

Free Spirit
Software



BRIDE
of the
ROBOT

An Interactive graphics/ text adventure
from

Free Spirit Software

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Does your mother know you are playing this game?

Story:

You are Captain Brad Stallion, owner and operator of the one-man space vehicle known throughout the entire galaxy as ... "The Big Thruster". After a wild party on one of the moons of Mammaria, you awaken with a terrific hangover. Your spaceship, The Big Thruster, is nowhere in sight. You must return to Big Thruster and report for duty for your next assignment.

Allura, the new Miss Galaxy, has been kidnapped by a runaway robot. It happened when Professor Wang was giving a scientific presentation at Space City. He was demonstrating the first robot with a sex drive. Suddenly, the robot went berserk, killed the Professor and kidnapped Miss Galaxy. You must rescue her!

Your only clue is the grieving young widow of Professor Wang, Charlotta Wang. She is in seclusion at Space City and may know the robot's destination.

Hardware Requirements:

An Amiga 500, 1000 or 2000 with at least 1 MB of memory. At least one 3.5" floppy drive is required. A second 3.5" floppy drive is supported. A color monitor and an Amiga compatible mouse are required.

Getting Started:

Tilt your head backwards and balance Disk 1 on your forehead. Raise your right leg and extend both arms outward. With a gentle waving motion flap your arms and chant "Oommoo ... Oommoo ... Oommoo" in a deep voice. Do this in front of friends, relatives or co-workers and you are sure to make a lasting impression.

To start the game, boot your computer in the normal manner. When prompted for the Workbench disk, insert the disk marked "DISK 1" in the internal drive. If you have a second 3.5" disk drive, insert the disk marked "DISK 2" into it. You will then see the standard Amiga Workbench screen. Double click the left mouse button on the DISK 1 icon. Then double click on the Free Spirit bird icon. The game will then load and begin.

Game Controls:

You are Brad Stallion. You see through his eyes and manipulate objects with his hands (the Hand Pointer). The lower one fourth of the screen is your console. There is a text display area and game controls. The text area will display a 'What now?' prompt when there is no text to display. You clear or activate the text area by clicking on the left mouse button. The hand pointer is used to manipulate objects in a scene. This may include touching someone, turning on controls, opening doors, throwing objects, etc. Be careful, some things may not be safe to touch! Additionally, the hand pointer is used to tell you of certain game conditions. If there is more text for you to read than can be displayed at one time, the pointer will become the word 'MORE'. When this happens, no

other game controls are active. Clicking the left mouse button (or pressing <RETURN>) will then display the next section of text.

To the right of the display area is a four-point compass rose, up-down gadgets and three buttons. These buttons are labeled 'I' for inventory, 'L' for location and 'S' for game status. The compass rose may be used for going North, South, East or West. The up-down gadgets may be used for standing or climbing up and sitting, lying or going down (as a direction, that is).

Clicking on the 'L' button will display the text associated with the scene. To find out where you are in the galaxy, type "Where am I" at the 'What now?' prompt.

Clicking on the 'I' button will provide you with an inventory of the items currently in your possession.

Clicking on the 'S' button will generate a status report from Sandie, your ship's computer. ('Sandie' stands for "Ship's Automated Navigation Data and Information Entity".) Sandie is your best friend and companion. She is totally dedicated to your well comfort and well being. She will help you, offer advice on occasion and sometimes act as your conscience. But, be careful! Sandie has been in space a LONG time! Thanks to the wonders of futuristic electronics, Sandie is almost always with you via tele-link.

The 'Console' button near the compass rose is for a second group of game options. These options include Printer ON/OFF, Save a game position, Load a saved game position and Resume the game. For producing a printed transcript of the game session, see the printer notes below. The Save position feature will save the displayed scene and any attributes or objects which you have collected. Load position will recall this scene and your attributes, object and galactic location.

The 'What now?' prompt is your keyboard entry method. All game commands have a keyboard equivalent. Typing 'n' or 'N' or 'North' is the same as clicking on the north arrow of the compass rose. You may get the 'What now?' prompt by pressing the left mouse button with the pointer over the text display area or by pressing the <ESC>ape, <RETURN> or <SPACEBAR> keys. The 'What now?' prompt must be displayed before any keyboard commands are given. To execute a command, type in the command, such as 'make love' and press <RETURN>. If an illegal command is given, the text area will display "Can't ...".

Every scene has its own group of legal commands. What may be illegal in one scene may be required in another. Most scenes may be solved by touching an object with the hand pointer (such as a bottle, a directional arrow or a control button). Some scenes require text input. This may be a one word command such as "eat" or a two word command such as "take nap". None of the scenes require complex sentence input.

The Game Options Menu:

Hidden in the upper left corner of the Text Display area is the Game Options Menu. This is accessed by pressing the right mouse button while in the text display area. [Note: *This is the only time you need to use the right mouse button.*] Continue to hold the right

mouse button down and then move the pointer over the desired selection and release the button.

Two options are available at all times (unless the pointer is asleep or indicates 'MORE'). These options are 'Start New Game' and 'Quit'. If 'Quit' is selected, the Amiga must be re-booted to regain control of the machine. You may wish to 'Start New Game' if you are dead or in a similarly hopeless situation. After selecting this option, you will be returned to the surface of the Mammarian moon. If you have saved a previous position, you may Load this position by clicking on the Load button in the Console menu.

Printing:

Bride of the Robot will generate a printed transcript of all game and text commands. To do this, the appropriate printer driver must be selected in Preferences. Preferences may be accessed by expanding the bird icon window and then clicking on preferences. The most common printer drivers are included on DISK 1. If your driver is not provided, copy it onto the 'devs/printer' directory on DISK 1. Consult your Owner's Manual for guidance in selecting printer drivers with Preferences.

Hints:

Remember Brad, it is a dangerous world that you inhabit. This is your most challenging adventure yet. Some things are obvious and some are not. Your animal cunning and sexual prowess can see you through as it has before. If you still can't figure it out, hint sheets are available by sending a check for \$5 and a self-addressed, stamped envelope to Free Spirit Software, 58 Noble St., Kutztown, PA 19530. Be certain to ask for Bride of the Robot, Amiga Version Hint Sheets.

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