

# *PLAGUE PLANET*

An ALPS Adventure

Written by Philip Hawthorne © 1988/1989

## **HISTORICAL BACKGROUND**

Following the invention of the McPherson hyperdrive in 2084, the Terran empire expanded rapidly to include all the habitable planets in star systems for which the jump-off points had been found. Over the next 200 years an extensive trading network was established with large Starships carrying colonists and supplies between the planets. A power struggle within the Imperial Council led inevitably to the 20 year Space War which left the star fleets of both sides in ruins and resulted in the isolation of the outlying colonies.

Many of these colony planets, cut off from Earth for several centuries, and having forgotten their former origins, reverted to primitive cultures. Eventually a stable democracy developed again on Rigel IV, an Earth-like planet orbiting a hot, white star 900 light years from Sol. After the rediscovery of the plans for the McPherson drive in old records on an underground computer complex, the Rigellian Grand Council began to construct a fleet of small interplanetary ships. Sending out emissaries and agents, they began the mission of reconstructing the Empire. This is the story of one of those missions . . .

## **THE MISSION**

To start the mission, insert the disk into drive 0. If you have the older Arthur 1.2 Operating System, hold down the SHIFT key and press BREAK. Release the BREAK key and then release

SHIFT. If you have RISC OS, click the ':0' icon and simply double-click the !Planet icon in the Filer window. A loading screen will be displayed for a few seconds and then the screen will clear. You will be offered the chance to define some function keys with commonly used commands and you can also change the colours used by the game for location descriptions, responses and so on.

## THE COMMANDS

When the computer displays 'What now?' you may type in one or more commands, in upper or lower case, and press the RETURN key. If there is a word in the text that you want to add to your input, you can just point at it with the mouse and click **select**. You can also use some of the predefined commands on the 'buttons' at the bottom of the screen. If the computer understood what you entered it will attempt to carry it out. If it cannot make sense of what you typed it will say so. Sometimes it will require more information and it will ask for this specifically or simply by giving the message 'I need more information.' For example PRESS THE BUTTON is insufficient and the computer will ask 'Which button?' and you could then enter THE BUTTON ON THE DOOR.

Commands may be abbreviated, for example N is NORTH, SE is SOUTHEAST, INV is INVENTORY (tells you what you are carrying) and so on. IT and THEM refer to the last-mentioned object. Some example commands which may help you are given below. These are not necessarily what you will need to do to complete the mission!

GET ALL AND EXAMINE THE SPADE  
DIG A HOLE

SEARCH THE ROOM  
EXAMINE THE DOOR AND THEN OPEN IT  
TALK TO THE MAN  
DROP EVERYTHING AND GO NORTH THEN WEST  
HELP  
SAVE  
RESTORE

The last two are used to store your current mission status on disk and restore it at a later time. In both cases you will be asked for a filename and if you have a dual drive you may specify the drive number. For example :1.MYGAME1 will save or restore a file called "MYGAME1" on drive 1. This will avoid having to remove the game disk from drive 0. All single drive users must remove the game disk from drive 0 and insert a suitably formatted 'saved-game' disk.

## HINTS

Make a map as you explore the environment described by the computer. Read and examine everything carefully for possible clues. All objects have at least one use and some may have several. If you are absolutely stuck, a hint sheet is available on receipt of a **large** SAE.

## ERRORS AND OMISSIONS

Every effort has been made to eradicate any errors, programming bugs or omissions. No responsibility can be accepted for any such errors, bugs or omissions discovered, nor for any costs, losses or damage arising directly or indirectly from the use of the program. This notice does not affect your statutory rights.