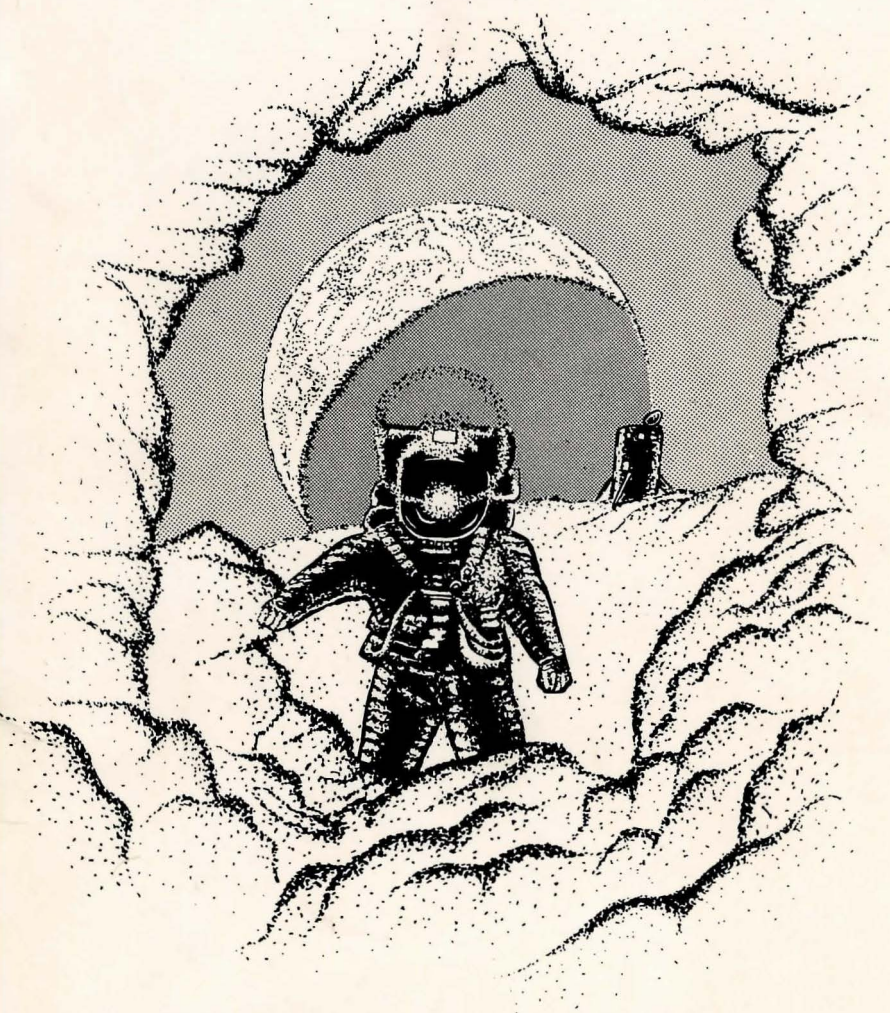


MISSION ASTEROID™



TOP SECRET

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By Ken and Roberta Williams

TOP SECRET

Alright, Cadet! A-TEN-HUT! You're going to get a chance to be a hero.

At this very moment, a huge asteroid is just seven hours away from a collision with Earth. That's all the time you have to navigate your spaceship to the asteroid and destroy it.

If you fail, the whole planet will be blown to smithereens!

I told the general you're the only one for the job or my name isn't Commander Horatio Q. Kumquat!

What's that? You've never piloted a spacecraft before? Well then, you're going to learn -- and fast!

Now listen up! You're wasting precious seconds with all your questions. I'll answer a few, and the general will fill you in a bit. If you have any more questions, you can figure them out for yourself as you go -- we haven't the time now.

What? You want to get to the spaceship? Not so fast, cadet. I'm glad to see you're so eager, but no one just takes off in a billion dollar military rocket. There's a little matter of orders, physical training and red tape. If you'll come with me now, I'll drop you at Mission Control.

I don't know anything more about your mission, cadet, but I can give you a few tips. Listen to your old Commander Kumquat.

The military system might not be perfect, but everything you need to complete your mission is on hand. Search every nook and cranny of Mission Control and your spaceship. I'm certain you'll find the necessary supplies.

Along the way, you will have a computer to help you -- regular military issue. I've used one myself, and it's a fine gizmo. It only understands commands of one or two words, though. Simply give the order and press ◀RETURN▶.

To go in different directions, you only need to type a letter: N for North, S for South, W for West, E for East, U for Up and D for Down.

Sometimes a single letter isn't enough and you'll need to give it more information. For instance, if you want to go through a door, tell it to GO DOOR.

To take a closer look at an object, such as a sign, type LOOK SIGN.

If you see something you think you might need on your journey, a key for instance, tell the computer to GET KEY. To leave it behind, type DROP KEY.

Occasionally this gizmo will ask for more information about a command. For instance, you might type OPEN DOOR, and the computer will ask "WITH WHAT." Type in WITH KEY.

You'll be meeting various people at Mission Control. If you want to speak to one of them, tell the computer. If you want to talk to a secretary, type TALK SECRETARY. Be careful who you talk to -- this is a TOP SECRET mission!

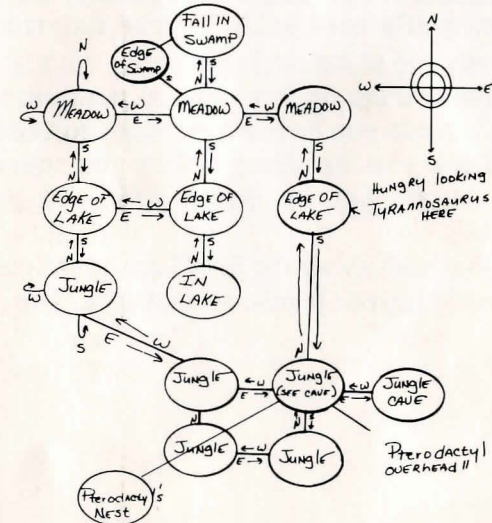
Don't be alarmed if the computer doesn't automatically follow your orders. Keep trying different ways to say things.

Sometimes it will be helpful to look back at your recent commands. Press the ◀RETURN▶ key, and the last few commands and description will pop up on the screen. Press ◀RETURN▶ again to return to the scene.

Let me tell you something else. You've never been in space, or Mission Control either for that matter. The building is a virtual maze, with so many doors and hallways you might think you will never get out. Do as I do when I go to see the general. Keep a map of where you're going and where you've been. It also helps to mark what you did in each of the rooms, especially if you're forgetful like most cadets.

It is important to look into every room along the way, and check out all of the directions; just make sure you know where you are.

Here's the type of map I keep. It works pretty well.



I have something important to tell you. Come closer. We have developed a device that, used properly, can save your hide (and ours, since you're our only hope) if you should blow up. Its code name is "saving a game." If you get blown up, it's the only way to begin the mission again without starting over.

It also lets you take five now and then. You know, catch a few ZZZs.

You will find directions for saving a game on your TOP SECRET Player Guide.

Think you've got all that, cadet? Enough talk! I've got just a few more things to tell you before you're on your own.

Think about all you'll need to successfully complete your mission and blow up that asteroid.

Mission Control is a TOP SECRET building. Don't forget to get the password you'll need to begin your assignment.

Space is a pretty big place, and that rocket isn't like driving a car. Do you have everything you need to navigate and control that spacecraft? And do you have everything you need to destroy the asteroid? Check your inventory before you embark on your journey. You can do this by typing INV and pressing the ◀RETURN▶ key.

Well, cadet, that's about all the help I can give you. You hold the fate of the world in your hands, so snap to it! The minutes are ticking away!

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