

# SENTiENT SOFTWARE presents

# Oo-Topos

An Extraterrestrial Adventure

by

Michael Berlyn

You were the one Space Central selected to "volunteer" for this mission. Nothing personal — but a rookie cadet could have handled the situation better. You knew full well what failure would mean, what would happen to millions — perhaps billions — of people if you didn't return with the plague antidote.

Your job was simple enough: appear before the Galactic Council, tell them of Earth's dire need for the serum, get the serum, and get back to Earth.

Things had gone well at the Galactic Council's space station. At the meeting in the huge amphitheater, you'd pleaded Earth's case. The Council members voted to help the people of Earth by sending the vial of antiplague serum — a serum so concentrated it would cure the entire planet. The relief you felt was mirrored on your face. Since they had a shipment of valuables slated for delivery to Earth's leaders, scientists and historians, they entrusted them to you for delivery. Kill two birds with one stone, as the Galactic saying goes.

While they loaded your ship, you took some much needed shore leave, taking full advantage of the layover. After all, why not? The trip back to Earth's space station was boring despite the urgency of this mission and the value of your cargo. The next morning, when they stuffed you into your ship, you were so tired, you had to shut off all the automatic warning devices. And that wasn't a good idea.

While you caught some much-needed sleep, feet up on the control panel, arms behind your head, an alien ship managed to get a tractor beam on you and force you down to their planet. Needless to say, your over-tired condition didn't help you reason with them. The fact that they didn't speak English or any other recognizable language didn't help, either. Before you could take any defensive maneuvers (and there aren't many against a tractor beam), you found your ship grounded.

The aliens broke into your ship and marched you off to a huge prison and, while walking through a jungle, you glanced back to see them stripping your ship and removing all the cargo from the hold.

But things aren't all that bad. All you have to do is avoid some deadly traps and escape the prison, gather up the cargo strewn all over the planet, rebuild your ship and navigate back to Earth's space station. Sounds easy. Well, it sounds easy to me, anyway. After all — one lone human being against an insane alien planet sounds fair. At least it sounds fair to the aliens.

# HOW TO PLAY

Oo-Topos requires a "cold start" and 3.3 DOS. Turn your computer off and insert the Oo-Topos disk in drive 1, then "boot" your system normally.

Since the game uses the disk constantly, and the "save game" feature also uses the disk, don't remove the disk until you're finished playing.

Type in one word or two word commands to tell the computer what you want to do. Oo-Topos uses a much larger vocabulary than other "Adventure" games, and has over 70 different "verb classes", so be creative and type in anything. If you find the computer doesn't recognize a word, try a synonym.

## SOME USEFUL COMMANDS

HELP	LOOK	INSPECT	DESCRIBE
WALK	RUN	GO	CRAWL
FIND	KICK	SAVE	HIT
ENTER	LEAVE	EXIT	OUT
THROW	SMASH	POUR	BREAK
EAT	FEED	DRINK	FILL

and all 8 compass points (and their abbreviations).

## SOME HELPFUL HINTS

Each time you enter a room for the first time, it is described in full. Every other time you enter that same room, a shorter description of where you are is given. When you are unsure of where you are, typing in "LOOK" or "LOOK AROUND" will give you the full description again.

There are several mazes inside the alien prison, and they are extremely difficult to navigate. As a matter of fact, I think the author of this program is still stuck inside of one! The best way to figure out what's going on when you're stuck in a maze is by dropping something you're carrying.

You may read a full description of a room or get a message from the computer that uses a word (like CONTINUE) and try to type that word in yourself. Sometimes, the computer will tell you it doesn't know that word, and, indeed, it doesn't. Just because it uses the word doesn't mean that word is a part of its vocabulary.

For a list of what you are carrying, type "INVENTORY".

To save your game anytime during play, type "SAVE".

# LIMITED WARRANTY

This software product and the attached instructional materials are sold "AS IS", without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, to the original purchaser only, Sentient Software, Inc. warrants the medium on which the program is recorded, to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Sentient Software, Inc. or to an authorized Sentient Software, Inc. dealer, and Sentient Software, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a default is expressly limited to replacement of the medium as provided above. To provide proof that you are the original purchaser, please complete and mail the enclosed Owner Warranty Card to Sentient Software, Inc.

If the failure of the medium, in the judgment of Sentient Software, Inc. resulted from accident, abuse or misapplication of the medium, then Sentient Software, Inc. shall have no responsibility to replace the medium under the terms of this warranty.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF SENTIENT SOFTWARE, INC. IN NO EVENT SHALL SENTIENT SOFTWARE, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR ANY MONETARY DAMAGES, INCLUDING, WITHOUT LIMITATION, DIRECT, INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES TO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_

Product Name \_\_\_\_\_ Purchase Date \_\_\_\_\_

Dealer Name \_\_\_\_\_

Address \_\_\_\_\_

Memory Size \_\_\_\_\_ No. of Disk Drives \_\_\_\_\_

Type Of Monitor: Color \_\_\_\_\_ B/W \_\_\_\_\_

Computer Magazines Most Frequently Read \_\_\_\_\_

Software I'd like to see in the future \_\_\_\_\_

Comments: \_\_\_\_\_

**SENTIENT** SOFTWARE, P.O. Box 4929, Aspen, Co. 81612 (303) 925-9293



## **COPYRIGHT**

This software product is copyrighted and all rights reserved by SENTiENT SOFTWARE, INC. It is published exclusively by SENTiENT SOFTWARE, INC. Copying, duplicating, selling or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights reserved by SENTiENT SOFTWARE, INC.

# **SENTiENT SOFTWARE, INC.**

Copyright 1981 SENTiENT SOFTWARE, INC.

Artwork ©1981 Don Dixon, Lettering ©1981 Chris Dellorico represented by  
Creative Associates, Canyon Country, CA



.....  
cut here, place in an envelope and mail to:

## **SENTiENT SOFTWARE**

P.O. Box 4929  
Aspen, Colorado 81612  
(303) 925-9293