SELECT the robot button of the "from" robot. Pick up the item from the robot windows and temporarily put it in another window—for example, the Room window. Then SELECT the button for the "to" robot and move the item into that robot's windows.



Alien Identification
 Name: Kij
 Home Planet: Klarak
 Environment: Arid Semi-Desert
 Life Span: 120 Std. Years
 Genetic Class: Pterosaur
 Population: Declining

Hostility: Moderate
 Intelligence: Very Low
 Notes: Feeds on fish and small mammals. Able to glide for long periods of time without rest.

PICKING UP ITEMS

To pick up items you find on your journey, **SELECT** the items in the Room window and move them, as described above, to the window in which you want them placed.

REPAIRING ITEMS

Also in the Inventory Screen, you can repair certain items that break along your journey by using the repair kit—once you find it. Move the cursor over the repair kit and press **BUTTON 2**, then **SELECT** the item you wish to repair. The message panel will indicate the result of the repair attempt. You can even repair robots that are broken or malfunctioning by using the repair kit. Follow the procedure described above, except **SELECT** the button for the robot you wish to repair.

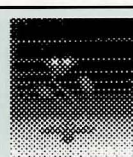
USING YOUR ITEMS

To use an item in your inventory, place it in one of your hands and return to the Main Game Screen. At that screen, move the cursor over the item you wish to use and press **BUTTON 2**.

You will learn how and when to apply your items most effectively. These are two that will require the most use:

• Weapons

When faced with an opponent, you may fight it only if you have a weapon in your right hand. At the Main Game Screen, if you move the cursor over the main viewing screen, it will turn into a crosshair. The size of the crosshair will vary



Alien Identification
Name:
Leafy-Earus Polyandrus
Home Planet: Anthebe
Environment:
Dense Forest
Life Span: 950 Std. Years
Genetic Class: Unknown

Population: Numerous
Hostility: Moderate
Intelligence: Sub-Human
Notes: Fully grown specimens reach 130m.
Spends first 200 years locating a site to take root.

according to the weapon—some weapons are easier to hit your target with than others. You must fight the jiggling of the crosshair—driven by the rush of adrenaline into your system—and when you have the crosshair over the enemy, press **BUTTON 1**. You will hit the enemy if any of the crosshair is on it—but it will have more impact if the center of the crosshair hits the enemy.

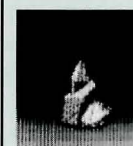
If the weapon runs out of shots or energy, then it is useless. Some weapons may be recharged in a recharging station and used again, others must be thrown away.

• Access Cards

The doors aboard ship are special energy fields that are airtight and prevent viruses or contamination from spreading throughout the ship. You can safely pass through this energy field and into the location beyond, unless the door is security coded. Grey doors are not encoded, so simply walk through them. A color door indicates the level of security required. To pass through you will need to use a security Access Card, and it will need to be of high enough clearance to get you in. Security colors are ranked as follows, from least to greatest:

Red
Orange
Yellow
Green
Blue
White

A white pass will open any door, but an orange pass will only open an orange or red door, and so on. Passes lose color as they are used, but may be recharged in a recharging station.



Alien Identification
Name: **Ligrant-Balthek**
Home Planet: Lander's Star
Environment:
Volcanic Regions
Life Span: Unknown
Genetic Class: Rock

Population: 3
Hostility: Low
Intelligence: Unknown
Notes: Slow to anger. Possesses limited teleportation. Exudes Vodka.

Security coded doors turn grey when opened with a pass, but will return to their previous security color once you pass through them and back again.

GAME CONTROL FUNCTIONS

The six Game Control Functions buttons on the Main Game Screen will always list the Game Set-Up icon and the Inventory icon, which will, respectively, take you to the screens already discussed. In addition, there are five other screens that can be accessed through Game Control Function icons:

COMPUTER ACCESS



This icon will appear whenever you have access to a Computer droid or enter a Terminal Room. SELECTING this icon will offer you five new icons to choose from:

• Deck Plans

The deck plans are built up as you explore the ship. Areas you have not visited will not appear on the plans. The deck plans will also show any areas that robots under your control may have visited. On the plans, special rooms are colored, with the key shown at the top of the screen. Any rooms not specifically color-coded will appear green. Corridors are brown. Robots under your control will appear as crosses. Your own position will appear as a flashing black arrow, pointing the way you are currently facing. The white bars on the map signify doors.

The message area below shows your position, including the room number. As you move the



cursor over the map, the message area will list what the room is and its number—useful when you want to return to a room and can't remember where it is. These numbers are also essential for programming robots for remote journeys.

There are three decks on the ship, the Main, Lower and Dorsal. You can switch among them by SELECTING the upper icon button marked with an arrow. The lower button exits the screen.

• Status Screens

This icon lets you check on the ship's systems. At the top left is a list of all the ship's systems. The names in yellow are major systems, and the names in white below each major system are the components of that system—the galley, lighting, doors and radiation filters are all controlled by the Life Support Control Room, for example. To the right of the names is a bar chart showing the current power level of each system. The longer the green bar, the more power remaining on the ship.



Further to the right is a "quick glance" display of the status of each system. This display will read either:

Functional—Working just fine

Intermittent—Working on an intermittent basis

Alien Identification

Name: **Nirmleg**

Home Planet: Sheffield's Star

Environment: Deep Hole

Life Span: 15 Std. Years

Genetic Class: Optically

Population: Sparse

Hostility: Moderate

Intelligence: Sub-Human

Notes: Infravision. Exhales sulphurous bubbles. Exotic sense of humor.

The system name

Predicted Efficiency for that system—Stable, Increasing or Decreasing

Predicted Success Index—How likely is a successful repair

Predicted Downtime Index—How long before the system is likely to malfunction


Finally, Total Power is an indication of the ship's remaining cumulative power. The longer the green bar, the higher the ship's power.

• Crew Roster

You can examine the ship's crew roster and identify the crew members should you meet them. Use the left and right arrow icons to move through the roster.

• Alien Data

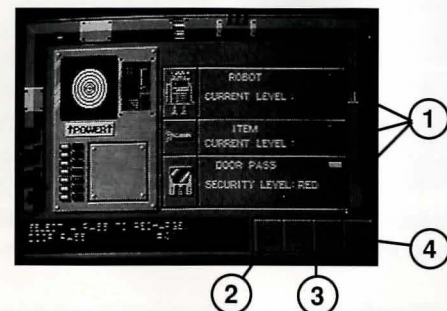
You can examine the roster of the alien samples carried aboard the ship—and perhaps pick up clues on dealing with them should you meet them. Use the arrow icons to move through the roster.

	Alien Identification Name: Balrik Home Planet: Rigel Environment: Temperate Life Span: 50 Std. Years Genetic Class: Primate:
Type 3 Population: Extreme Hostility: High Intelligence: Low Notes: Reproduces with extreme rapidity leading to gross overpopulation.	

THE RECHARGING SCREEN



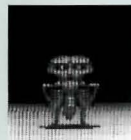
When you enter a Recharging Station, an icon will appear on the Main Game Screen that will allow you to access the Recharger. SELECTING this icon takes you to the Recharging Screen.



When you are recharging:

- 1) Item Category Selection.** Choose among Robots, Access Cards or Miscellaneous power items, like flashlights.
- 2) Recharge.** Recharge the currently SELECTED item.
- 3) Left/Right Arrows.** Cycle through all the Robots, Security Passes or items available to be recharged in this location.
- 4) Exit.** Return to Main Game Screen.

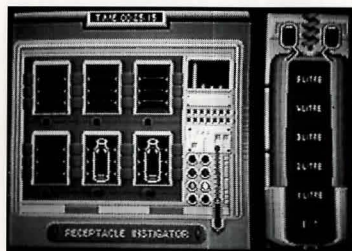
A robot can be recharged in increments of ten points up to the maximum level for that particular robot. Security Passes are recharged one color at a time. All other items are increased by one. Each use of the Recharger drains a bit of the ship's total power, so avoid extensive and wasteful use of the Rechargers.

	Alien Identification Name: Kembedridgar Home Planet: Gratton's Star Environment: Hills and Woods Life Span: 25 Std. Years Genetic Class: Insectoid Population: Low Hostility: Low Intelligence: Low Notes: Supplements poor vision by radar
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THE MANUFACTURING SCREEN



You can make up to six receptacles at a time—ranging in size from one to five liters capacity each. Note, however, that making a receptacle uses the ship's power, and the larger the receptacle, the more power it requires to make it. On the other hand, larger quantities of coolant increase your chance to repair a system, and consequently, it's easier to carry large quantities in fewer but larger receptacles. You must learn from experience the best sizes to make.



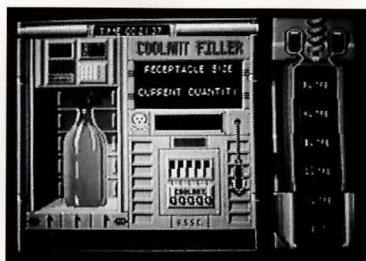
At the right of the screen is a zoomed view of the handset of the manufacturing machine. SELECT the size of receptacle you want to build. The receptacle will be made and placed on the floor of the room. Simply pick it up through the Inventory Screen and you are ready to go.

THE LABORATORY SCREEN



Choosing this icon will take you to the Laboratory Screen:

Here you can fill as many receptacles as you are carrying. SELECT the receptacle size you want filled.



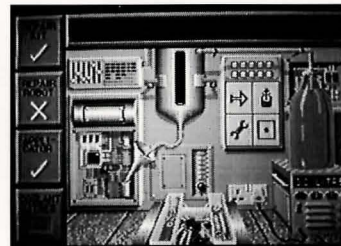
The coolant is a highly acidic and toxic substance and the receptacle must be flawless, so the lab computer will check the receptacle for flaws—flawed receptacles will be rejected and dumped. If your receptacle passes Q.A. it will be filled with liquid coolant. Keep

SELECTING as many sizes as you want filled. SELECT Exit when you have finished.

THE REPAIR SCREEN



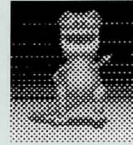
The final part of your mission is to carry out the system repairs. As mentioned, all the ship's systems fall under the control of just four major systems: Bio Control, Life Support, Computer and Communications. These are accessed and repaired via the Biological Control, Life Support, Bridge and Communications Rooms, respectively. Entering one of these rooms will show a



Repair Icon on the Main Game Screen. SELECT this icon to enter the Repair Screen.

To make a repair you will need a repair kit, and at least one liter of liquid coolant. In most cases, it will also help to have a coolant applicator, and a robot with repair capability—although neither are absolutely necessary.

At the right of the screen is one of your full receptacles. The reservoir can hold up to 5 litres of coolant, pump in any more and it will overflow. SELECT the receptacle you wish to empty using the top left arrow. To empty its contents into the reservoir, use the top right button. When you are happy with the amount of coolant in the reservoir, you can attempt a repair. SELECT the Spanner icon on the bottom left of the screen. The coolant will be pumped into the system and the message panel at the top will show the result of your attempt.

	Alien Identification
	Name: Lyacodrak
	Home Planet: Klarak
	Environment: Volcanic Regions
	Life Span: 100 Std. Years
	Genetic Class: Saurian: Type 7
	Population: Extensive
	Hostility: Extreme
	Intelligence: Low
	Notes: Highly dangerous predator..
	Relocated from Earth to prevent extinction.

ABOUT THE ROBOTS

ROBOTS YOU'LL ENCOUNTER

There are six types of robot that you may find as you wander through the ships. Most have one built-in function, and you can add other functions by plugging in cartridges that you'll find in the ship. These robots are:

Battle Droid. Has combat capability built in.

Sensor Droid. Has a life scanner built in. It will report the approach of any hostile crew members or aliens.

Janitor Droid. Has the ability to clean up spilled liquid coolant.

Fixit Droid. Can repair items or assist in repairing the ship's systems.

Rat Droid. Has no built-in function. However, you can plug in cartridges to make it useful.

Computer Droid. Allows you to access the ship's computer without having to be in a Terminal Room.

When a robot is available for you to command, its icon will appear on the Main Game Screen in the second row of the six icon buttons. There are two methods of controlling your robots. A robot can either be with you and under your direct command, in which case a blue light appears under its icon, or you can be in contact with it via remote communicator if you send it elsewhere on the ship. Even though you may have all six robots with you, only three can appear in the Main Viewing Screen at a time.

Clicking on a Robot Icon on the Main Screen takes you to the Robot Screen.



Alien Identification
Name: **Shalen-Oublet**
Home Planet: Miromar V
Environment: Swamp
Life Span: 12 Std. Years
Genetic Class: Fungi

Population: Extensive
Hostility: Low
Intelligence: Very Low
Notes: Deceptively sensuous appearance. Poisonous spores can be lethal.

THE ROBOT SCREEN

This screen provides important information about your robot, including what type of robot you have, where it is, what its mode of execution is, and its current condition. There are four modes of execution:

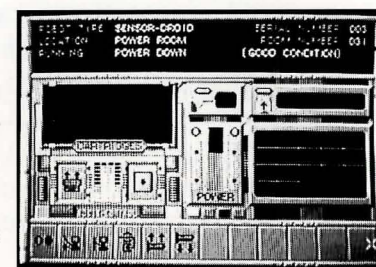
Stay Here. Discussed under Directing Your Robot

Follow Me. Also under Directing Your Robot

Program. Indicates that the robot is running a customized program that you have written for it.

Power Down.

Indicates that the robot has been switched off.

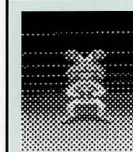


In the center of the screen is the Power Bar. The higher the green bar, the more energy the robot has. Above the Power Bar you can see what weapon your robot is currently carrying, if any. Next to it is the Robot Inventory Window. These are the same as the three Robot Windows in the Inventory Screen. You can move items between the windows as you would in the Inventory Screen. However, only cartridges can be held in the Cartridge Window. The box marked Cartridges tells you which cartridges are plugged into your robot.

Below this are two icon buttons labelled Program and Exit.

Program. Takes you to the Programming Screen to write a customized program.

Exit. Lets you leave the Robot Screen.



Alien Identification
Name: **Beliax**
Home Planet: Tanzania II
Environment: Swamp
Life Span: 100 Std. Years

Genetic Class: Amphibian
Population: Numerous
Hostility: Moderate
Intelligence: Human
Notes: Constricts underwater caverns. Dangerous when away from its territory.

Along the bottom of the screen are twelve buttons which indicate the functions which the robot can perform. Each robot is already assigned a specific function — automatically indicated by the first six buttons, one for each robot. The rest will be labelled as you plug cartridges into your robots.

• Directing Your Robots

You can command the robots you find using the Direct Mode or the Program Mode. In Direct Mode, simply **SELECT** the icon from the Robot Screen and the command will be executed immediately. In Program Mode, you must **SELECT** the icon from the Programming Screen and the command will be executed as part of a program. The six standard icons are, from left to right:

Power On/Off. Switches the robot on and off. None of the command icons will work if your robot is switched off.

Follow Me. Puts the robot into Follow Me Mode. This means the robot will follow you wherever you go. Since the robot is behind you, it will not appear on the Main Viewing Screen.

Stay Here. Puts the robot into Stay Here Mode—the robot won't move until you tell it to.

Both **Follow Me** and **Stay Here** commands will cancel out the previous mode your robot was in. If the robot was executing a program, it will abort the program.

Go To (followed by a room number). This will instruct the robot to travel to the numbered room via the shortest

	Alien Identification Name: Grampsoc Home Planet: Sol IV "Mars" Environment: Desert Life Span: 3 Std. Years Genetic Class: Reptile Population: Very Sparse Hostility: Low Intelligence: Very Low Notes: Extracts oxygen from rocks. Eats ice crystals. Digs crevices to live in.
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route, guided by its own internal map. Obstacles such as enemies or structural damage may bar the robot from completing this function. Use the Deck Plans Screen in the Terminal Room to learn the various room numbers as you map out the ship.

Pick Up. Can be implemented through Program Mode only. You will be asked for an item serial number, which is listed on the Inventory Screen. The robot will pick up and carry this item if it is available.

Drop Item (Direct Mode). You must **SELECT** an item in one of the three Robot Item Windows. That item will be dropped and left at the robot's present location.

Drop Item (Program Mode). You will be asked for an item serial number. If the robot is carrying that item, it will drop it at the point in the program where the command is given.

• Robot Cartridges

You can plug up to four cartridges into a robot by picking up cartridge items and placing them in the Cartridge Window. These cartridges are:

Repair Cartridge (Direct Mode). You may **SELECT** any item appearing in the Robot Item Windows to attempt its repair. The result of your attempt shows in the message panel at the top of the screen.

Repair Cartridge (Program Mode). You are asked for an item's serial number. If the item is available, the robot will try to repair it.

	Alien Identification Name: Hiy-Jak Home Planet: Hagan's Star Environment: Mountains Life Span: Canine Genetic Class: Numerous Population: Numerous Hostility: High Intelligence: Low Notes: Genetically engineered as guard dogs. Avoid. Tracks by smell. Loves children.
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Coolant Management Cartridge. Make Receptacle. The robot must be in a Manufacturing Room when it executes this function. First you must choose a size for the receptacle, then the robot will try to construct it for you.

Fill Receptacle. The robot must be located in the laboratory to complete this function. It will attempt to fill a receptacle of the size you indicate, as long as that size is available.

Self Destruct Cartridge. You must type in a delay time in seconds. In executing this function, the robot will explode after the given delay, killing everything nearby—including you if you don't get away in time.

Medical Cartridge. A robot with this cartridge can help you recover lost stamina points.

Scanner Cartridge. This makes a Sensor Droid perform frequent life scans. It is useless with any other robot.

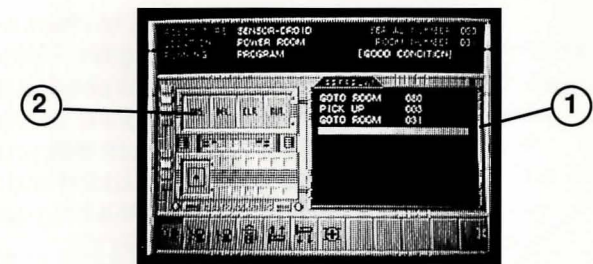
Attack Cartridge. Allows you to switch your robot in and out of Combat Mode. To arm your robot, place a weapon in its Weapon Window. It can't fight without one! If an armed robot in Combat Mode meets an enemy, it will engage that enemy and fight it.

Communications Cartridge. Allows you to switch your robot in and out of Report Mode. Report Mode lets you keep in contact with your robot if it is elsewhere on the ship. However, you can't receive reports without a

Alien Identification	
	Name: Chee
	Home Planet: Sindarin III
	Environment: Scrubland
	Life Span: 3 Std. Years
	Genetic Class:
Invertebrate	
Population: Rare	
Hostility: Low	
Intelligence: Low	
Notes: Attacks using acid vomit. Converts oxygen to ammonia. Keep isolated.	

communicator. The robot will let you know as it completes each stage of its program, as well as send you error messages or report any problems it encounters. Your reports will appear on the message panel on the Main Viewing Screen, accompanied by the reporting robot's serial number. (For example, '3 : arrived' means that Robot 3 has arrived at its destination.)

• The Programming Screen



The Program Screen will appear in the center of the Robot Screen when you SELECT the Program Icon.

1. Main Program Listing Window. In it are listed the instructions that make up a program. A program may consist of as many as ten instructions.
2. The icons Insert, Delete, Clear, and Execute. These will be discussed later. Below them is the Exit Icon, which will take you back to the Robot Screen.

Alien Identification	
	Name: Spodditt
	Home Planet: Elewag
	Environment: Dry Steppe
	Life Span: 50 Std. Years
	Genetic Class:
Unknown	
Population: Unknown	
Hostility: High	
Intelligence: Very Low	
Notes: Attacks using high intensity sound waves. Weak and easy to defeat.	

Along the bottom of the screen are the functions available for this robot.

To enter an instruction and begin a program, simply **SELECT** the function icon and answer any questions using the keyboard. The appropriate instruction will be generated and listed in the Main Program Listing Window.

If you wish to put your robot into Combat Mode or Report Mode, **SELECT** those icons once and a Mode On line will be inserted in the program. For Mode Off, simply click on the icon once more. There are four special icons:

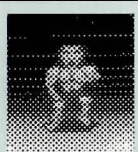
Insert. This allows you to insert an instruction into the middle of a program. After **SELECTING** Insert, use the mouse to position the blue bar in the place where you want to add a line. Then **SELECT** the function icon that you wish to insert. The instruction will be added and the blue bar will return to the bottom of the program.

Delete. This deletes one line of your program. **SELECT** Delete, then use the mouse to position the blue bar over the instruction you wish to erase, and **SELECT** the button to the left of the line. The line will be deleted.

Clear. This will delete your entire program.

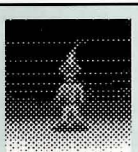
Execute. This puts the robot into Program Mode. As soon as you return to the Robot Screen, the robot will begin executing the program you have just written. It will complete each instruction one at a time, in the order they appear in the program, before moving on to the next one.

Note: The robot will complete your orders exactly as they are written.

	Alien Identification Name: Groth Home Planet: Magenta VII Environment: Caves Life Span: 230 Std. Years Genetic Class: Primate:Type 4-D Population: Extensive Hostility: Moderate Intelligence: Sub-Human Notes: Night- hunting Troglodyte. Exceptional hearing. Known to utilize tools.
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It is up to you to put the instructions in a logical order. If the robot attempts to execute an illogical instruction (for example, to Drop an item that it doesn't have, or Manufacture Receptacle when it's not in a Manufacturing Room,) it will simply ignore that instruction and continue on to the next one. If the robot is capable of reporting back to you (see Report function), it will send you an error message.

You can edit the robot's program at any time, even while it's executing your instructions. It's possible to halt the program by turning the robot off or putting it into Stay Here or Follow Me Mode. However, when you put it back into Program Mode, it will begin the Program again from Line 1. The program will remain in the robot's memory until you **SELECT** the Clear Icon. This enables you to re-execute the same program over and over again. When the robot completes its program it will go into Stay Here Mode and remain where it is until its next command.

	Alien Identification Name: Gendren-Taz Home Planet: Delta Lancia III Environment: All Life Span: 50 Std. Years Genetic Class: Elven Population: Sparse Hostility: Moderate Intelligence: Human Notes: Recognizable by distinct cries. Utilizes invisibility to confuse and terrorize enemy. Caution.
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ROOMS ON BOARD THE SHIP

This a list of the rooms on board the ship, and their significance:

The Bridge: Houses the Computer Major System.

Life Support: Houses the Life Support Major System.

Communications: Houses the Communications Major System.

Biological Control: Houses the Bio Control Major System.

Manufacturing Room: Where receptacles are made.

Laboratory: Where you fill receptacles with coolant.

Power Room: Where the Energy Flux Decoupler must be taken.

Terminal Room: Where you can access the ship's computer.

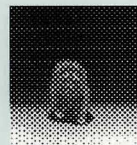
Recharging Station: Where you can recharge robots, passes and items.

Galley: Where you can eat food for extra stamina.

Stasis Chamber: Alien specimens are held in a Stasis Field in these rooms. If the stasis fields malfunction, the aliens will be released into the ship.

Cryogenics Chamber:

The ship's crew may be held in Cryogenics in these rooms. If the Cryogenics fail, the crew will defrost and be released into the ship.



Alien Identification

Name: **Weebet**
Home Planet: **Leng**
Environment:
Temperate
Life Span: 60 Std.
Years

Genetic Class: **Ursoid**
Population: **Extensive**
Hostility: **Moderate**
Intelligence: **Sub-Human**
Notes: **Versatile carnivore. Adapts well to most environments.**



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