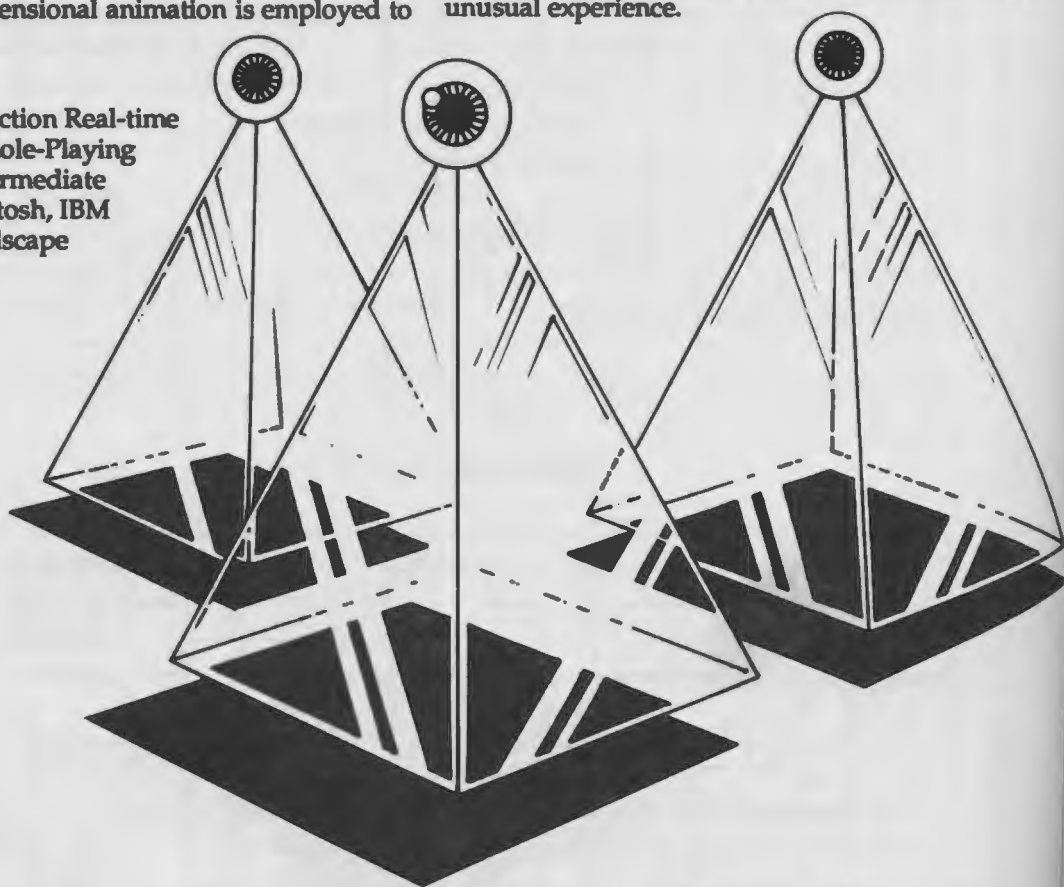


After crash-landing on Delta 5-5 and damaging your spacecraft's reactor, you'll set out to explore the planet's multi-level colony, which has been overrun by aliens. You discover that the only survivors are six children, placed in cryogenic suspension and hidden throughout the complex. To win, you must find the children, remove them to your ship, do something about your ship's reactor core, take off and destroy the planet. Enemy aliens, most of which look like one-eyed crystals, attack by noisily draining your energy. When hit, they usually revert to a crystalline "pure energy" form (pyramids, diamonds and spheres), which your suit can then absorb. Three-dimensional animation is employed to

create the impression of actually walking through buildings and interacting with their contents. To be sure, the perspective twists and turns as you proceed in any direction, but the 3-D effect is rather shaky at times. (You can use the mouse or keyboard for moving and combat.) These graphics are replaced with two-dimensional bit-mapped pictures when you come upon desks, dressers, sliding doors, control panels and so on; in these scenes, you interact by typing in numbers, push buttons or open drawers. The digitized sound effects are very effective, though a hard disk is recommended if this interests you. This is a good real-time action RPG for those seeking an unusual experience.

Type: Science Fiction Real-time
Action Role-Playing
Skill Level: Intermediate
Systems: Macintosh, IBM
Company: Mindscape



The Colony

The Solution

General Tips

Security panels (marked "SP") will sap your energy, and should be travelled over as quickly as possible. Pits (marked "x") can be avoided either by travelling over them quickly or skirting them carefully. Accurate mapping becomes increasingly difficult at Level 4 and below. Some doors only work in one direction,

or may transport you to an entirely different area (sometimes stranding you in exit-less rooms); in other locations, (e.g., the "3x3" rooms on Level 5) traveling continuously in the same direction will bring you back to the same place. To avoid these problems, follow the paths indicated on the maps.

In order to enter a teleporter while using the forklift, you must be `dbsszjoh b mpbe`. Just pick up boxes from the cruiser or colony. (This solution requires that you do so, because teleporting saves time by avoiding combat that ensues if you go back and forth by foot.) Plan your trips to and from the ship via teleporter to ensure you have enough boxes and that the position of the airlock doors is correct. It's possible, with a lack of forethought, to trap yourself in the ship because the outer airlock door is open. Teleporters are only mandatory for obtaining Cryogenic Chambers #4 and #5.

Combat

"Adult" aliens roam the colony laying "eggs," and will attack as soon as they see you, sapping your energy (often their "eye" is looking in another direction, which gives you an opportunity to strike first or hide.) Avoid the "snooper," which is indestructible and drains half of your power. The geometrically shaped objects littering the floor of the colony are alien "eggs" that can be assimilated as energy by your suit as you travel over them (the most effective process of elimination). When attacked, the aliens themselves typically revert to egg form and can be absorbed (though if this is not done quickly enough they grow back into their adult stage and must be fought again). If you can find her, killing the "queen" on any Level can simplify things, since it will cause virtually all aliens on that Level to enter the egg state. This can be especially important when traveling in the forklift, which cannot push the aliens aside and prevents you from returning their fire when attacked.

In the DAS Armored Cruiser

Go to central control panel (A). `Uvso po mjhiut` (button on upper left of panel). Turn and head south down corridor through last door on right. Examine desk (B). Find code for reactor control panel in lower right-hand drawer. (Use decoder card to determine numeric code for reactor.) Exit room and head back north up corridor to stairs on right. Go down to lower Level. Enter reactor room and go to the reactor control panel (C). Type in reactor code. Go to suit installer (D). Choose weapons and armor type (preferably medium or heavy). Go to airlock control panel (E). Type in code, using decoder. Open door to airlock and enter. Close inner door. Open outer airlock door. Exit ship.

(The armored spacesuit drains wearer's energy if no other energy sources are available. You may need to start with medium weapons and armor, so that suit doesn't kill you before you have increased your energy Levels in the colony. Heavy weapons and armor are required on lower Levels, but you can change later.)

On the Surface

Shoot attackers as needed. Head northeast (skirting

obstacles) until you see a block-shaped outline with a door on its xftu side. Enter the door. (Killing all the surface attackers is unnecessary to win the game, and trying to do so may simply waste time and energy.)

Entering the Colony

Close outside door of airlock. Open inner door. Enter lobby. `Uvso opsui`. Down stairs on right to Level 1. Head west then north to Col. Radmer's Office with (A) reactor code (lower right drawer of desk). Use decoder to find numeric code for colony's reactor. Go to (B) projection room (to see slide show on aliens). Go to elevator (C). Take elevator to Level 5. (Before entering Level 5, you may need to spend time absorbing energy from alien eggs to build up strength. Return to ship and `vtf tvju jotubmmfs` again when stronger weapons and armor are required.)

Getting the Forklift

Go to storage room 5 (A) on Level 5. Enter forklift. Return to elevator. Go to Level 1. (Note: The forklift can `hp epxotubjst cvu opu vq`, so plan accordingly. Enter forklift by approaching it, clicking on panel to open it, then clicking on opening to enter. Exit forklift or drop load by double-clicking when forklift is standing in an open area. Operate forklift by approaching object you wish to lift, then clicking on "up-down" signals as they appear.) Clear passage from Stock room to lobby by moving boxes (D). (When returning to the ship with an empty forklift, repeat this sequence, since you can't enter a teleport unless the forklift has a load: take any box with the forklift and go through the lobby to the airlock. Close inner door, open outer door. Exit colony, head southwest and enter ship. Close outer door, open inner door of airlock. Enter ship. Put box in northeast storage room on lower level of ship. Return to airlock. Close inner door, open outer door. Exit ship. Head northeast to colony and enter airlock. Close outer door, open inner door. Go through lobby to stock room.) Return to elevator and go to Level 4. Enter chute (A) to Security Lab A (where the working teleporters are stashed).

Security Lab A and Teleporters

Exit forklift to battle aliens and `wjfx tmjef tipx` on teleporters. (The teleporters in Security Lab A are synchronized with each other. Entering the teleporter from room 1 and closing it will teleport you to the machine in room 2, while the one in room 2 teleports you to the one in room 3, etc. Entering and closing teleporter #4, however, will cause instant death, since there is no teleporter #5 to travel to.) Enter forklift and take teleporter #4 (B) from room 4. `Sf-foufs divuf`. Return to elevator. Go to Level 1, then take teleporter #4 through Stock room to lobby, airlock and planet surface. Return to ship and leave teleporter in airlock. Return to colony

and Security Lab A, as before. Take teleporter from room #2 (C). Enter teleporter #3 (D). Close door (thereby teleporting to #4 in ship's airlock). Exit #4 and close outer door of airlock. Open inner door and take teleporter #2 to DAS cruiser's reactor room. Drop teleporter #2. Return to airlock and pick up teleporter #4. Take teleporter #4 to reactor room (closing inner door of airlock from inside). Drop it. Return to airlock, close inner door, open outer door and exit to surface. Return to colony, traveling northeast. Enter Colony.

Saving the Children

Cryogenic Chamber 1

Go (via stock room) to Security area on Level 1. Go to easternmost cell in Security and take Cryogenic Chamber #1 (1) with forklift. Return to Security Lab A via elevators and chute. Enter and activate teleporter #1. Exit teleporter #2 (in ship's reactor room). Take Cryogenic Chamber #1 to forward storage area of ship's lower Level, and leave there. Get box from northeast storage room on lower deck. Sfvuso up sfbdupspn. Enter and activate teleporter #2. Exit teleporter #3 (in Security Lab A). Drop box.

Cryogenic Chamber 2

Take chute and elevator to Level 3. With forklift, get Cryogenic Chamber #2 (2) from Level 3. Return to Security Lab A via elevators and chute. Enter and activate teleporter #1. Exit teleporter #2 in ship's reactor room. Place Cryogenic Chamber #2 in gpxsbse tupsbhf bsfb. Get box from northeast storage room on lower deck. Return to reactor room. Enter and activate teleporter #2. Exit teleporter #3 in Security Lab A. Drop box.

Cryogenic Chamber 6

Return to Level 4 via chute (F) and get Cryogenic Chamber #6 (6) with forklift. (To escape the maze, go north through the door at (B), then jnnfejbufmz hptpvui through the same door, which teleports you to (C) on Level Four. If you keep hpjoh opsui after entering (B), you'll wind up in an endless labyrinth.) Return to Security Lab A. Enter and activate teleporter #1. Exit teleporter #2 in reactor room and place Cryogenic Chamber #6 in forward storage area with others. Get box from northeast storage room on lower deck. Return to teleporter #2, entering and activating it. Exit teleporter #3 in Security Lab A. Drop box.

Cryogenic Chamber 4

With forklift, take teleporter #1 to Level 5. Enter central chamber (4) in the "3 x 3" area. (There are opfyjut, so you *must* csjoh b ufmfqsufs with you.) Drop teleporter #1. Pick up Cryogenic Chamber #4.

Enter and activate teleporter #1. Exit teleporter #2 in ship and place Chamber #4 with others. Get box from northeast storage room on lower deck. Return to reactor room, entering and activating teleporter #2. Exit teleporter #3 in Security Lab A. Drop box.

Cryogenic Chamber 3

Use the forklift to take teleporter #3 to Lab 1 on Level 4, then go to (3). Drop teleporter #3 and pick up Cryogenic Chamber #3 (3) with forklift. Enter and activate teleporter #3. Exit teleporter #4 in ship's reactor room and place Chamber #3 in forward storage area with others. Get box from northeast storage room po mpxfs efdl. Return to reactor room, entering and activating teleporter #2. Exit teleporter #3 in Lab 1. Drop box. Pick up teleporter #3 with forklift and exit Lab 1. (If you lack sufficient energy to traverse the Security panels and exit Lab 1, you can replenish your supply beforehand by sfuvsojoh "pogppu" from the ship to the colony and absorbing alien eggs.) Carrying teleporter #3, take elevator to Level 5. Go down stairs (Y) to Level 6.

Cryogenic Chamber 5

Drop teleporter #3. Get Cryogenic Chamber #5 on Level 6 with forklift and return to teleporter #3. Enter and activate teleporter #3. Exit teleporter #4 in ship's reactor room. Put Cryogenic Chamber #5 in forward storage area with others.

The Ship and Colony Reactors

Return to DAS Cruiser's reactor room. With forklift, pick up sfbdupspn, (shutting down all the ship's power). Enter, espq reactor core and activate teleporter #2. Exit and pick up teleporter #3 on Level 6. Take stairs to Level 7. Take stairs to sfbdupspn Mfwfm. Enter reactor room (A) and drop teleporter #3. Exit forklift. Type code into reactor's control panel (B). Enter forklift. Take reactor core with forklift. Enter and activate teleporter #3. Exit teleporter #4 in ship's reactor room. Put colony's reactor core in qmbdf pgpme sfbdupspn. (Do not espq ju bozxifsf fmf, or it will shatter.) Exit forklift. Type code into control panel (C). Exit reactor room and remove armored suit (D). Return to command station and push levers on far left of control panel (A) for takeoff. Once in space, press upper right button on control panel to destroy planet. (Don't try to kill the Queen at the reactor. Clear as many fiends as possible, enter the code, go back for the forklift, get the reactor and ufmfqsufs pvu.)

Map Key: The Colony

SP: Security panels
X: Elevators

DAS Armored Cruiser

A: Central Control Panel
B: Code for Reactor Panel
C: Reactor Control Panel
D: Weapons
E: Airlock Control

Level One

A: Colony reactor code
B: Alien slide show
C: Elevator
1: Cryogenic Chamber 1
S: Stairs up and down

Level Two

S: Stairs up and down

Level Three

2: Cryogenic Chamber 2
S: Stairs up and down

Level Four

S: Stairs up and down
3: Cryogenic Chamber 3
6: Cryogenic Chamber 6
A: Chute to Security Lab A
B: Door that teleports you to (C); see solution
C: From teleport at (B)

Level Five

A: Forklift
4: Cryogenic Chamber (4 no exits—must take teleporter in with you)
Y: Stairs to Level 6
S: Stairs to Level 4

Level Six

5: Cryogenic Chamber 5
U: Stairs up to Level 5
D: Stairs down to Level 7
C: Chute to Security Labs

Level Seven

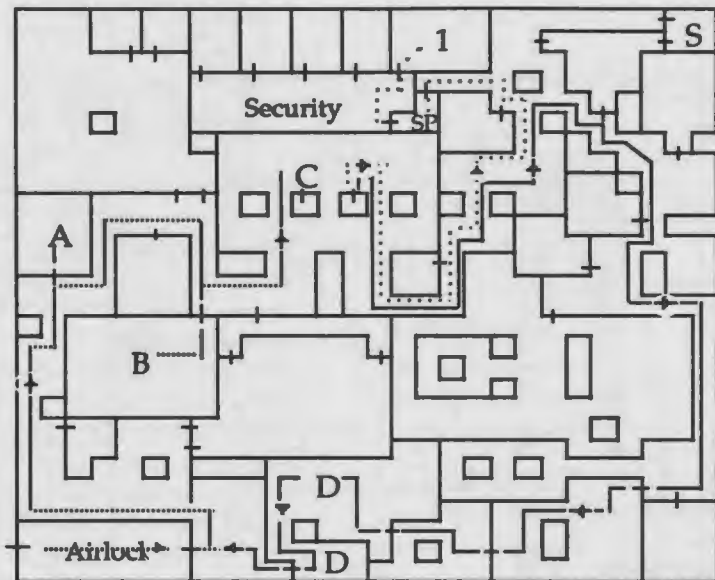
A: Stairs down to Reactor
B: Up to Level 6
x: Pits

Reactor Level

A: Reactor
B: Reactor Control Panel

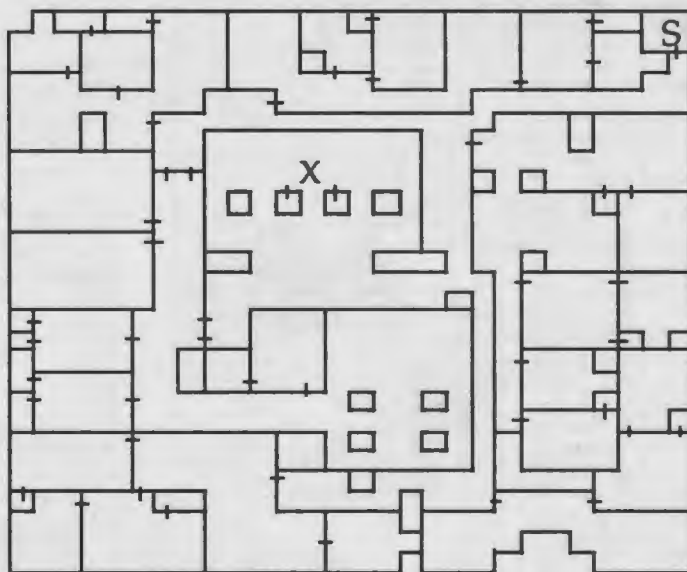
Security Lab A

A: Slide show
B: Teleporter 4
C: Teleporter 2
D: Teleporter 3
E: Teleporter 1
F: Chute to Level 4

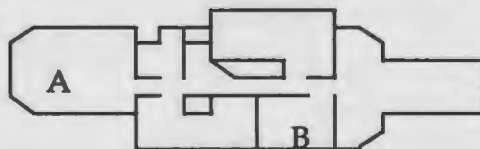


Level
One

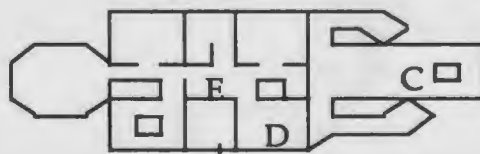
..... Coming from DAS first time
..... To get Cryo Chamber 1
—— Moving Boxes, taking
Teleporter 4 to ship



Level Two

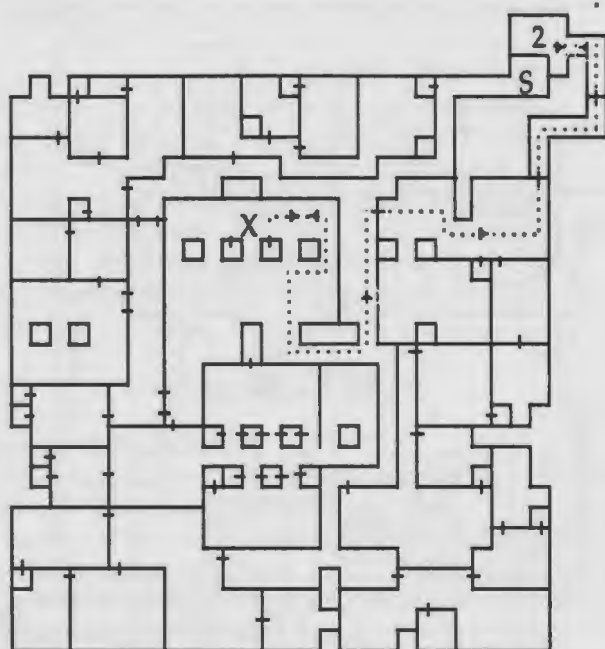


Upper
Level

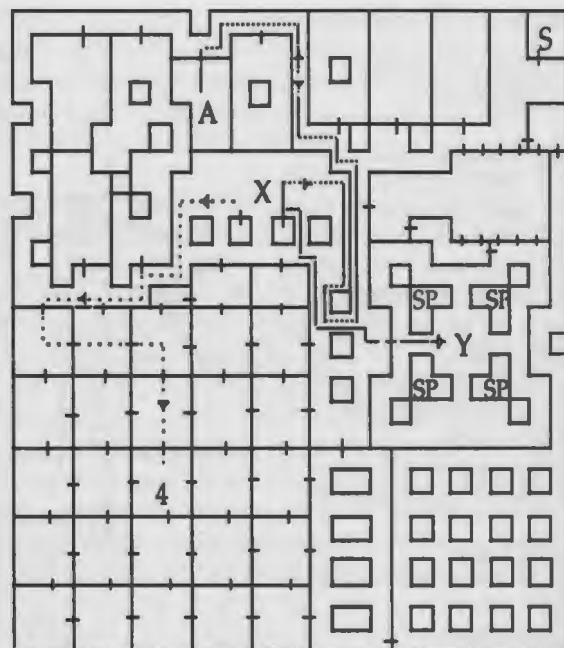


Lower Level

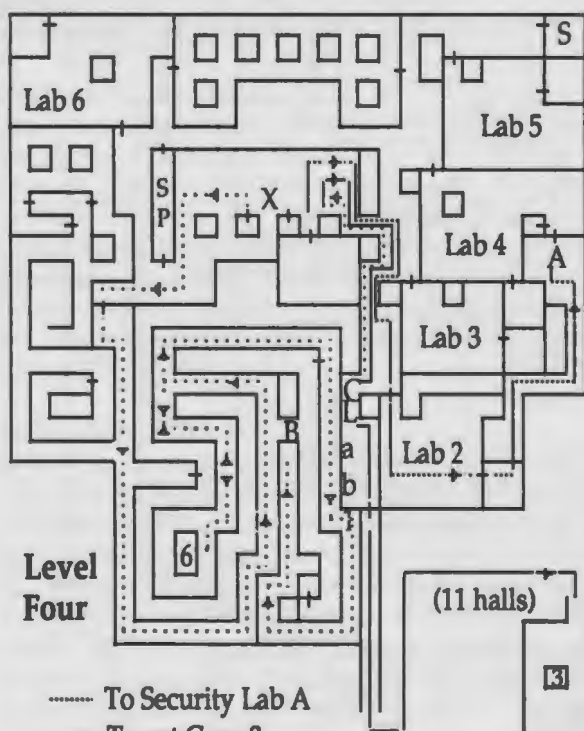
DAS Armored Cruiser



Level Three — To get Cryo Chamber 2

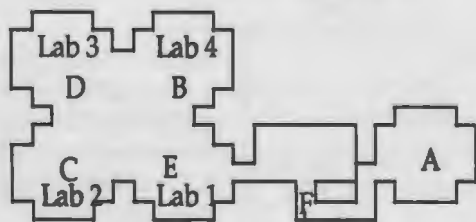


Level Five To get Forklift
— To get Cryo 4
- - - To Level 6 stairs

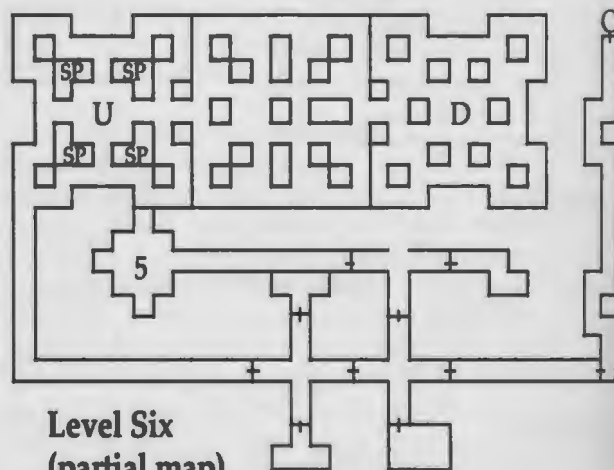


Level Four

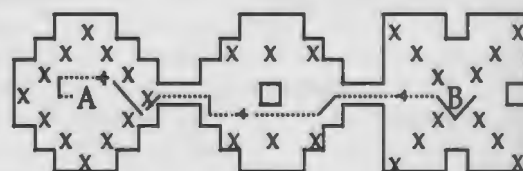
- To Security Lab A
- To get Cryo 3
- To get Cryo 6 (see solution for teleport route from maze to C)



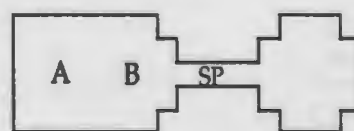
Security Lab A Chute to Level 4



Level Six
(partial map)



Level Seven To Reactor Level



Reactor Level

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

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)