

## **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."



# 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 Sims (*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

### 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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