

OPERATING INSTRUCTIONS FOR APPLE COMPUTER SYSTEMS:

1. Components: The game box should contain a Program Disk, a Data Disk, a TRAVELLER adventure book, and this instruction booklet. Depending on which edition of the game is represented in this package, there may also be various inserts, feedback cards, or advertising materials which are irrelevant to the course of play

2. The first thing to do is make a backup copy of the Data Disk. Play the game with the backup copy. The Data Disk gets an enormous workout during the course of play.

3. Insert Program Disk into the disk drive and turn the computer on. The Starcrystal Program will automatically load.

4. A brief title display is followed by a menu:

1. START A NEW GAME
2. RESTART A SAVED GAME
3. SAVE GAME IN PROGRESS
4. SAVE CHARACTER TO TRANSFER DISK
5. FORMAT A BLANK DISK
6. RESUME GAME

Type the number of the activity you want the system to do. When further steps are necessary to complete a choice, then prompts will be presented until the process is complete.

5. After the menu choices have been made, the system will display "ENTER A NEW CHARACTER (Y/N)". Unless you have the "CITIZENS" Character Generator program which creates new characters which can be entered into this adventure, then enter "N" and press RETURN. If you press "Y" and RETURN and don't have a CITIZENS character disk, then you'll have to reboot the entire program by turning the computer off then back on, or pressing CONTROL/Open Apple/RESET.

6. This version of STARCRYSTAL is playable on the Apple IIe, Apple IIc, and Apple II+ with language card. An 80 column display is preferred, but not necessary.

COMMUNICATING WITH STARCRYSTAL

1. "Mertactor: The Volentine Gambit" is a text adventure. The screen display presents written descriptions of the environment, objects, characters, and actions which comprise the course of play. The player participates in the text environment by typing ordinary English sentences describing a course of action to be made in response to the situation described in the screen display. The computer processes the instructions, updates the screen display according to the results of those instructions, then waits for the player's next commands.

2. The screen display is divided into two parts by a horizontal line. The top part of the display contains a description of the character's surroundings, visible objects, visible animals and other visible characters. The bottom part of the display contains commands entered by the player and the system's responses to those commands.

It is important to note that the system will not call your attention every time it changes something in the top display, nor does it require input to make changes. Depending upon the circumstances, the system does not always remain static, waiting for your next command.

3. Basically, to enter a command you type a sentence in plain, simple English describing what you want your character to do.

4. A single entry of commands and sentences can be a maximum of any 160 characters and spaces.

5. STARCRYSTAL will accept multiple sentences (under 160 characters in length) in a single command as long as the sentences are ended with a period. An alternate method of accomplishing the same thing is to use the word "THEN".

For example, "Get the shotgun. Put the meal in the oven. Open the pantry." is the same as "Get the shotgun then put the meal in the oven then open the pantry."

6. STARCRYSTAL accepts multiple direct objects conjuncted with the word "AND" or with commas. For example, "Get the shotgun, the shotgun magazine, and the blade."

7. It is important to distinguish among objects by using the adjectives the system uses with those objects, especially when multiple examples of similar objects are within reach. If the system calls an object, for example,

"RED HAT", it is to distinguish this hat from other hats.

Be careful about using adjectives to distinguish among objects. It is not difficult to remove an empty clip from a weapon, and then reload the weapon with the same empty clip.

Similarly, the system treats READ and EXAMINE commands differently. EXAMINE (with a specified object) will tell you what the object looks like, and maybe what it does. READ (with a specified object) will tell you what any writing on the object says.

For example, "EXAMINE THE SHOTGUN". The system replies, "THE SHOTGUN IS A DRUM-FED AUTOMATIC WEAPON LOADED WITH TEN ALTERNATING ROUNDS OF SHOT AND SHELL, AND CAPABLE OF BLOWING AWAY ANYTHING THAT GETS CLOSE."

Similarly, "READ THE SHOTGUN." The system replies, "MADE IN HONG KONG".

MOVEMENT COMMANDS:

1. Movement can be within a location or between locations.
2. Movement within a location is accomplished by entering the direction you want the character to move: North, Northeast, East, Southeast, South, Southwest, West, Northwest, Up, or Down. (These direction commands may be abbreviated N, NE, E, SE, S, SW, W, NW, U, or D.)
3. Movement between locations is accomplished with the commands "EXIT" or "ENTER", along with a specified direction. For example, "EXIT NORTH". Movement between locations also occurs when the character is next to an exit and is given a simple movement command in the direction of the exit.

Use EXIT to move quickly. Use directional commands to wander around within a location to examine things in detail or take advantage of range or cover in combat.

If you want to quickly reach an object without having to wander around trying to get close enough to pick it up, then use the command GO TO THE (specified object). For example, GO TO THE SHOTGUN.

GENERAL COMMANDS:

1. QUIT. Returns you to the top menu. Use this command when you want to save a game position. Up to five positions can be saved on one disk.
2. INVENTORY. Lists all visible objects upon the character's person, but will not list objects which are inside pockets or holsters or scabbards (unless the object is visible within those holders).
3. STATUS. Displays the character's current Universal Personality Profile (UPP), as explained in the adventure booklet.
4. TIME. If the character has access to a timekeeping device, such as a wristwatch or wallclock, the TIME command will display the elapsed number of Standard hours since the adventure began. The last two digits are minutes. Preceding digits represent hours.

COMPUTER COMMANDS:

1. The commands ACCESS, CALIBRATE, and SCAN are used with the computer functioning as an object within the game. These commands must ordinarily be followed by the name of the object or computer file to which the command is meant to apply. For example, ACCESS PHONE NUMBERS.

COMBAT COMMANDS:

1. The commands DRAW or READY along with the name of the weapon you

1. The commands DRAW or READY along with the name of the weapon you want drawn or readied will initiate the combat system. If you don't specify a weapon, the system will READY the weapon in your hand. For example, "READY SMG", or "READY SHOTGUN" are legitimate commands.

2. The command RUN (with a specified direction) is an attempt by the character to break off from combat and run away. For example, "RUN NORTH".

3. The command EVADE is an attempt to open the range between the character and the opponent. A direction may be specified but is not necessary. EVADE assumes that the character is rational and will use all available cover. The system recognizes cover within a location. EVADE down a corridor is much more dangerous than EVADE on a jungle trail.

4. The command ADVANCE is an attempt to close the range between the character and the adversary. A direction may be specified, but is not necessary. ADVANCE works like EVADE, assuming that the character will use cover.

5. The command ATTACK initiates or continues hand to hand fighting. The ATTACK command will use as a club any object which happens to be in the character's hand. Sometimes this is necessary, but on other occasions it is a good way to wreck a delicate weapon.

6. The command SNAPSHOT (with a specified target) is a quick, unaimed shot or burst fired without regard for accuracy. A READY weapon must be in hand before a SNAPSHOT can be executed. The example which immediately comes to mind is "DRAW. SNAPSHOT".

7. The command FIRE (with a specified target) is a deliberate, aimed shot or burst which sacrifices quickness for accuracy, even to the point of tracking a moving target. A READY weapon must be in hand before a FIRE can be executed.