Planetfall

Introduction to Planetfall

In *Planetfall,* you are a lowly ensign on a star cruiser, for the first one-millionth of the game. The ship blows up, and you go flying to Resida, a defunct planet with a problem. Resida has a plague, which has struck down many of its inhabitants. As a result, the scientists of Resida were frantically trying to combat this disease.

In the process of testing, several mutants were accidentally created, but they were put in a special room with mutant-proof walls. One of the mutants looks remarkably like a grue (it has slavering fangs and it lurks). Eventually, the scientists decided to let the computer do the rest, and all of the people on Resida were put in suspended animation. The computer promptly broke down, followed by the communications system, the course control for keeping the planet in its orbit, and the defense system. The repair robot, Achilles, fell to his robotic death while trying to get a part to repair the defense system. The only inhabitant on Resida now is the robot Floyd, and he has been turned off.

General Hints

The people of Resida had an interesting system of security. To open a door, move a shuttle, or activate a booth, you have to use a card. If you have a card, do not drop it on purpose. It is all right if you drop it when you fall asleep, and it is all right if you drop it when you pick something else up, but if you drop a card on purpose, you cannot use it. Your patrol uniform originally contains an ID card, but you can get rid of it, since it isn't necessary. The uniform can contain three cards at once.

To activate a booth, or open a door, slide the correct card through the slot.

The cards are:

- Kitchen (use in room #24).
- Lower elevator (use in room #60).
- Miniaturization (use in room #89).
- Shuttle (use in rooms #64, #65, #68, #69).
- Teleportation (use in rooms #16, #53, #87).
- Upper elevator (use in room #54).

There are three robots in *Planetfall*. The first, and most important, is Floyd. Floyd is a good friend. The second is Achilles. If Achilles had not been broken he could have fixed the planet by himself. The last robot is Lazarus, Floyd's medical buddy. Lazarus is gone; all that remains of him is a breastplate. The only robot with a use is Floyd. You must kill him in room #96.

In room #85 is a computer terminal. If you turn it on, you will learn things about Resida and Infocom. It is useless, but it is fun to hear Floyd say that he won all the puzzles in *Zork I* except that he never could get into the white house.

Room Notes

1. **Deck nine**—When the Feinstein gets shot, a door to the west will slide open. Go through it, and follow the instructions there.

2. **Gangway**—Nothing is important here.

3. **Deck eight**—If you are here, Blather will start screaming at you to go to your station (room #1). If you do aggresively insubordinate things like throwing the brush at Blather, or not returning to room #1, you will get thrown into room #5.

4. **Reactor lobby**—See the instructions for room #3.

5. **Brig**—If you are here, you will die very soon (when the ship blows up). You may as well QUIT or RESTART because there's no way you're going to get any points (or, for that matter, live!) on this run.

6. **Escape pod**—You should come in here when the ship blows up. When you first get here, get in the webbing until the pod hits Resida (the planet). Then get out and get the kit which appears when you land on the planet. The kit contains food that you will need to survive, at least until you get to room #25. This food will only last for one day, so be careful. After you get the kit, open the door and go up.
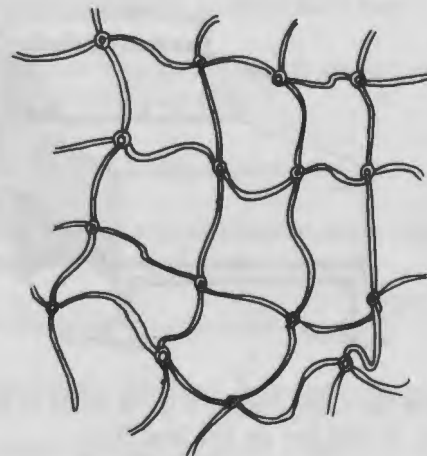
7. **Underwater**—If you do not go up, you will die. Do not come down here after you have gotten to land.

8. **Crag**—Nothing is important here.

9. **Balcony**—Nothing is important here.

10. **Winding stair**—Nothing is important here.

11. **Courtyard**—Nothing is important here.

12. **West wing**—Nothing is important here.

13. **Plain hall**—Nothing is important here.

14. **Rec area**—The games delight Floyd (the robot in room #51), but they are not important. The lock's combination can be found in room #91, but it isn't very important.

15. **Conference room**—Nothing is important here.

16. **Booth 1**—If you have the teleportation card (room #91), you can go to either room #53 or room #87. Read the instructions in room #91 to find out how.

17. **Rec corridor**—Nothing is important here.
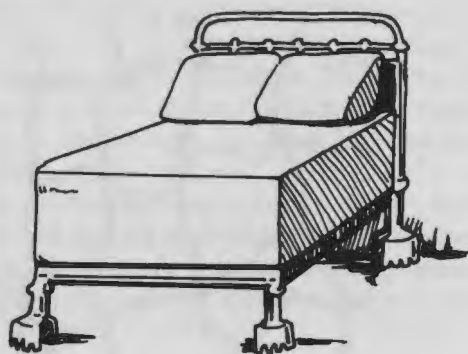
18. **Dorm B**—This can be a good place to sleep when you are tired, if you get on the bed first.

19. **SanFac B**—Nothing is important here.

20. **Dorm A**—This can be a good place to sleep when you are tired, if you get on the bed first.

21. **SanFac A**—Nothing is important here.

22. **Mess corridor**—The way to open the lock is long and complicated. It is also necessary. The crack in room #32 contains a key. The only way to get it out is to follow the directions there. The key will unlock the lock, and you will be able to unlock it and go north. *Warning:* Do not use the laser on the lock; it will just fuse it shut.

23. **Storage west**—There is no way to open the can. Don't try. The ladder can only be carried if everything you were carrying (not wearing) has been dropped. Bring the ladder to room #34 and follow those instructions.

24. **Mess hall**—You need the kitchen card from room #39 to go south. The canteen is needed in room #25.

25. **Kitchen**—The machine is a food and drink producer. Put the canteen under the spout (open the canteen first) and push the button. You now have some delicious brown stuff that quenches thirst and hunger at the same time.

26. **Dorm corridor**—Nothing is important here.

27. **Dorm D**—This can be a good place to sleep when you are tired, if you get on the bed first.

28. **SanFac D**—Nothing is important here.

29. **Dorm C**—This can be a good place to sleep when you are tired, if you get on the bed first.

30. **SanFac C**—Nothing is important here.

31. **Corridor junction**—Nothing is important here.

32. **Admin corridor south**—There is a crack in the ground. There is a key in the crack. The only way to get the key is to put the magnet from room #49 on the crack. The key is needed in room #22.

33. **SanFac E**—Nothing is important here.

34. **Admin corridor**—Bring the ladder from room #23 here, drop it, extend it, and put it across the rift. You can now go north.

35. **Systems monitors**—The malfunctioning systems should be fixed.

36. **Admin corridor north**—Nothing is important here.

37. **Transportation supply**—You can't do anything here because there is no light which is safe to get. So don't come up here.

38. **Plan room**—Nothing is important here.

39. **Small office**—Open the desk. There will be two cards there. The first one is the kitchen card. It is needed in room #24. The second is the upper elevator card. It is needed in room #54.

40. **Large office**—Open the desk. There will be one card there. It is the shuttle card. It is needed in room #65, and can be used in rooms #64, #68, and #69.

41. **Mech corridor north**—Nothing is important here.
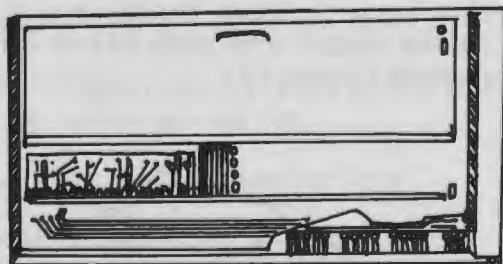
42. **Storage east**—The oil can will make Floyd happy, but it is not necessary. The good 90-ohm bedistor, however, is. Bring it and the wide pliers from room #49 to room

#78, and follow those directions. The K- and B-series megafuses are completely useless (unless, of course, you have a thing for megafuses). The cracked fromitz board is not necessary, either.

43. **Physical plant**—Nothing is important here.

44. **Mech corridor**—Nothing is important here.

45. **Reactor control**—Nothing is important here.

46. **Reactor access stairs**—Forget about getting a light; this is a ruse.

47. **Reactor elevator**—There is no reactor elevator card that you can get, so don't bother (besides, the monitors in room #35 say the reactor is fine, so why bother?).

48. **Mech corridor south**—Nothing is important here.

49. **Tool room**—The flask is used in room #50 for room #57. The laser is used in rooms #100 and #101. Take the old battery out, and put the new battery from room #91 in. The pliers are needed along with the good 90-ohm bedistor (room #42) in room #78.

50. **Machine shop**—This room will be used in the process of fixing the broken, dead communications. The spout dispenses chemicals. Push the button for the Catalyst, Coolant, Acid, or Base that you want. The use for this will be explained in room #57.

51. **Robot shop**—There is a robot here. His name is Floyd. If you open him, you will get the lower elevator card. This is needed in room #60. Once he 'lives,' you will have to turn him off to get the card. If you turn him on, and wait awhile, he will come to life. He is a friend, but he has a use. Take him to room #88, then to room #96, and follow those instructions.

52. **Elevator lobby**—Push the red button and wait to open the red door; push the blue button and wait to open the blue door.

53. **Booth 2**—If you have the teleportation card (room #91), you can go to either room #16 or room #87. Read the instructions in room #91 to find out how.

54. **Upper elevator**—To do anything here, you will need the upper elevator card from room #39. Follow the standard activation procedure described above, and push the up button to go to the top, so you can go to room #55; push the down button to go to the main level so you can go to room #52.

55. **Tower core**—Nothing is important here.

56. **Observation deck**—Nothing is important here.

57. **Comm room**—Look at the screen. It will be flashing some color. This color will correspond to a color on one of the buttons in room #50. Put the flask from room #49 under the spout in room #50, and press the button which matches the color which is flashing. Come up here and pour the liquid from the flask into the hole. All of the lights on the board will start flashing, and all but one will stop.

This light will match another button in room #50. Repeat the preceding actions until *Planetfall* says that the message is being sent. Now you can go down to the main level and drop the upper elevator card, as the entire upper level has been solved.
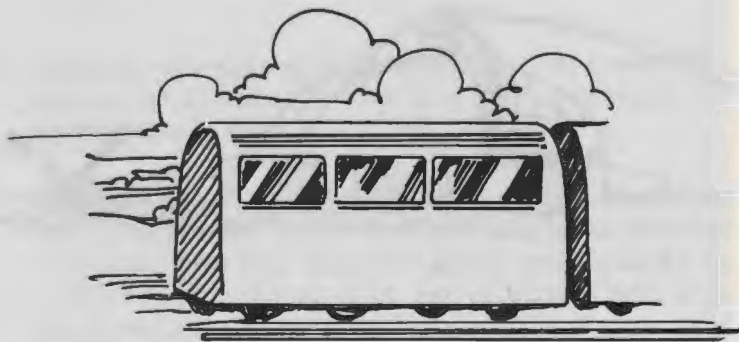
58. **Helipad**—Nothing is important here.

59. **Helicopter**—This place is a fake. There is no way to fly, move, or do anything else to this helicopter. Forget about it.
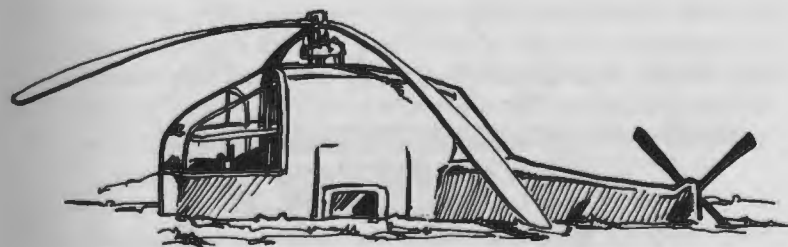
60. **Lower elevator**—You need the lower elevator card here (from inside Floyd). The down button causes you to be at the lower level, so you can go to room #61. The up button leads to the main level, where you can go to room #52.

61. **Waiting area**—Nothing is important here.

62. **Kalamontee platform**—Nothing is important here.

63. **Shuttle car Alfie**—Nothing is important here.

64. **Alfie control west**—You need the shuttle card (room #40) here. Once you activate the shuttle, push the lever up. You will start moving. Push the lever down once (into neutral) when you reach 45. Look or wait six times and push the lever down again. You will slide into Kalamontee neatly. *Note*—Only use this end of the shuttle when going from Lawanda (room #66) to Kalamontee (room #62).

65. **Alfie control east**—You need the shuttle card (room #40) here. Once you activate the shuttle, push the lever up. You will start moving. Push the lever down once (into neutral) when you reach 45. Look or wait six times and push the lever down again. You will slide into Lawanda neatly. *Note*—Only use this end of the shuttle when going from Kalamontee (room #62) to Lawanda (room #66).

66. **Lawanda platform**—You have now reached the 'other' complex on Resida.

67. **Shuttle car Betty**—Nothing is important here.

68. **Betty control west**—You need the shuttle card (room #40) here. Once you activate the shuttle, push the lever up. You will start moving. Push the lever down once (into netural) when you reach 45. Look or wait six times and push the lever down again. You will slide into Lawanda neatly. *Note*—Only use this end of the shuttle when going from Kalamontee (room #62) to Lawanda (room #66).

69. **Betty control east**—You need the shuttle card (room #40) here. Once you activate the shuttle, push the lever up. You will start moving. Push the lever down once (into netural) when you reach 45. Look or wait six times and push the lever down again. You will slide into Kalamontee neatly. *Note*—Only use this end of the shuttle when going from Lawanda (room #66) to Kalamontee (room #62).
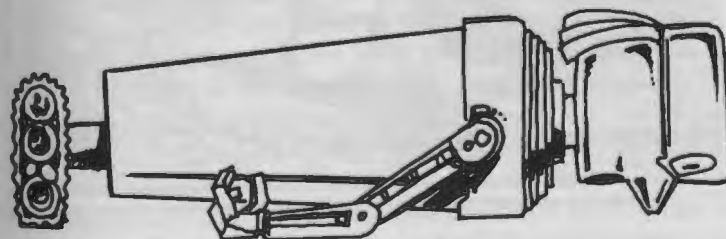
70. **Escalator**—Nothing is important here.
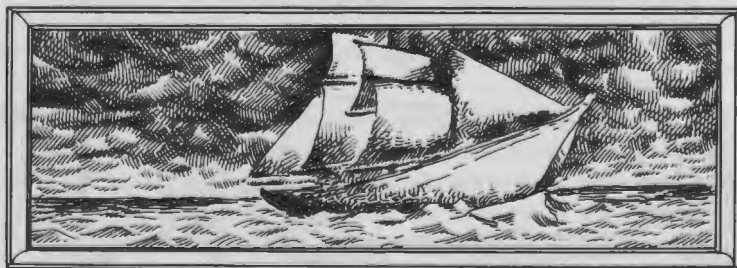
71. **Fork**—Nothing is important here.

72. **Systems corridor west**—Nothing is important here.

73. **Infirmary**—The medicine is harmless, but not helpful. Do not sleep on the bed. A medical robot will come in and kill you with many medicines. The cabinets are unopenable. If Floyd follows you in here, he will rummage in a corner and come up with the breastplate of his medical buddy, Lazarus. Don't go over to Floyd and show it to him, or fool around with the breastplate; it is useless. But then, it 'matures' Floyd a little.

74. **Repair room**—The dead robot is Achilles, a repair robot. (You know, if he hadn't fallen, you wouldn't have to do anything here on Resida. But, that would make a dull game, wouldn't it?). Only Floyd can get through the door. Tell him to, and he will spend an amazing amount of time bouncing a ball in there. When he comes out, tell him to give you the shiny fromitz board. Kindly, he does. Go to room #76 and follow those directions.

75. **Systems corridor**—Nothing is important here.

76. **Planetary defense**—You should have the shiny fromitz board from room #74 with you. If you don't, go get it. Open the panel and get the second board. Put the shiny board in its place. Close the panel.

77. **Systems corridor east**—Nothing is important here.

78. **Course control**—You should have the good 90-ohm bedistor from room #42 and the pliers from room #49. If you don't, you cannot save the planetary course control yet. If you do, open the cube, get the fused bedistor with the pliers, and put the good bedistor in the cube. Close the cube, and the course is set.

79. **Physical plant**—Nothing is important here.

80. **Project corridor west**—Nothing is important here.

81. **SanFac F**—Nothing is important here.

82. **Project corridor**—Nothing is important here.

83. **ProjCon office**—The mural is very important. Come here when the mutants are chasing you at the end of the game, and an elevator will have replaced the mural. Go in, and follow the instructions.
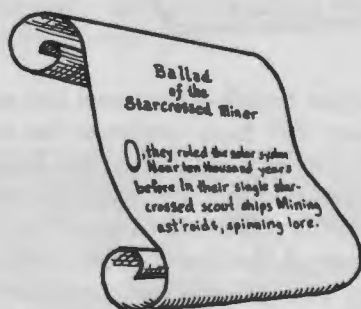
84. **Project corridor east**—Nothing is important here.

85. **Library lobby**—The 'object' is a spool on Resida. It is interesting, but not necessary.

86. **Library**—Put all spools in the reader if you want to read them. Of course, you aren't under any obligation to read them.

87. **Booth 3**—If you have the teleportation card (room #91), you can go to either room #16 or room #53. Read the instructions in room #91 to find out how.

88. **Computer room**—Read the output to learn that sector 384 is damaged. You will have to get Floyd in here to win, so get him in here, and stay here until he realizes the computer is broken.
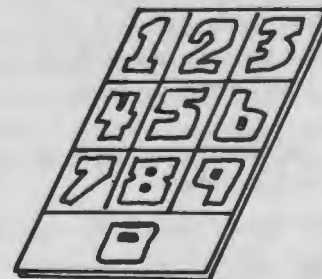
89. **Miniaturization booth**—You need the miniaturization card from room #97 here. Activate the miniaturization processes. Do not continue unless you have corrected the communications in room #57, the planetary defense in room #76, and the planetary course control in room #78. You will also need the laser (room #49), with the new battery (room #91) in it. Once you have done all this, come here and activate the machine and say 'TYPE 384'. Now follow the directions for room #98 and beyond.

90. **Main lab**—Do not go up to the radiation area unless you want a free haircut (all of your hair falls out and you die).

91. **Lab storage**—There is a good laser battery here. Put it in the laser for rooms #100 and #101. If you open the pocket of the lab uniform, you will see a teleportation card and a piece of paper. The paper gives the combination for the lock in room #14. The teleportation card can only be used in rooms #15, #63, and #87. To use it, slide it through the slot in one of those rooms, and push the button that matches the number of the room to which you wish to go. Room #16 is Booth 1, room #70 is Booth 2 and room #87 is Booth 3.

92. **Radiation lock west**—Don't come up here unless you want to die.

93. **Radiation lock east**—You can't open this door unless you have closed the radiation-lock door. If you open this door, you will die.

94. **Radiation lab**—There is a portable lamp here. There is also a spool on how to fix Achilles (the repair robot). You won't be alive long enough to use them. You will soon die from radiation. Don't come up here.

95. **Bio lock west**—If you come up here, make sure that Floyd has been to room #88.

Ballad
of the
Starcrossed Miner

O, they ruled the solar system
Near ten thousand years
before in their single star-
crossed scout ships Mining
ast'roids, spinning lore.

96. **Bio lock east**—If you come up here, make sure that Floyd has been to room #88. Look once, if he has and this is the first time you have been here. Floyd will outline a plan to get the miniaturization card. Open the door. Close the door. Wait or look. Open the door. Close the door. Floyd will die, but it is very touching. You sing a song about *Starcross*, the first Interlogic Science Fiction Adventure. Get the miniaturization card and head for room #89.

97. **Bio lab**—Do not come in here from the west. If you are in the process of following the instructions for room #103, open the lab door and go west. But then, you should already know that.

98. **Station 384**—If you just got here, set your laser to 1 and go to room #101. If you just got back from there, you are not here. You are in room #102. You are also about to win.

99. **Strip near station**—Nothing is important here.

100. **Middle of strip**—If you are going to room #101, continue and follow those instructions. If, however, you are returning, you should have set the laser from room #49 to any number from 2 to 7. Shoot the microbe. Do that again and again until it tries to grab the laser. Throw the laser over the edge. Now go to room #98 and continue.

101. **Strip near relay**—Make sure your laser is set to 1. Look at the relay. Shoot the speck with the laser until you hit it twice and it dies. Set the laser to some other number, go south and follow those directions.

102. **Auxiliary booth**—Nothing is important here.

103. **Lab office**—If you read the paper, you will have some idea of how to get past the mutants. But you probably don't know all of it. Open the desk, and wear the gas mask. Push the red button, which will fill room #97 with gas. Open the door, go west, open the lab door, go west to room #95, open the door, and go to room #83. Now the mural has disappeared, and you can go south into room #104.

104. **Cryo-elevator**—If the mutants are chasing you, push the button. Now wait until the door opens and go north.

105. **Cryo-anteroom**—If you are here, the game has ended. However, if you haven't won, you should make sure next time that you fix the communications in room #57, the defense in room #76, and the course control in room #78.

How to Win

- Drop the brush.
- Say "WAIT EIGHT TIMES".
- Go to room #6.
- Get in the web.
- Wait 13 times.
- Get up.
- Get the kit.
- Open the door.
- Go to room #42.
- Get the bedistor.
- Go to room #49.
- Get the bar.
- Go to room #32.
- Put the bar on the crevice.
- Drop the bar.
- Go to room #22.
- Unlock the lock with the key.
- Get the lock.
- Drop the lock, key.
- Open the door.
- Go to room #23.
- Drop all.
- Get the ladder.
- Go to room #34.
- Drop the ladder.
- Go to room #23.
- Get the kit, bedistor.
- Eat the red goo.
- Go to room #34.
- Extend the ladder.
- Put the ladder across the rift.
- Go to room #39.
- Open the desk.
- Get the kitchen access card, upper elevator access card.
- Drop the ID card.
- Go to room #40.
- Open the desk.
- Get the shuttle access card.

- Go to room #49.
- Get the flask.
- Go to room #51.
- Open the robot.
- Put all the cards but the upper elevator card in the pocket.
- Go to room #52.
- Push the blue button.
- Wait twice.
- Go to room #54.
- Slide the upper elevator card through the slot.
- Push the up button.
- Wait twice.
- Go to room #57.
- Remember the color of the flashing light.
- Go to room #54.
- Push the down button.
- Wait twice.
- Go to room #27.
- Lie on the bed.
- Wait.
- Get up.
- Get all.
- Go to room #50.
- Put the flask under the spout.
- Push the button that is the same color as the flashing light was.
- Get the flask.
- Go to room #54.
- Slide the upper elevator card through the slot.
- Push the up button.
- Wait twice.
- Go to room #57.
- Pour the liquid into the hole.
- Remember the color of the light that is now flashing.
- Go to room #54.
- Push the down button.
- Wait twice.
- Go to room #50.
- Put the flask under the spout.
- Push the button that is the same color as the flashing light was.

- Get the flask.
- Go to room #54.
- Slide the upper elevator card through the slot.
- Push the up button.
- Wait twice.
- Go to room #57.
- Pour the liquid into the hole.
- Go to room #54.
- Push the down button.
- Wait twice.
- Eat the green goo.
- Go to room #49.
- Drop the flask, upper elevator access card.
- Get the laser, pliers.
- Drop the old battery.
- Go to room #24.
- Get the canteen.
- Slide the kitchen card through the slot.
- Go to room #25.
- Open the canteen.
- Put the canteen under the spout.
- Push the button.
- Get the canteen.
- Close the canteen.
- Go to room #51.
- Eat the brown goo.
- Drop the survival kit.
- Turn the robot on.
- Go to room #52.
- Push the red button.
- Wait three times.
- Go to room #60.
- Slide the lower card through the slot.
- Push the down button.
- Wait three times.
- Go to room #65.
- Slide the shuttle card through the slot.
- Push the lever up.
- Wait eight times.
- Push the lever down.
- Wait six times.

- Push the lever down.
- Wait eight times.
- Go to room #74.
- Tell Floyd to go north.
- Tell Floyd to get the board.
- Go to room #76.
- Open the panel.
- Get the second board.
- Put the shiny board in the socket.
- Close the panel.
- Drop the board.
- Go to room #78.
- Open the cube.
- Get the fused bedistor with the pliers.
- Put the good bedistor in the cube.
- Close the cube.
- Drop the pliers, cube.
- Go to room #91.
- Put the battery in the laser.
- Open the lab pocket.
- Drop the shuttle card, lower card.
- Put the teleportation card in the patrol pocket.
- Go to room #88.
- Wait until Floyd enters the room and says that the computer is broken.
- Go to room #90.
- Open the bio-lock door.
- Go to room #96.
- Look.
- Open the door.
- Close the door.
- Look.
- Open the door.
- Close the door.
- Get the miniaturization card.
- Put the miniaturization card in the pocket.
- Go to room #95.
- Open the door.
- Go to room #89.
- Slide the miniaturization card through the slot.
- Say "TYPE 384".

- Set the laser to 1.
- Go to room #101.
- Look at the relay.
- Shoot the speck with the laser until the speck has been hit twice and is gone.
- Set the laser to 7.
- Go to room #100.
- Shoot the microbe until the microbe tries to get the laser.
- Throw the laser over the edge.
- Go to room #98.
- Go to room #103.
- Open the desk.
- Get the gas mask.
- Wear the gas mask.
- Push the red button.
- Open the door.
- Go to room #97.
- Open the lab door.
- Go to room #95.
- Open the door.
- Go to room #104.
- Push the button.
- Wait until the door opens.
- Go to room #105.
- You have now won *Planetfall*.

Planetfall