Rendezvous
with
Extraterrestrial Phenomena

COMMANDER'S HANDBOOK

RENDEZVOUS PROCEDURES

This manual, compiled by the Space Advisory Council, provides instructions to Commanders of Earthwatch on procedures in the event of a rendezvous with alien craft.

The Council believes that these procedures will increase the chances of Earthwatch crew members surviving a rendezvous. However, as of this revision of the manual, an opportunity for a rendezvous has yet to be encountered. These procedures are correct in theory but are untested, and in some instances represent speculation by Councilmembers on the course of events during a rendezvous.

Therefore, a distinction has been made between proven methods and those that are untried. Commanders should make every effort to comply with regulations classified as "mandatory." All other procedures are classified as "optional but recommended."

COMMANDER'S HANDBOOK

GENERAL RENDEZVOUS PROCEDURES
Mandatory

Initializing The Mission

Phase I: Loading RENDEZVOUS

See insert for loading instructions.

Phase II: Accessing New Information

When the first cursor appears, enter **NEWDATA** to obtain information on procedures which were changed after this handbook was issued.

Phase III: Selecting Command Controls and Screen Mode

The mission may be conducted with or without pictures of the interior of the spacecraft and the *RENDEZVOUS*. Enter **PICTURESOFF** if only text is desired. This feature may be changed at any time by entering **PICTURESON**. The program will automatically provide pictures if no selection is made.

Phase IV: Starting and Conducting the Mission

RENDEZVOUS is now ready to begin. The Commander should consult the instructions on "Communications During a Rendezvous," following in this handbook. The Commander may use these special commands at any time during the game.

CREATE   Use this command to create a Save Disk.

For even the most skilled of Commanders, the use of a Save Disk is highly recommended. If at any point in the mission the Commander feels there is mortal danger to self or crew, the current *RENDEZVOUS* point should be saved on the Save Disk (see explanation of the **SAVE** command, following). The Commander will then be able to return to that point, using the command **RESTORE** (see explanation following), and may rectify any mistakes that caused a fatal accident. The Save Disk will save up to ten *RENDEZVOUS* points. Each point may be identified as the Commander chooses.

To create your Save Disk:
1. Enter **CREATE** and press **RETURN**. Follow all instructions on the screen.

Beware: The program will erase any contents of a disk being formatted as a Save Disk.
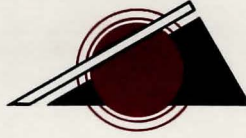
2. When the disk drive light goes off, the Save Disk should be removed, and the game disk re-inserted. The mission can continue.

SAVE Use this command to save RENDEZVOUS points to which there may be a need to return.

To save any **RENDEZVOUS point:**
1. Enter **SAVE** and follow all instructions on the screen.

2. Select the number of the next available position, or rename a position used earlier. Name the *RENDEZVOUS* point to be saved (up to ten characters). Finally, remove the Save Disk, insert the game disk, and resume the mission.

RESTORE Use this command to return to a *RENDEZVOUS* point saved on the Save Disk.

This command works in two instances:
1. **If the Commander wishes to resume an unfinished mission:**
   a. Load the program as usual.
   b. Enter **RESTORE.** Follow the instructions on the screen.
   c. Select a *RENDEZVOUS* point from the list, and follow the instructions on the screen. The program will move to that

RENDEZVOUS point and the mission may be resumed from there.

2. **If a fatal accident occurs:**
   a. The computer will ask you if you wish to play again. Follow the instructions on the screen.
   b. If the Commander wishes to return to a saved *RENDEZVOUS* point, enter **RESTORE.**
   c. The computer will request that the Save Disk be inserted into the disk drive.
   d. The Commander may then select a *RENDEZVOUS* point from the list, and the game will resume from there.

COMMUNICATIONS DURING A RENDEZVOUS
Optional But Recommended

Conducting The Mission

General Communiques
Commanders of Earthwatch craft attempting a *RENDEZVOUS* should switch to the use of **RENDEZVOUS ELECTRONIC COMMUNICATION (REC)**. REC was developed by syntax specialists at Earthwatch Command to answer the need for an efficient, operative communication technique during a *RENDEZVOUS*. The use of REC also allows Earthwatch to access a complete transcript of *RENDEZVOUS* communication at a later time.

The Commander of a *RENDEZVOUS* ship will use an abridged version of REC, represented by the attached Vocabulary List. When transmitting to the computer, the Commander should consult the attached Vocabulary List and utilize only those words. (Commanders should note that this vocabulary list is less extensive than the vocabulary the computer will use when relaying information to the Commander.)

REC techniques call for succinct, precise commands. A verb (**GIVE, CLOSE, TAKE**) should start the command. A noun (**KNIFE, DOOR, LINE**), should follow a verb.

> **GIVE KNIFE**
> **CLOSE DOOR**
> **FLY SOUTH**

It is acceptable to use **THE** before a noun (**TAKE THE BOOK**).

Prepositions may follow the verb to clarify the command.

> **STARE IN GLOBE**
> **LOOK THROUGH THE VIEWPORT**

Multiple nouns should be separated from each other through use of a **comma** or **AND**, such as:

> **TAKE THE KNIFE AND THE LASER.**
> **TAKE THE NET, THE LASER, AND THE LINE.**
> **TAKE NET, LASER, AND LINE**
> **TAKE NET, LASER, LINE**

It is not necessary to end a command with a period.

Several separate actions may be included in one command, but actions must be separated by a comma or the word **THEN**. If a noun is repeated in a string of actions, the noun may be replaced with **IT**. For example:

> **TAKE THE CASE**
> **THEN EXAMINE IT**
> **TAKE THE CASE,**
> **THE LINE, AND THE KNIFE,**
> **THEN GO SOUTH**
> **TAKE ALL, THEN GO NORTH**

NOTE: Communications should not be over two lines of type in length. If longer communications are required, separate the commands into sequence and enter them separately.
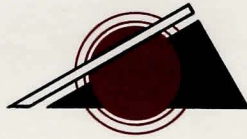
Improper Commands in REC

Commands that do not conform with the syntax requirements of REC—if the computer determines them to be impossible to carry out, if they mention unavailable objects, or if they use words that are not on the Vocabulary List—will elicit one of several adverse responses. If necessary, revise the command.

Communicating with Others

To address others, enter their names first, followed by a comma and the request:

LAURA, ADVISE
GOLDIE, COME.

Mobility and Exploration

Commands for moving in any particular direction may be specified in full sentences (**GO NORTH**), as directions (**SOUTH**), or as abbreviations (**W, E, S, N**). **UP (U)** and **DOWN (D)** are acceptable.

When it is necessary to explore the surrounding area, the Commander should enter **SURR** or **LOOK (L)**. For further details about any particular item, enter **INSPECT** ⟨name of item⟩ or **EXAMINE** ⟨name of item⟩. To use any available flying apparatus, enter **FLY**.

Remote sensing for long-distance environmental surveys should be performed by on-board crew to aid the Commander during a *RENDEZVOUS* attempt. To initiate a long-distance scan, the Commander should enter **LANDMARKS.**

Taking Inventory

Commanders are responsible for periodic, routine checks of their belongings. New acquisitions should be thoroughly inspected. Enter **INVENTORY (I)** for a complete listing of possessions, and, for a description of any chosen item, enter **INSPECT** ⟨name of item⟩ or **EXAMINE** ⟨name of item⟩.

Crew Assignments

The Manfred Study of Stanford University (2129) recommended that in the event of a *RENDEZVOUS* with an alien craft, crew members with the following capabilities should be assigned to the *RENDEZVOUS* tracking team: one specialist in medical/biological/physiological structures; one specialist in space reconnaissance; one specialist in mechanics; and one or more functional assistants.

Assignments of crew to the Endeavor will be made accordingly. In most cases, the three specialists will be humans, and the functional assistants will be android Simps (*Chimpus Kafantropus,* Superchimp) produced by SimpTronics, Hong Kong.

Rendezvous Electronic Communication (REC) List

Nouns

AIRLOCK	FILE	MACHINE	ROOF
BALL	FLOWER	MACHINERY	ROOM
BAR(S)	FOOT	ME	RUG
BASIN	FURROW(S)	MENU	SAND
BATTERY	GLASS	MESH	SCREEN(S)
BELONGING(S)	GLOBE	MONKEY	SHAFT(S)
BELT	GOLDIE	NET	SHAFTWAY
BUILDINGS	GRATE	NOTE(S)	SHELF
BUTTON(S)	GROOVE	OBJECT	SHELVES
CABLE	HAND	OPENING(S)	SIDEWALK(S)
CAGE	HANDRAIL(S)	PACK	SIMP
CASE	HATCH	PANEL	SLIDE
CENTER	HATCHWAY(S)	PELLET	SLOT(S)
CHAMBER	HEAD	PHANTOM	SPACESUIT(S)
CILIA	HEMISPHERE(S)	PIECE	SPHERE
CIRCLE	HEX	PIETER	SPIDER
COLUMN(S)	HEXAGON	PILLBOX	STRUCTURE
CONTROL(S)	HOLE	PLATE	SPONGE
CRAB	HOPPER	PLATFORM	SUIT(S)
CRATER	INDENTATION(S)	POD	SURFACE
CREATURE	KEYBOARD	PODIUM	TAPESTRY
CRYSTAL(S)	KIOSK	POST	TETRAHEDRON
DEPRESSION	KNIFE	RAFT	TILE
DISSECT	KNOB	RAIL(S)	TORCH
DISK(S)	LASER	RAMA	TRAPDOOR(S)
DOME	LABEL	REPACK	TRELLIS
DOOR	LANDMARKS	RIPCORD	TRIANGLE(S)
DRAGONFLY	LAURA	ROD	TUBE
DRAWING(S)	LIGHT	ROMCART(S)	TUNNEL
EDGE	LINE	ROMCART1	VIEWPORT
FENCE	LIQUID	ROMCART2	WATER
FIBERS	LOCKER(S)	ROMCART3	

WHEEL
WHIRLWIND
WILL
WINDOW
WIRE

Verbs
ADVISE
APPROACH
BOARD
CLIMB
CLOSE
COME
CUT
DROP
EAT
ENTER
EXAMINE, EX
EXIT
FLY
FOLLOW
GAZE
GET
GIVE
GO
HIT
HOLD
INVENTORY(S)
IN
INFLATE
INSPECT
JUMP

KILL
LAND
LEAVE
LIE
LOOK(L)
MOVE
OPEN
PADDLE
PLACE
PLUG
PRESS
PULL
PUSH
PUT
READ
ROLL
STAND
STARE
STEP
SURR
TAKE
THROW
TIE
TURN
UNTIE
USE
WEAR
WRAP

Miscellaneous
ALL
AND
AROUND
BLACK
BLUE
BOTH
BUT
EIGHT
EMPTY
FILLED
FIVE
FOUR
FROM
GRAY
GREEN
GREY
INNER
IT
LARGE
LARGER
MAROON
MIDDLE
NINE
ONE
ORANGE
OUTER
RECTANGULAR
RED
ROUND
SEVEN
SIX
SMALL

SMALLER
SPLIT
STRIPED
THEN
THREE
TO
TWO
WHILE
WHITE
WITH
USING
YELLOW

Directions
CLOCKWISE
COUNTERCLOCKWISE
DOWN, D
EAST, E
ENTER
EXIT
IN
INTO
NORTH, N
OFF
ON
OUT
SOUTH, S
THROUGH
UP, U
WEST, W

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