

RENDEZVOUS WITH RAMA™

BASED ON THE NOVEL BY

ARTHUR C. CLARKE

**ADVENTURE GAME
SOFTWARE**

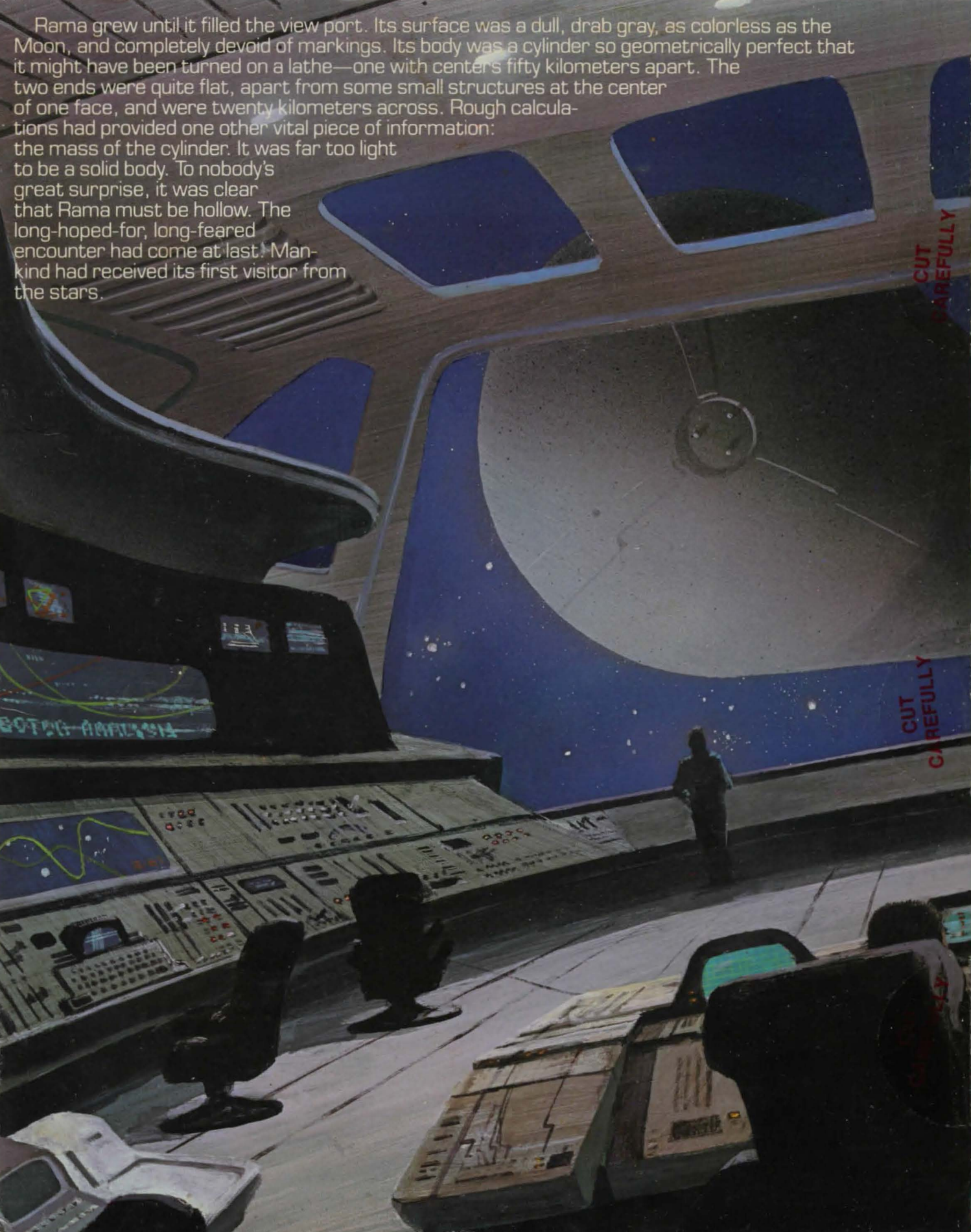
For the Commodore 64™
hint book & word list included
RDV

ISBN 0-917649-07-9



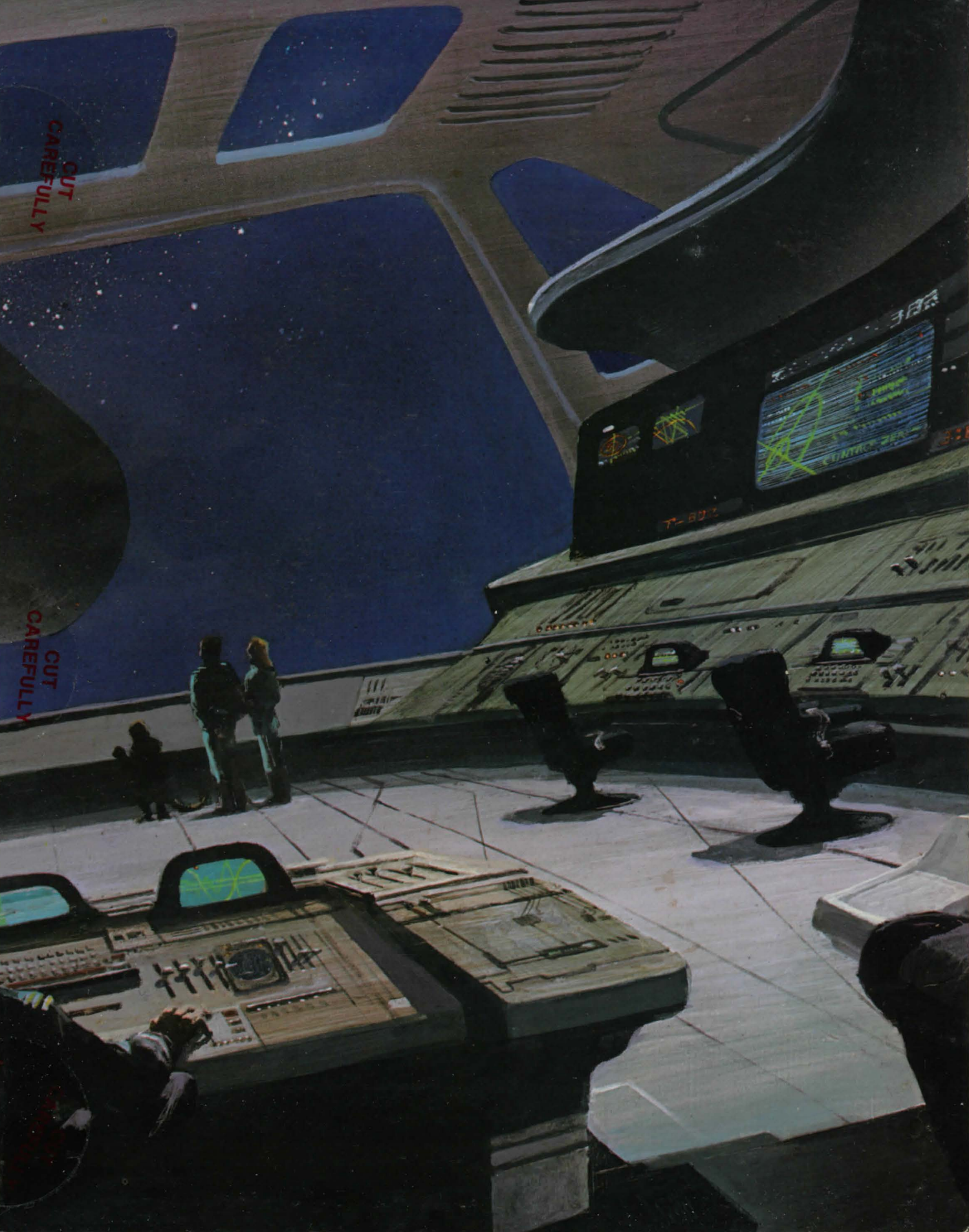
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Rama grew until it filled the view port. Its surface was a dull, drab gray, as colorless as the Moon, and completely devoid of markings. Its body was a cylinder so geometrically perfect that it might have been turned on a lathe—one with centers fifty kilometers apart. The two ends were quite flat, apart from some small structures at the center of one face, and were twenty kilometers across. Rough calculations had provided one other vital piece of information: the mass of the cylinder. It was far too light to be a solid body. To nobody's great surprise, it was clear that Rama must be hollow. The long-hoped-for, long-feared encounter had come at last. Mankind had received its first visitor from the stars.



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Everything happened in less than a second. In a soundless concussion of light, dawn burst upon Rama.

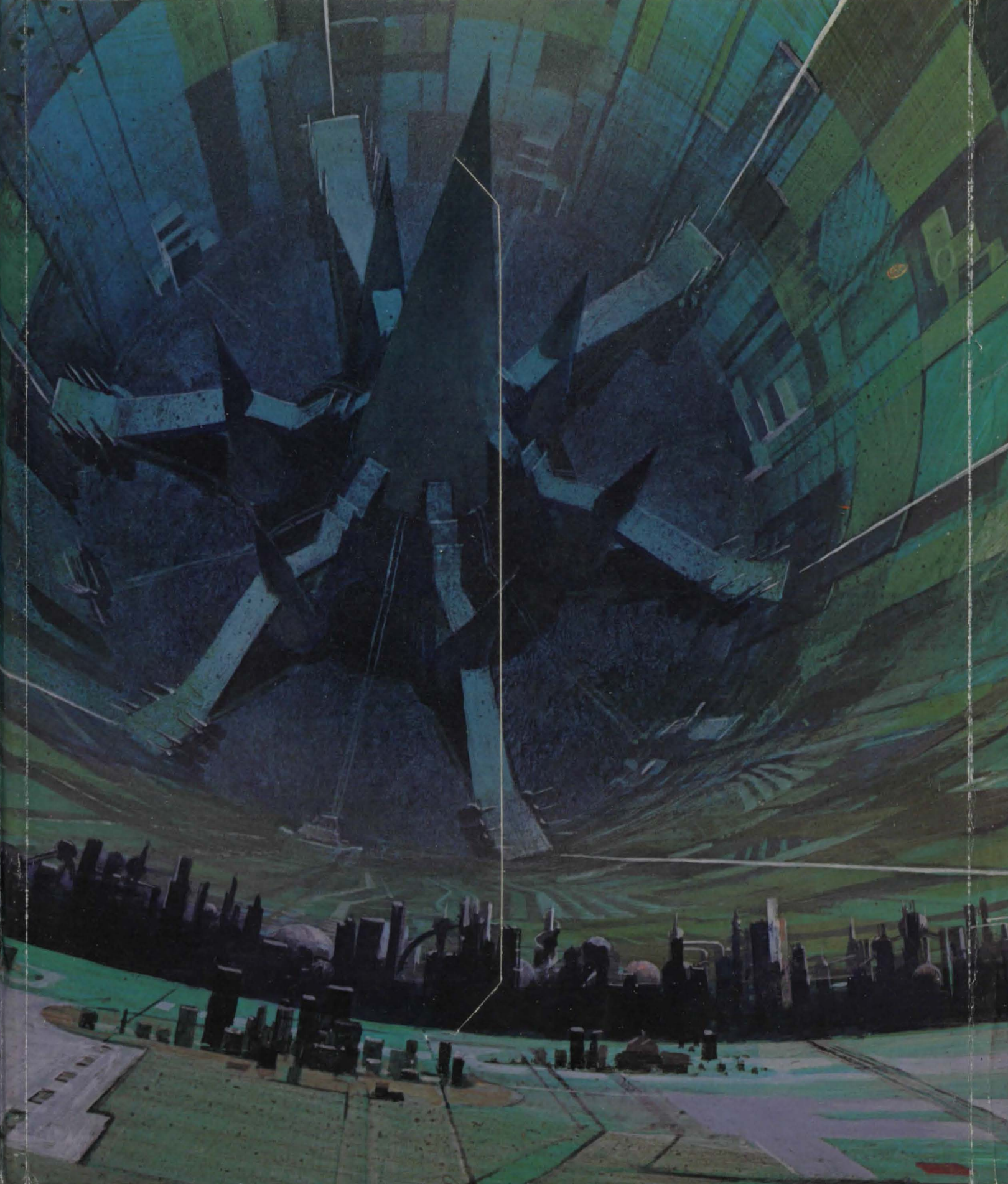
One could endure the sight for only a few seconds. It was not the glare that was intolerable—one could grow accustomed to that—but the awesome spectacle of Rama, now seen for the first time in its entirety.

In almost every way the far end of Rama differed completely. Here was no triad of stairways, no series of narrow, concentric plateaus. Instead, there was an immense central spike, more than five kilometers long, extending along the axis. Six smaller ones, half the size, were equally spaced around it: Linking these slender, tapering towers, and curving down from them to merge eventually in the Central Plain, were flying buttresses that looked massive enough to bear the weight of the world.

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The interior cavity was fifty kilometers long and sixteen wide. The most striking feature of the Central Plain—the section between the two bowl-shaped ends—was the dark band running completely around it at the halfway mark. Right in the middle was a large oval island covered with tall structures—hence its name, New York. There were other cities as well; had they been built for human beings, they could each have held about fifty thousand people. Altogether, there was enough material for centuries of research.



The curving walls held such a mass of detail that the mind could not absorb more than a minute fraction of it. Yet they were not walls, either, for having reached the inside surface of the cylinder, one could stand upright on it at any point, feet toward the stars and head toward the center of the spinning drum. The concept was familiar enough: centrifugal force to simulate gravity. It was only the scale of this application that was so overwhelming, so shocking.

Ranging one after another across the far plain was a series of—no other word would do—fields. Farther away were other fields, and on many of them were complicated constructions of rods and wires. They looked bleak and desolate, like leafless trees in the depths of winter. The winter they had known must have been long and terrible indeed, and these few weeks of light and warmth might be only a brief interlude before it came again.

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RENDEZVOUS WITH RAMA™

BASED ON THE NOVEL BY

ARTHUR C. CLARKE

By now, the year 2130, all of the largest asteroids in the solar system have long since been discovered. Smaller ones are being found at the rate of a dozen a day. So when a huge

new asteroid appears the only surprise is that it was overlooked for so long. It is duly assigned the next available name, Rama, and is promptly forgotten about—but not for long.

As Rama approaches Earth, every question about it seems to have an answer that raises more questions. And as observations continue, the most impossible explanation becomes

the only one: Rama is actually a spaceship.

The next step is obvious: mankind must attempt a rendezvous. But only one of our spaceships is close enough. As fate has it, that ship is the Endeavor—the ship that you command.

Without even reading them, you know what your orders will be: to rendezvous with the giant ship, to explore it, to meet with its inhabitants, and to return home before it speeds on its orbit away from the solar system.

Yet even in your excitement, you realize it is not an easy mission. You will have to make difficult decisions—many of them. And you will have to work very fast—because if you stay on Rama too long, returning home will be impossible.

From the first moment it has been clear: this is the mission of your lifetime. Thousands would

gladly sacrifice anything for the chance to be in your shoes. But only you have that chance. Only you can explore Rama.

Rendezvous With Rama is the first computer adventure game to be produced in collaboration with Arthur C. Clarke. The program allows you to talk with three other crew members, and includes three arcade-type games that you can play separately as well. Multiple disks offer extended play—and the game may be played with or without graphics.

ARTHUR C. CLARKE, world-famous author of **2001: A Space Odyssey**, continues to be a major force in science fiction; over twenty million copies of his books have been printed world-wide. The novel **Rendezvous With Rama** has won the three highest science fiction awards: the Hugo, the Nebula, and the John W. Campbell Awards.

The adventure game **Rendezvous With Rama** was developed and produced by Byron Preiss Video Productions, Inc., leading designers of entertainment and educational software. Their technical director is Lee Jacknow.

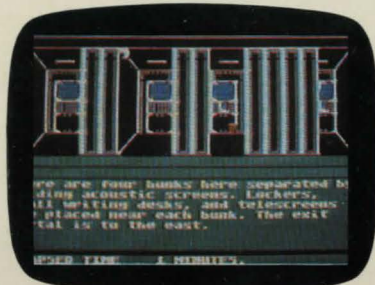
"When you entered a saga, you were not merely a passive observer, as in the crude entertainments of the primitive times. ... You could go into these phantom worlds with your friends seeking excitement and as long as the game lasted there was no way it could be distinguished from reality."

—Arthur C. Clarke,
The City and the Stars, 1953

"When I wrote those words in **The City and the Stars** over three decades ago, I certainly never dreamed that this sort of thing would happen during my lifetime—still less that I would be involved! **Rendezvous With Rama** is a splendid interactive adventure based on my novel. The exploration of its subject, an alien starship, is a fitting context for this exciting and ambitious computer software. It is the shape of things to come."

Arthur C. Clarke

1984



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