

1  
2  
3  
4  
5

**'Sex Vixens From Space'**  
An interactive graphics / text adventure  
from Free Spirit Software  
Copyright © 1988 Free Spirit Software  
all rights reserved worldwide.

6  
7  
8

You are Captain Brad Stallion, owner and operator of the  
one-man space vehicle known throughout the galaxy as  
The 'Big Thruster'.

9  
10  
11

Getting Started: Hardware requirements for this game  
are as follows: Amiga 500/1000/2000 with at least 512K  
memory. Only one Floppy Drive is required.

12  
13  
14  
15  
16  
17  
18

To start the game, boot your computer in the normal  
manner. When prompted for the Workbench disk, insert  
the disk marked 'DISK1' in the internal disk drive.  
If you have a second drive, insert the disk marked 'DISK2'  
into it. After a few seconds, you will be prompted to enter  
a phrase from this manual. Enter the phrase, punctuation NOT  
included, then press the return key.

19  
20  
21  
22  
23  
24  
25  
26  
27  
28  
29  
30  
31  
32  
33  
34  
35  
36  
37

Game controls: You are Brad Stallion, you see through his eyes  
and you manipulate objects with his hands (the pointer).  
The lower one fourth of the screen display is your 'console',  
you have a text display area and game controls. The text  
display area will display a 'What Now' prompt when there is  
no text to display. You clear, or 'activate' the console by  
clicking (pressing down) the left mouse button. The pointer  
is also used to manipulate objects in a scene. This may  
include touching someone, turning on controls, opening doors,  
etc. But be careful, some things may not be safe to touch!  
Additionally, the pointer is used to tell you of certain game  
conditions. If there is more text for you to read than can  
be displayed in the text area, the pointer will become the  
word 'TEXT'. When this happens, no other game controls are  
active. Clicking the left mouse button will then display the  
next section of text. The pointer will also tell you to 'WAIT'  
during any disk activity. And finally, the pointer will on  
some occasions actually turn into what ever is in your right  
hand!

38  
39  
40  
41  
42  
43  
44  
45  
46  
47  
48

Other game controls: To the right of the text display area  
is a four point compass rose, up-down gadgets, and three  
buttons, labeled 'I' for Inventory, 'L' for Location and  
'S' for game status. The compass rose and up-down gadgets  
may be used to move about the various locations you will  
visit. Clicking on the 'I'nventory button will show you a  
list of all the objects you currently have on you.  
NOTE: The objects will usually be in your pocket. To do  
anything with them, you first have to get them from your  
pocket! Clicking on the 'L'ocation button will display the  
text associated with a scene. Clicking on the 'S'tatus

49 button will get you a status report from Sandie, your Ship's  
50 Computer. ('Sandie' stands for "Ships Automated Navigation  
51 Data and Information Entity"). Sandie is your best friend and  
52 companion, totally dedicated to your well being. She will  
53 help you, offer advice on occasion and sometimes act as your  
54 conscience. But be careful! Sandie has been in space a LONG  
55 time. Thanks to the wonders of futuristic electronics, Sandie  
56 is always with you through a tele-link, even when you are off  
57 the ship.

58 The 'What Now' prompt: This is your keyboard entry method.  
59 All game commands have a keyboard equivalent. Typing 'n' or  
60 'N' or 'North' is the same as clicking on the upward arrow of  
61 the compass rose. You get the 'What Now' prompt by pressing  
62 the left mouse button with the pointer over the text display  
63 area, or by pressing the <ESC>ape, <RET>urn or <SPACEBAR>  
64 keys. The 'What Now' prompt must be displayed before any  
65 keyboard commands can be given. To execute a command, type  
66 in the command, such as 'stat' or 'status' for a  
67 Status report, then press return. If an illegal command is  
68 given, the text area will display 'Can't'.

69 NOTE: Every scene has its own group of legal commands. What  
70 may be illegal in one scene may be a required command in  
71 another.

72  
73 The Game Options Menu: Directly above the Text Display area  
74 is the Game Options Menu. Pressing the right mouse button  
75 will show this menu. Continue to hold the right button down  
76 then move the pointer over the desired selection and release  
77 the button. Two options are available at all times, unless  
78 the pointer indicates 'WAIT' or 'TEXT'.

79 Remember Brad, it is a dangerous world you inhabit, but your  
80 animal cunning and sexual prowess can see you through as it  
81 always has before!

Free Spirit Software, Inc makes no warranties, either expressed or implied with respect to the software program recorded on the diskette or the instructions, their quality, performance, or fitness for any particular purpose. The program and instructions are sold 'as is'. The entire risk as to their quality and performance is with the buyer. In no event will Free Spirit Software, Inc. be liable for direct, indirect, incidental or consequential damages resulting from any defect in the program or instructions, even if Free Spirit Software, Inc. has been advised of the possibility of such damages.

The enclosed software program and instructions are copyrighted. All rights reserved.