

SUSPENDED

Company: Infocom, Inc.

Suggested Retail: \$49.95

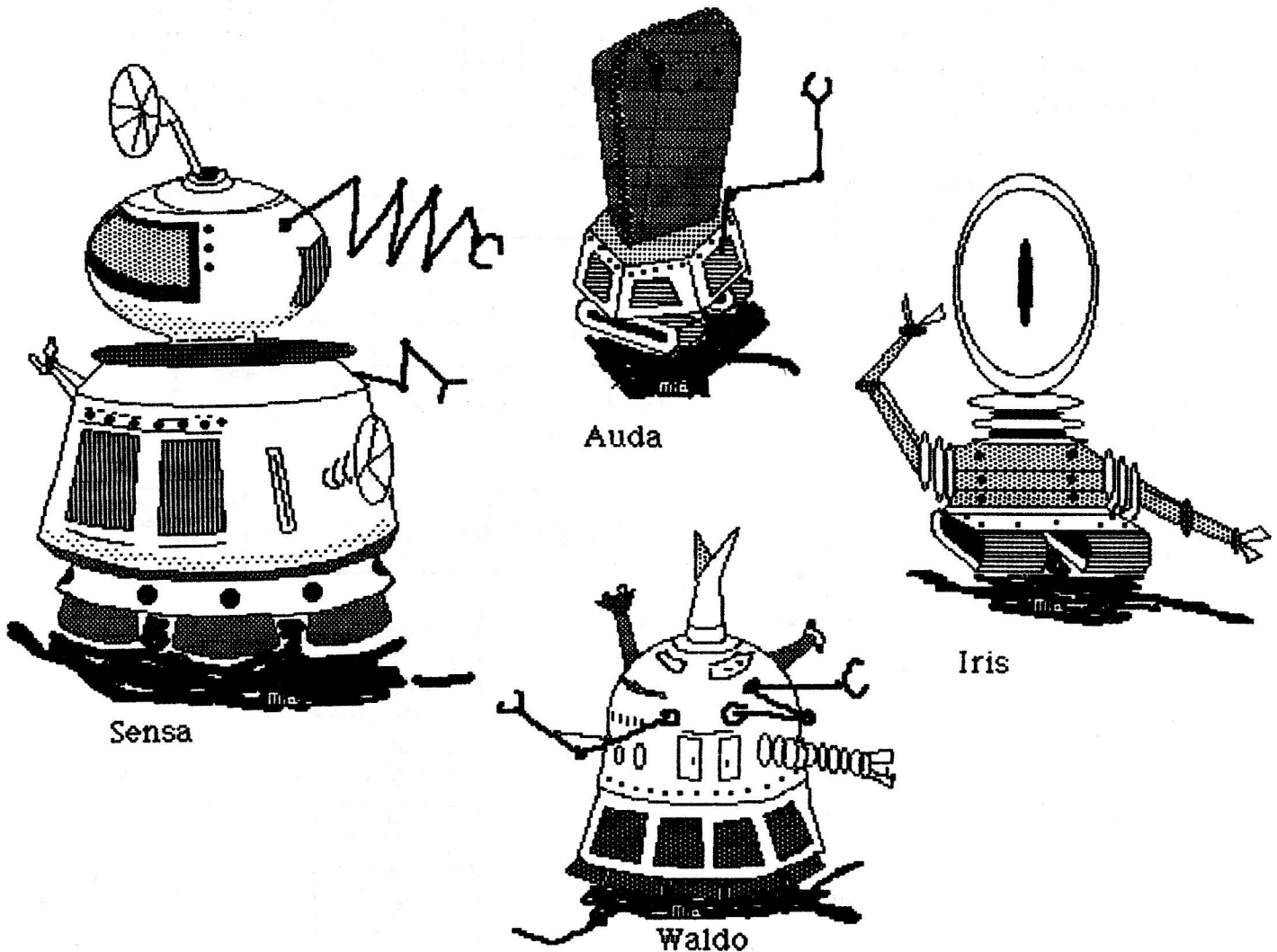
Type: A science fiction all-text adventure.

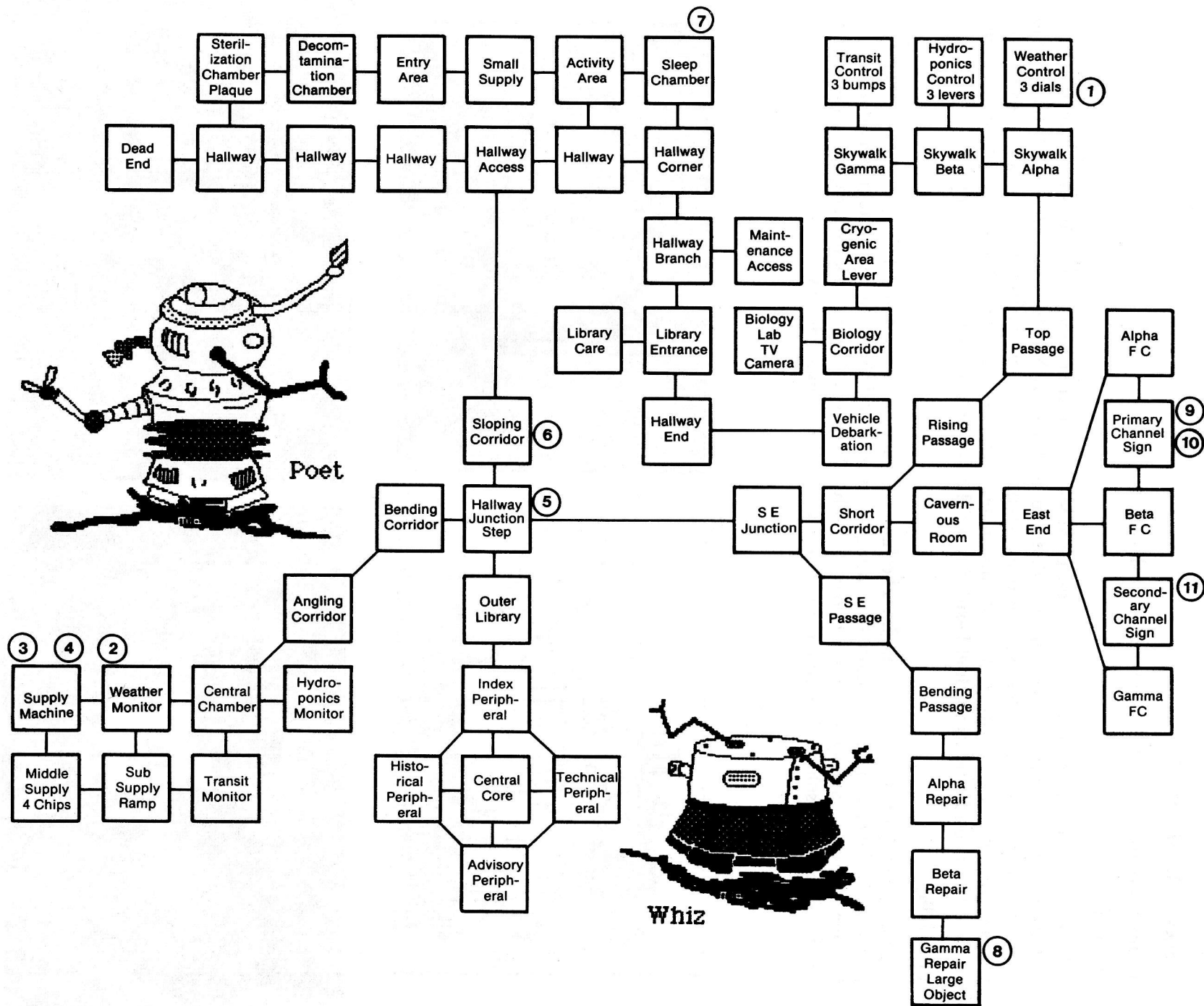
Description:

It starts as just another day in the life of the central mentality of a planet—that's you. Normally, three underground computers maintain stability and equilibrium in the weather, food growing and transportation systems, but today just isn't one of your better days. Seems like everything's going wrong, so you must use your wits, manual override capabilities, and six independently controlled robots to right the wrongs. The robots will steal the show, each with his own unique capabilities.

Playability:

The puzzles are complex and very interactive, but few in number. Depending on how well you manage to repair things while minimizing the loss of life on the planet's surface, the ending will grade you with interesting witticisms, or, if you flunk out, "talking mechanisms" will summarily replace you. As always, the Infocom parser, vocabulary, and save-game capability appear in fine form.





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1. To minimize casualties, send a robot to Weather Control, turn second dial to zero.
2. Repair Iris, have Waldo wear the extension from Middle Supply, open the maintenance panel, replace the rough device with the rough object in the basket, and close the panel.
3. Repair the machine in Main Supply by taking out the bubbly and the disfigured devices. Put the red object (from the basket) in the red socket, and the yellow object in the yellow socket.
4. Get the first replacement cable in Main Supply by pushing button on machine, taking the fuse, then taking the cable. Be sure to put the fuse in the machine again, and to write down the possible computer reset codes.
5. Get beyond the Hallway Junction by getting the ramp from Sub Supply and putting it on the step. Carefully check out the Sub Supply for other objects, even though you don't need them.
6. After getting to the sloping corridor, take the ramp and go to the Small Supply. Drop and stand on the ramp to get the Cutting Tool. Pick up the ramp again, and go to the Hallway End. Get in, then get out and get the TV Camera in the Biology Laboratory. The vehicle from the Hallway End won't run for all robots, and some can't get into it.
7. The "Talking Mechanisms" can be slowed down considerably by having Auda follow them to the Sleeping Chamber, taking the Bag and going to Maintenance Access. The humans will follow and fix the acid leak that kills off your robots.
8. Get the second replacement cable in Gamma Repair. Have Sensa look at the large object and then turn the flowswitch. She needs the help of another robot, so "Both Sensa and xxx, Move Fred," the name ascribed him by Poet.
9. In either Channel, plug the TV camera in and point it at different objects to get the lay of the cables and the reset codes for the FC. Its a good idea to save the game before playing around with the cables, for several reasons.
10. In the Primary Channel, replace the red four-inch cable with the red twelve-inch cable from Fred.
11. In the Secondary Channel, replace the orange nine-inch cable with the orange fourteen-inch cable from the Machine in Main Supply. Poet can't tell which is the bad one, so the way to find out is to take them out one at a time. The one that doesn't kill your robot is the bad one!