

BUG-BYTE



SPECTRUM

THE SEARCH FOR
TERRESTRIAL INTELLIGENCE



S·T·I

THE GAME

Vocabulary

North (N), South (S), East (E), West (W), IN, OUT (O), UP (U), Down (D)

GET/TAKE . . . pick up an object.

DROP put an object down.

SAVE. store current position
on tape.

LOAD . . restore previous position
from tape.

RAM SAVE/M SAVE store current
position in memory.

RAM LOAD/M LOAD restore
previous position from memory.

QUIT halts the game.

URNS. . . prints number of moves
taken so far.

AGAIN (A) . repeat last command.

SAY TO name "whatever" ask
character (name) to perform action
(whatever).

LOADING

LOAD ""

The Quick Brown Fox Jumps Over The Lazy Dog. Perhaps this could be a valid reason for the large population increase in Quick Brown Foxes.

It seems that, since the invention of the typewriter, a large amount of this activity has been going on. The super-computer however, precipitated quite a different sort of event. Rather than providing a plurality of small, reddish brown mammals for people dressed in red, sitting on horses and sloshing champagne around the countryside to chase, Aroc, (the world's first super-computer, built by a company called - rather confusingly - Aroc) has created - if indirectly - a situation in which there is the potential for the first inter-planetary war in human history.

This was no ordinary situation. Following the unprovoked attack by an alien entity calling itself 'The Wizard of Aussie', Aroc has become near-cataleptic and, in accordance with its programming, has erected a complex series of defences about itself. These defences take the form of a series of puzzles which - the computer reasons - only the repairperson will be able to circumnavigate. Unfortunately, Aroc reckoned without a vast improbability field which just happened to be drifting through space

nearby as the defences were set up. This caused the very nature of the problems to alter spontaneously and the solutions to these new problems also appeared at the very same instant.

"Tell you what," bespake the Boss, in a suspiciously friendly manner, "how do you fancy the Aroc repair job?"

"No way! That's a suicide mission! I'm not doing it. Wild horses with hiccups couldn't drag me out there!" I responded, positively.

"How about a pay rise?"

On the plane en route to Aroc is where I find myself at the moment. A briefcase beside me contains tools essential to the task ahead of me. It clicks. It's locked! The responsible improbability field drifts nonchalantly out of the plane. I'm in trouble!

Aroc has set up a field about itself which will analyse your possessions and only allow you through to part two of the game if you are carrying the objects which Aroc considers necessary for the solution to the problems therein.

Part one therefore is concerned with assembling the objects required to pass through the barrier . . . and then to locate the barrier and pass through it!

Part two is up to you

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Humorous text adventure featuring 20 pseudo-intelligent characters, over 130 locations and a truly massive vocabulary.

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Victory House, Leicester Place
London WC2H 7NB
Telephone: 01. 439 0666



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