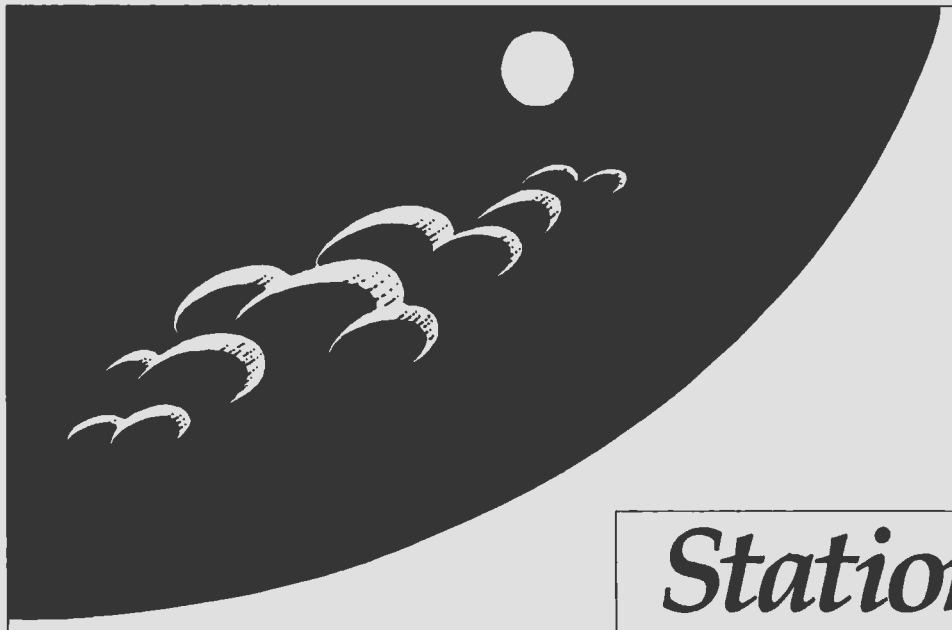


Stationfall

This long-awaited sequel to Steve Meretzky's *Planetfall* puts you in the space boots of a Stellar Patrol Lieutenant assigned to fetch a supply of "request form forms" from a neighboring space station. But there's no one there to greet you, and your main mission abruptly changes: find out what happened to the crew and avoid that fate yourself as more and more of the station's equipment mysteriously malfunctions. Ultimately the fate of humankind rests upon your ability to unravel the secret of a strange pyramid recovered from an alien space ship. The only characters are Floyd, that personable robot from *Planetfall*, and a few of his cohorts, but you'll find numerous objects—many of them red herrings—scattered about this nine-level space station. A time limit is imposed by the limited amount of food, without which you'll die.

REMINISCENT OF Fred Saberhagen's Berserker series, the plot unfolds as you read the station commander's log and other files and notes. Harder than *Planetfall*, this one is a good standard level game with amusing prose and clever, entertaining puzzles that will net you a top score of 80 points. (See the review of *Ballyhoo* for notes on the Infocom parser and other technical aspects.) Meretzky's well-turned prose style ranges from wry to ribald, and he even manages to evoke an emotion or two from the player/reader.

The Walkthrough

You will get hungry (eat goo or nectar; drop kit when food is depleted) and sleepy (get on bed in any barracks and wait) and may be attacked by Plato (say Floyd, help four times) at random times. Also, you must leave the room if a welder approaches. If there are no directions at the end of a section below, follow the map to the next location.

On the Duffy

E. N. Put **spcpu gpsn** in slot. Type 3. S. E. Open hatch. Enter truck. Close hatch. Sit in pilot seat. Put **tqbdfdsbgu gpsn** in slot. Read chronograph. (Find this number on assignment form in game package and discover correct coordinate.) Type (number). Wait (until you land at docking bay). Get up. Get kit. Open kit. Get thermos. Open thermos. **Esjol tpvq**. Open hatch. Out. E.

Level 5 and Printing Plant

Drop kit (return for it when you get hungry). SE. SE. E. Get tape. W. **Qvu ubqf jo sfbefs**. Turn reader on. Push button (**ufo ujnft**). Turn reader off. E. Look **voefs cfe**. Get stamp. W. NW. NW. D. D. [Printing Plant] Open can. Get crumpled form. Drop assignment form. NW. Get drill. Remove bit. Drop bit. SE. Get nanofilm.

Laundry Room

Open presser. Put **dsvnqmfe gpsn** in presser. Close presser. Turn presser on. Turn presser off. Open presser. Get form. E. N. Read sign (note number). S. SW. Get puce. E. D. W. Get lilac. E. U. U. SE.

Library

Qvu nbvwf in **sfbefs**. Turn reader on. Remove mauve. Drop mauve. Put puce in reader. Remove puce. Drop puce. Put lilac in reader. Turn reader off. W. N. Get **efupobups. Pqfo** detonator. **Sfnpwf izqfsejpef.** Drop **izqfsejpef.**

Level 5 and East Connector's Iris Hatch
Drop detonator. **Tubnq gpsn.** Drop stamp. SE. S. [Save] W. (Restore if Floyd doesn't follow you into room; try telling him to follow you.) **Gmpze, hfu nfejvn cju.** Get bit. E. Put bit in drill. E. N. N. NE. [East Connector] Put **gpsn jo tmpu.**

Broadway
E. Get headlamp. **Xfbs ifbembnq.** W. S. S. Read sheet. Drop sheet. SE. Put card in slot. Turn machine on. **Uzqf tfwfo.** Get card. NW. SW. SW. SE. SW. Get can. Read can.

Pet Store and the Balloon Creature
Read sign. Open cage. **Tqsbz dbo.** NE. Spray can. W. Spray can. W. Spray can. W. Spray can. SW. Spray can. NW. Spray can U. Spray can. U. Spray can. (Balloon creature should follow you into **dibqfm.**)

Chapel
Open pulpit. **Uispx txjudi.** Spray can. **Hfu mfbti.** Get star. Drop leash. E. D. D. Get kit and detonator. SE. SE. E. **Pqfo tubs.** Get **izqfsejpef.** Drop star. Put **izqfsejpef jo efupobups.** Close detonator. W. NW. NW. D. SE. [End of Corridor] **Qvu dbse jo sfbefs.** N. Get gun. [Level 5] SE. SE. E. **Esjmm tbgf.** Drop drill.

Loan Shark, the Ostrich and the PX Machine
Tippu mpdl xjui hvo. Get coin. N. NE. U. NW. [Pet Store] Examine **dfjmjoh. Pqfo qbofm.** Get nip. SE. SW. SW. SE. SE. NW. [Doc Schuster's] NE. U. N. N. W. W. W. NW. NE. [PX] **Qvu dpjo jo nbdijof.** Type 6. Put **ojq jo ipmf.** Get timer.

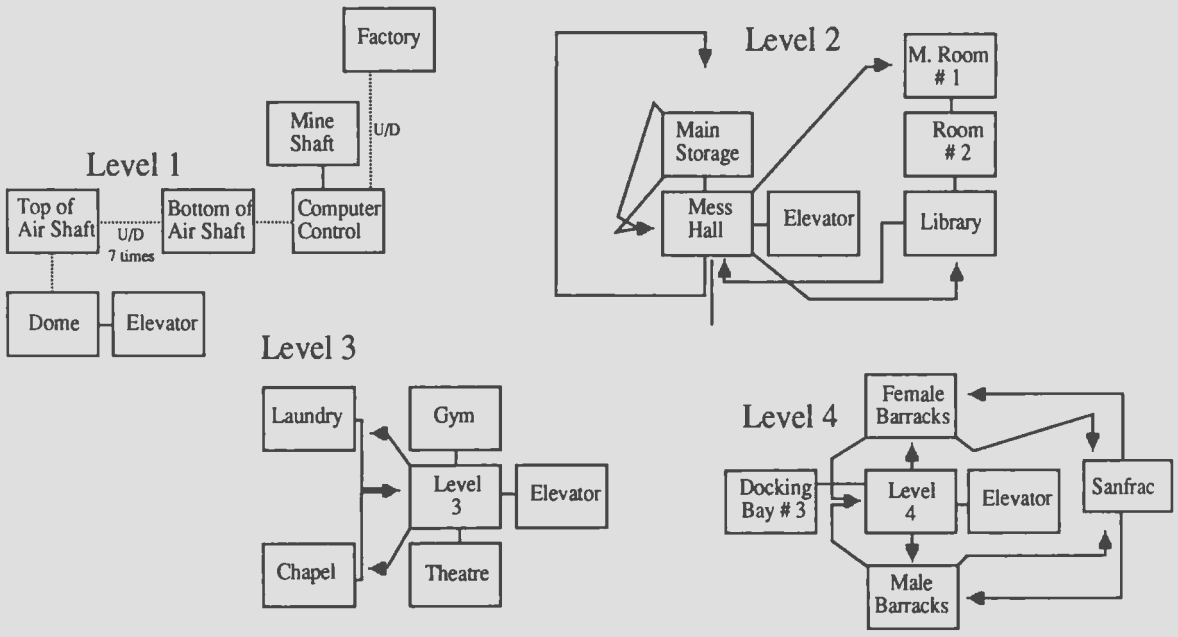
Mayor's Office
Open textbook. Read paper. Drop paper. D. NE. NE. N. N. SE. [Barber Shop] **Csfbl njssps.** Get **gpjm.** NW. S. [Grocery] Drop all but thermos.

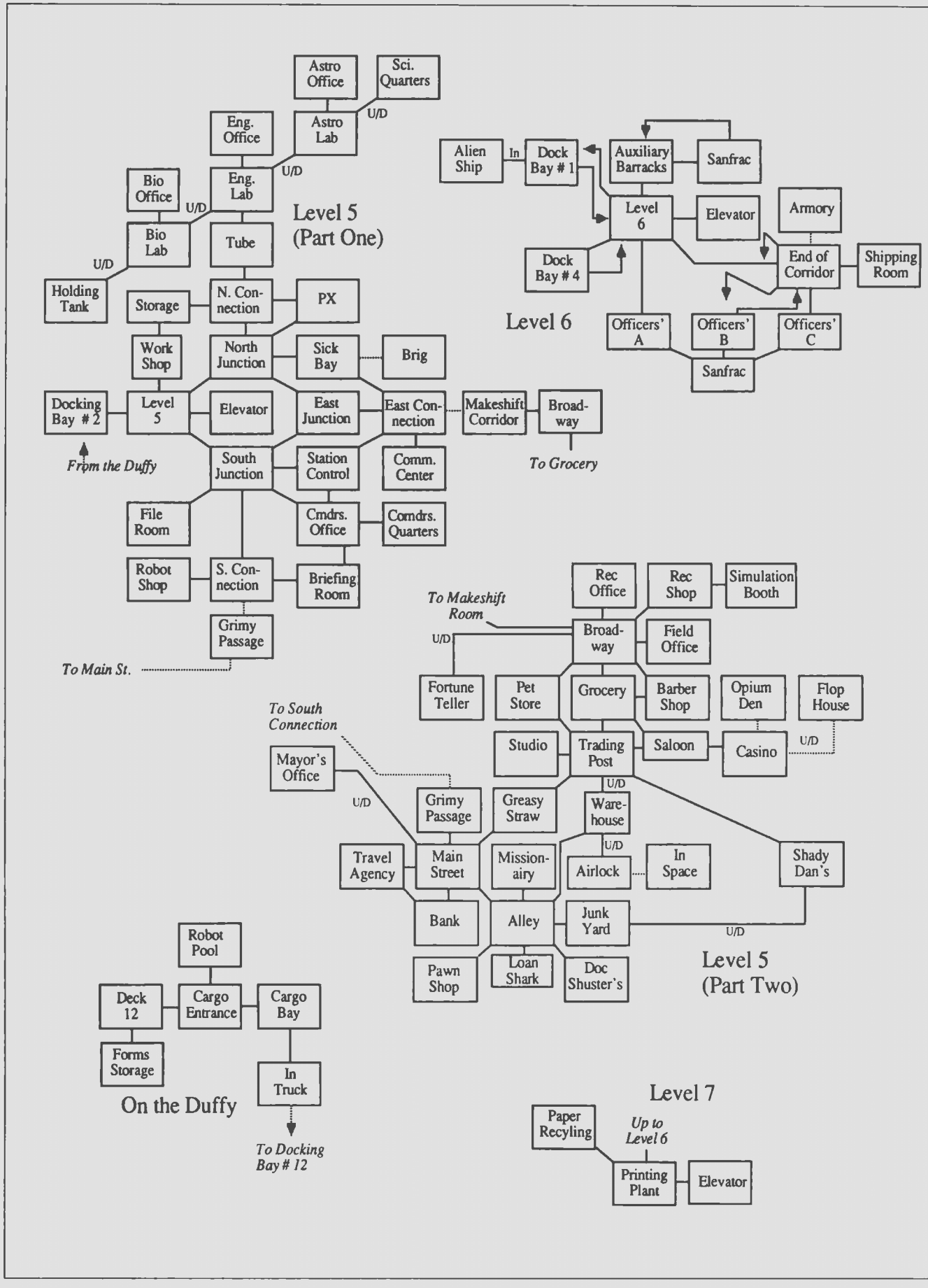
Casino, Flophouse and the Alien Ship
Uvso xiffm. U. **Pqfo mpdlfs. Hfu tvju.** D. W. NW. [Grocery Store] Drop suit. (Go to Docking Bay # 1.) Enter ship. **Ubtuf** dots (compare with **nfttbhf** on paper in **nbzps't pggjdf**). Exit ship.

Junkyard and In Space
Get boots. Wear boots. W. NE. U. N. Get suit. Wear it. S. D. [Warehouse] Open inner door. D. [Air Lock] Close inner door. Open outer door. D. Turn lamp on. Get cylinder. **Qvu dzmjoefs jo uifsnpt.** Close **uifsnpt.** U. Close outer door. Turn lamp off. Open inner door. Remove boots. Drop boots. Remove suit. Drop suit. (Go to **Hspdfsz.**) Get gun, detonator, timer and foil.

Commander's Quarters
Buubdi ujnfs up efupobups. Open **uifsnpt.** Get explosive. Attach detonator to explosive. **Qvu fyqmptjwf jo ipmf.** Drop detonator and timer. **Tfu ujnfs up ufo.** W. E (after explosion). Get key. W. NW. NW. N. N. Get jammer. **Tfu kbnnfs up tfwfo pof afsp.** E. N. N. U. Get board. **Jotfsu cpbse jo kbnnfs.**

Dome
Unlock bin with key. Open bin. Get gun, foil and jammer. **Sfnpwf hsbujoh.** Enter air shaft. D (until you reach bottom). **Kvnq po hsbujoh.** Turn jammer on. Turn jammer off. U. **Tippu Gmpze xjui hvo.** Put **gpjm po qzsbnje.**




Astro Office
Sci. Quarters
Astro Lab
Eng. Office
Eng. Lab
Bio Office
Bio Lab
Tube
Holding Tank
Storage
N. Connection
PX
Work Shop
North Junction
Sick Bay
Brig
Docking Bay # 2
Level 5
Elevator
East Junction
East Connection
Makeshift Corridor
Broadway
From the Duffy
South Junction
Station Control
Comm. Center
File Room
Cmdrs. Office
Comdrs. Quarters
Robot Shop
S. Connection
Briefing Room
Grimy Passage
To Main St.
U/D
Level 5 (Part One)
Alien Ship
In
Dock Bay # 1
Auxiliary Barracks
Sanfrac
Level 6
Elevator
Armory
Dock Bay # 4
End of Corridor
Shipping Room
Officers' A
Officers' B
Officers' C
Sanfrac
To Grocery
To Makeshift Room
Rec Office
Rec Shop
Simulation Booth
Broadway
Field Office
Fortune Teller
Pet Store
Grocery
Barber Shop
Opium Den
Flop House
To South Connection
Studio
Trading Post
Saloon
Casino
Mayor's Office
Grimy Passage
Greasy Straw
Warehouse
Travel Agency
Main Street
Missionairy
Airlock
In Space
Shady Dan's
Bank
Alley
Junk Yard
Pawn Shop
Loan Shark
Doc Shuster's
Level 5 (Part Two)
Robot Pool
Deck 12
Cargo Entrance
Cargo Bay
Forms Storage
In Truck
On the Duffy
To Docking Bay # 12
Level 7
Paper Recyling
Up to Level 6
Printing Plant
Elevator

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a	i = h	p = o	w = v
c = b	j = i	q = p	x = w
d = c	k = j	r = q	y = x
e = d	l = k	s = r	z = y
f = e	m = l	t = s	a = z
g = f	n = m	u = t	
h = g	o = n	v = u	

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