Oo-Topos ™

Science fiction

Story by Michael and Muffy Berlyn

Illustrated by Raimund Redlich and Brian Poff

COMPREHEND ™
INTERACTIVE NOVELS *with graphics*

Understands full- and multiple-sentence commands

Vocabulary of over 1000 words

Over 100 out-of-this-world graphics

Includes ship's manual and computer readout

P☀LARWARE ™

*from Polarware/Penguin Software, Inc.*

Oo-Topos ™

Story by Michael and Muffy Berlyn Illustrated by Raimund Redlich and Brian Poff

It's 1995 A.D., Earth time.

An Interstellar Transport carrying power transfusion waste collided with a meteor, scattering its contents towards Earth's Sun. The transfusion waste is so deadly that all life on Earth will be destroyed unless something is done to save it. But Earth, in a restricted travel zone, has neither the knowledge of nor the technology to cope with such a catastrophe.

Your mission is to deliver the chemical seeds of a protective compound that will render the waste harmless. Your destination is Observation Labport 5V, a seemingly lifeless planet just outside of Earth's Solar System. From there, the compound can be synthesized and secretly seeded into the Earth's atmosphere.

During the otherwise routine voyage, however, your ship was ensnared by à tractor beam and forced to land on the planetoid Oo-Topos. Hostile aliens boarded your ship and threw you in a prison cell. You must escape and recover your ship with its valuable cargo. Life on Earth depends on you.

COMPREHEND™
INTERACTIVE NOVELS *with graphics*

Enter a whole new world inside your computer as you become the main character in a COMPREHEND interactive novel! Your computer describes where you are, objects at that location, and possible exits. You control the

outcome of the story by typing in all actions, such as "Go North and climb the tree", or "Take the shovel and inspect it carefully". Your computer shows you the results of all actions. Explore and interact with the unknown world inside your computer to unravel the plot . . . but be careful, or your
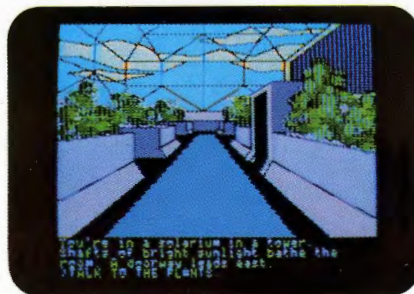
novel may have an undesirable ending!

COMPREHEND is the program that allows you to communicate with your computer using full sentences in plain English. The Graphics Magician® program makes it possible to put hundreds of detailed illustrations into each novel. Together, they have created a brand new world inside your computer.

ABOUT THE AUTHORS

Michael Berlyn was the first science fiction writer to use the computer as a medium. His other interactive novels include Cyborg (Sentient, Broderbund), Suspended, Infidel, and Cutthroats (Infocom). He has also written real books: Crystal Phoenix and The Integrated Man (Bantam). **Muffy** helped design the aforementioned adventures, and in her previous life was national horoscope columnist "Susy Sayer" in a sister publication of National Enquirer and editor of Easy Times magazine. Mike and Muffy now exist in New England as Brainwave Creations.

The story Oo-Topos was written by Michael and Muffy Berlyn, and illustrated on the computer by Raimund Redlich and Brian Poff. The story is licensed from Sentient Software, Inc. Project managed at Polarware/Penguin Software by Ron Schmitt and Mark Pelczarski. COMPREHEND was written by Mark Pelczarski and Jeffrey Jay, and The Graphics Magician by Mark Pelczarski. Conversions of COMPREHEND and The Graphics Magician are by Robert Hardy, Peter Schmitt, Dynamix, and Eagle Berns. The Graphics Magician is a registered trademark and Oo-Topos, COMPREHEND, and Polarware are trademarks of Polarware/Penguin Software, Inc. Penguins wear Polarware everywhere.

P✹·LARWARE™

COMPREHEND™
INTERACTIVE NOVELS

APPLE INSTRUCTIONS
(Apple versions require at least 64K of RAM)

P⊕LARWARE™
from Polarware/Penguin Software, Inc.

GETTING STARTED

To begin, place your disk with side one (label side) up in your disk drive and turn on your computer. This magical procedure is known in the industry as "booting your disk." Depending on the novel, you may be prompted at some points during startup or during play to turn your disk over. Leave your disk in the disk drive unless instructed to turn it over or the results of the current "novel" in progress may be ruined.

PLAYING A COMPREHEND INTERACTIVE NOVEL

You communicate in your novel by typing commands in English. Tell COMPREHEND what you want to do by typing in your command, press RETURN, and COMPREHEND will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type Walk North, Go North, or you can abbreviate with simply North, or even N. Press RETURN after your command. Other directions you can abbreviate are E for East, S for South, W for West, U for Up, D for Down, I for In or Enter, and O for Out or Exit.

To see what you are carrying at any time, simply type Inventory.

More complex commands can contain any combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as Read the note, Look at the tree, Look under the wagon, Catch the squirrel with the box, and Feed the penguin sardines. Commands can also be combined into longer sentences, like Catch the cat by the tail and throw it into the tree. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word and, or the word then, such as Grab the rope and the food, then run out. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!

MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!
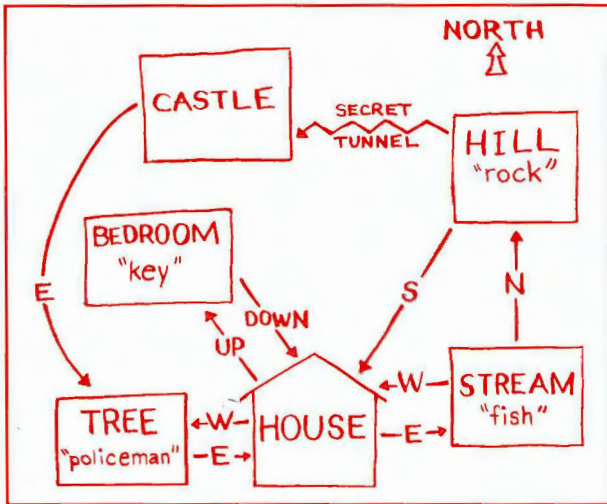
GRAPHICS MODE AND TEXT MODE

When playing through the novel in the graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, COMPREHEND will pause and wait for a keypress before completing the text. You can switch to all-text mode at any time by just pressing **RETURN** at the input prompt without any command. The all-text screen keeps several lines at the top that describe your current location, in case you need to refer back to the description after it has scrolled up. Pressing **RETURN** again from text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, text mode can be used to speed travel around areas of the "universe" with which you are already familiar. When in text mode, the graphics are not loaded from disk and drawn onto the screen at each location you visit. They are only updated when you return to graphics mode. Be careful when traveling in new regions with the graphics mode off, however. Sometimes a picture is worth a thousand words . . .

SAVING AND RESTORING "NOVELS IN PROGRESS"

It being acknowledged that occasionally it is wise to switch off the computer for such trivial things as eating, sleeping, or visiting with other humans, a method is provided for saving "novels in progress." As a command at the input prompt, simply type **Save.** You will be prompted to enter a number for the saved game (more than one can be saved onto the disk, if you want to share it), and your current situation will be saved onto side 1 of the disk. If you decide that you really don't want to save a game, just press the **RETURN** key.

To restore that situation, at any time while playing (or immediately after rebooting the disk), type **Restore.** You will be prompted for the number of the game you wish to restore, and immediately be put back where you left off. If you decide that you really don't want to restore a game, just press the **RETURN** key.

Hint: sometimes it is wise to save your game just prior to trying something risky (or foolish, as the case may be). That way, if your attempt fails, you can cheat by restoring the game and trying something else.

QUITTING AND RESTARTING

To quit a game in progress, make sure you save your current situation (if you desire), then just turn off your computer or reboot with another disk.

To restart the game, the fastest way is to reboot side 1 of the disk. Since so many variables change during the course of a novel, rebooting is the fastest way to restore them all to their original state:

HINTS

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Hint Department [the name(s) of your interactive novel(s)]
P.O. Box 311
Geneva, IL 60134

We'll rush you a hint book free of charge.

LIMITED WARRANTY

If your interactive novel disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with $5 and we'll rush a new disk to you. REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.

SPACE ECOLOGICAL SOCIETY

OFFICE OF THE PRESIDENT

J. CASTOR NEBULUS
PRESIDENT

DATE: 51.7.290
TIME: 06.13.00
COMMUNICATION: Argo HQ, President
TO: Flight Commander Argo Base
MISSION CODE: TSE957X
PRIORITY: Urgent--red level
DEPART: White Bay 2. Maximum speed, immediate upon receipt of this directive.
DESTINATION: Observation Labport 5V, Station 5 Omega Sector 12
OBJECTIVE: Transport protective compound to Labport
BACKGROUND: Outside the boundaries of star system 69 Omega is Observation Labport 5V. Subject of this Labport is star 69B and surrounding planets. The third planet of this system (Earth) is inhabited. Earth has no knowledge of or contact with the numerous members of the Intergalactic Society. An interstellar transport carrying power transfusion waste collided with a meteor and its toxic contents have scattered into open space. These contents are being drawn toward star 69B (Sol) and Earth is in the path. The transfusion waste is so deadly that all lifeforms on Earth could be destroyed on contact. Earth is not aware of the problem and does not have the technology to avert a disaster. A protective compound has been synthesized by SES scientists. With seeds of this compound, Labport 5V can produce the chemical and secretly introduce it into Earth's atmosphere. It is IMPERATIVE that no attempt be made to communicate directly with lifeforms on Earth. Earth is within a restricted travel zone. Sudden contact with other lifeforms could cause irreparable damage to Earth's development.
COMMENTS: The SES has great hopes for the inhabitants of Earth. It is of the utmost importance that we do whatever possible to avert this disaster.

Good luck,

J. Castor Nebulus
PRESIDENT

JCN:ps

Date: 54.7.290

Mission code TSE957X

Time: 07.23.12 Mission code accepted. Prepare for departure. Audio input received. Executing on-board systems check. Please be seated and fasten your safety harness.

Time: 07.24.11 ALL SYSTEMS CHECK. Proceeding with departure sequence. Tachyon drive engaged. Output: full thrust.

Time: 08.01.09 Departure successful. Mission course preset. Destination: Observation Labport 5V. ETA: 310 minutes.

Time: 12.14.30 ALERT. Course deviation detected. Cause unknown. Initiating auto-course reset.

Time: 12.16.14 ALERT. Course reset unsuccessful. Scanners indicate probable cause of deviation: tractor beam. Origin: Theta Sector 6. Commencing evasive maneuver sequence. Please standby.

AUTO FLIGHT LOG

Time: 12.22.07 ALERT. Evasive maneuver sequence complete. Unable to escape tractor beam. Rapidly approaching planetoid located in Theta Sector 6. Scanners indicate tractor beam located on planetoid. Data suggests deliberate action to force landing of this craft. Transmitting MAYDAY code. Please standby.

Time: 12.29.17 ALERT. All transmissions jammed by unidentified device on plantetoid. Estimated collision with planetoid: 4 minutes. Scanners seeking emergency landing site. Auto-pilot override system engaged. Now accepting input from optic visualizer.

Time: 12.30.58 Planetoid identified. Name: Oo-Topos. Planet type: 40 Gamma Gamma Titan Class Fe1 iron moon. Gravity: 1/1. Position: variable. Orbit: no data. Indigenous sapient life forms: no data. Last recorded contact: Delta Sector 5, merchant ship, Gladiator. Crew and ship missing. ALERT. Audio input received. Scanners confirm emergency landing site location. Commencing emergency landing procedures. Prepare for sea landing estimated: 2 minutes. Please be seated and fasten your safety harness.

AUTO FLIGHT LOG

Time: 13.01.22   ABORT EMERGENCY LANDING! Scanners indicate sea composed of highly corrosive materials. Auxiliary emergency landing sight located. Prepare for hard landing on beach.

Time: 13.07.19   Emergency landing successful. Minimal damage to ship. Tractor beam still engaged. Lift-off impossible. Scanners indicate life-support conditions hostile. Atmospheric composition: 74.2% ammonia, 15.7% nitrogen, 10.1% other trace elements. No natural water supply. Preliminary life readings indicate no indigenous sapient life forms.

Time: 14.00.12   Scanners indicate buildings due west of beach. Unidentified life forms approaching ship on port side. Life forms not indigenous to Oo-Topos. CAUTION: data analysis suggests Oo-Topos is a likely base for space pirates. Scan................................ALERT! Breach in outer airloc . . . .

AUTO FLIGHT LOG
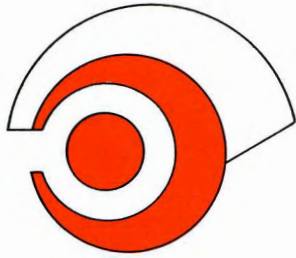
12,288 ASTRO MEGA CLASS
INTERMEDIATE-RANGE

Operator Manual

ASTRO DEVELOPMENT, INC.

Contains important operating and safety instructions.
Keep with spacecraft at all times.

This operator manual contains important information regarding operation of the Intergalactic star fleet Astro Mega Class series of intermediate-range spacecraft.

In order to obtain maximum usage of this spacecraft, we suggest all craft pilots familiarize themselves with the contents of this booklet and follow the recommendations outlined.

Astro Mega Class vehicles should be operated only by a trained, licensed pilot. This book is *not* meant to be used as space flight instruction.

The Astro Mega Class meets or exceeds all applicable Intergalactic Federation star fleet safety standards. Effectiveness of these safety features can best be continued through regular craft inspection and maintenance. Proper repair of this craft should be done only by a qualified Astro Development technician. Always specify Astro Development parts for maximum performance and economy.

**Observe all flight regulations.
Make safety a habit!**

ASTRO DEVELOPMENT, INC.

CONTENTS

MAIN COMPUTER

Using advanced technology, the Astro Mega Class craft is virtually self-operational. The on-board computer system provides all engine control, navigational maneuvers, and systems monitoring necessary for intermediate-range space travel.

The Main Computer is entirely voice-activated. The system receives audio input only at the Main Computer Console, located behind the bridge on the port side. However, the system provides audio output anywhere on-board.

COMPUTER OPERATION—When the vehicle is in total shut-down, the computer must be re-activated for flight. Audio input of the MISSION CODE is required to begin computer functions. Audio input of the word "STATUS" initiates a computer check of all on-board systems. Audio output will notify the pilot of malfunctions, safety hazards, or any other disorder that would imperile space travel. Intergalactic Federation safety codes require that **all systems MUST be in proper operating condition in order for this craft to enter flight.** Audio output will notify the pilot of lift-off condition with the ALL SYSTEMS CHECK response.

The Main Computer performs other functions besides standard ship operation. For example, with audio input of the word "VALUE," it will appraise any item and supply currency exchange rates for nearby star systems.
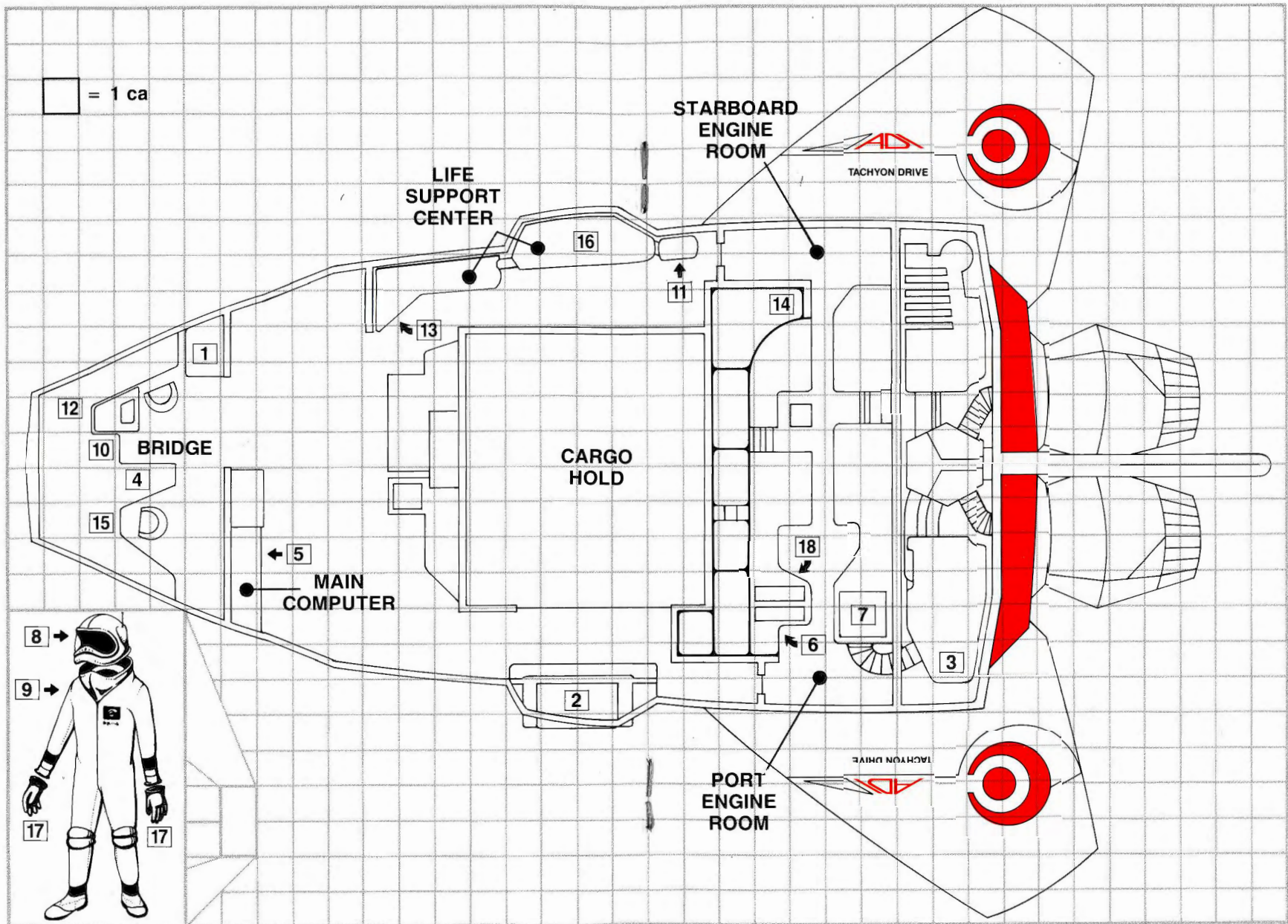
BRIDGE CONTROLS

Bridge controls are automatically activated and monitored by the Main Computer. Override Systems will function only during an emergency landing situation.

PRIMARY COMPONENTS

1 ACCELEROMETER: an instrument that measures the rate of acceleration changes. Located on the Bridge control panel by the co-pilot chair.

2 AIRLOCK: a chamber that adjusts air pressure for passage from on-board to extravehicular environment and vice versa. Located mid-ship on the port side.

3 APOGEE KICK MOTOR: a rocket motor that fires at the apogee of an oval transfer to launch the craft into a circular geostationary orbit. Located in the Port Engine Room.

4 AVIONICS: the electronics system and instruments that monitor and control ship functions in flight. Located on the bridge.

5 COMPUTER CARD UNIT: storage for individual Universal Activan Data Cards to control various computer information functions. The cards can easily be exchanged and updated to the most recent information banks. Located in the Main Computer on the port side before entering the Bridge.

6 CRYON PURIFIER: a filter that intensifies cryon particles emitted by the power cylinder. Located in the Port Engine Room.

7 ENERGY CONVERTER: an "Xchanger" energy converter that uses zellium-based internal coils to convert various forms of energy created by the power cylinder into usable light drive energy. Located in the Port Engine Room.

8 EXTRAVEHICULAR HELMET: a self-sealing headgear used in conjunction with Extravehicular Space Suit and Thermo Gloves for extravehicular activity in hostile or no-environment situations. Contains light activated face shield and portable oxygen recirculator.

9 EXTRAVEHICULAR SPACE SUIT: a self-sealing and regulating thermo-spacesuit used in conjunction with Extravehicular Helmet and Thermo Gloves for hostile and no-environment extravehicular activity.

□ = 1 ca

STARBOARD
ENGINE
ROOM

TACHYON DRIVE

LIFE
SUPPORT
CENTER

16

11

14

13

1

12

BRIDGE

10

4

15

5

MAIN
COMPUTER

18

CARGO
HOLD

7

8

6

9

3

2

17   17

PORT
ENGINE
ROOM

TACHYON DRIVE

[10] GYRO-MATIC LEVELER: a system that stabilizes the spacecraft during flight. Controls stability along linear (roll), planer (pitch) and vector (yaw) axes. Located in the Bridge control panel.

[11] HYDRO-PARTICULATOR: a life-support component that purifies and recycles condensation from internal atmosphere of the craft into the water system. Located in the Life-Support Center.

[12] KRYLLIAN CHIP: a vital component of the transmission beacon. Located on the Bridge.

[13] LIGHT-ROD: a short-term source of light that absorbs energy from available light when not in use. Required in the Life-Support Center during flight and removable for emergencies.

[14] MAIN SHIELD UNIT: a portable protective unit that, when installed, creates a "cushioning" shield around the spacecraft to prevent damage from micrometeoroids and other space debris. Installs on the garon ray transfer housing in the Starboard Engine Room.

[15] NAVCHIP: a computer component that contains current interstellar causeway information and navigational beacon. It controls firing of the external retro-rockets during flight. Located in the Bridge control panel

[16] OXYGEN RECIRCULATOR: a vital component of the Life-Support Center that removes condensation and harmful gases from the internal atmosphere of the ship. Water particles are channeled into the hydro-particulator and gases are jettisoned into open space. Located mid-ship on the starboard side.

[17] THERMO GLOVES: self-sealing hand protection used in conjunction with Extravehicular Helmet and Extravehicular Space Suit for hostile and no-environment extravehicular activity.

[18] TACHYON POWER CYLINDER: a power intensifier that creates a radioactive zone around the engine core using intense alpha-coronic waves. Supplies limitless engine power and life support capabilities. Located in the Port Engine Room.

CARGO BAY

The Cargo Bay is located in the center of the spacecraft and measures 8 X 7 X 7 fleegs. The entrance to this area of the ship is airlocked since the Cargo Bay doors must sometimes be opened during flight. The Cargo Bay is designed to accommodate most cargo and payload support equipment (i.e.-for specialized atmospheric control). The size and weight of all cargo support equipment must be included with data that is fed into the Main Computer to determine exact payload limit.

PAYLOADS

The Mega Class spacecraft is capable of carrying two types of payload:

1) *Attached Payload* remains in the Cargo Bay during flight and unloaded only at fixed landing destinations.

2) *Free-flying Payload* is deposited in space through the Cargo Bay airlock during flight. Free-flying payload requires proper orientation training and instruction. It is best to check with the payload manufacturer for recommended disembark information.

EMERGENCY LANDING

The Main Computer operates all emergency landing functions. However, in an emergency landing situation, the pilot can engage the Main Computer auto-pilot override system. This enables the pilot to combine Main Computer scanning data with optic visualizer input.

□ = 1 ca

SPECIFICATIONS

Ship type: Mega Class Tachyon Drive

Model 12,288

Identification Code: XX4357G900S5.1

Weight (fueled): 75,000 BS (165,000 LM)

Cargo Capacity: 1,000,000 BS (2,200,000 LM)

Wingspan: 25.73 FG (84.42 T)

Length: 35 FG (114.83 T)

External Hull Composition: Ablative Nuvonic Trainium

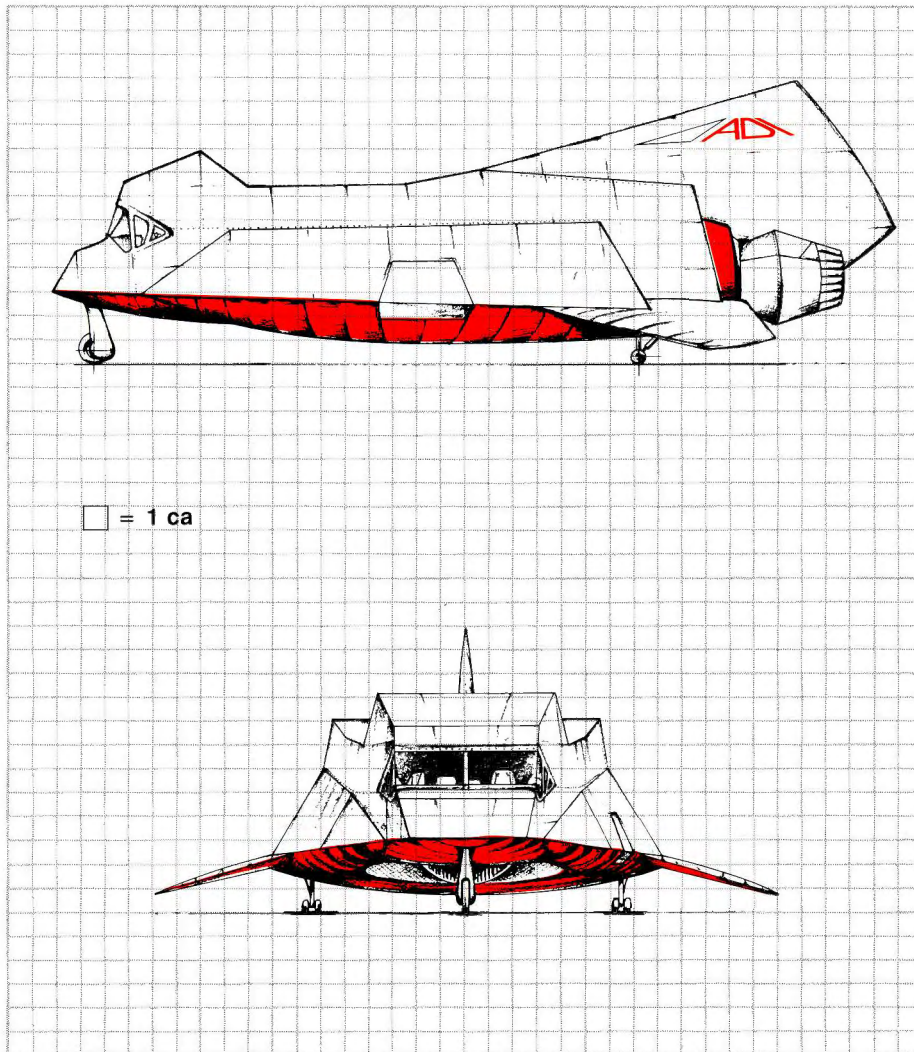Inner Hull Composition: Spanedar Voraxion

Engine Type: Tachyon-convert 5000

Engine Thrust: 14,900,000 KN

Maxiumum Speed: 4.5 LPM

Fuel Capacity: 400,000 Lemperes*

*NOTE: Use ONLY ungarbonized fuel.

Limited 5 Year/50 Billion Mile Warranty

This product, except Xchanger energy converter and Kryllion chip, is warranted by Astro Development, Inc. to the original purchaser to be free from defects in materials and workmanship under normal space flight conditions for a period of 5 years or 50 billion miles, whichever comes first. Astro Development, Inc. will repair and or replace with the same or similar model at our option the 12,288 Astro Mega Class intermediate-range spacecraft without charge for parts or labor. This warranty will not apply to this craft if it has been misused, abused or modified. Without limiting the foregoing, leakage of fuel on ablative hull, dented or bent metal parts, crash landings, or unpiloted flight. Defects must be reported within 24 hours to:

> Astro Development, Inc.
> Quality Control Center
> Cavbox Complex
> Proxima Delphina
> Alpha Sector 7,33421

To order a Tachyon Drive Spacecraft Diagnosis and Repair Manual, send *42,000 plus return postage to:

> Cosmic Media
> Cavbox Complex
> Proxima Delphina
> Alpha Sector 7,33429

Be sure to include your spacecraft identification number, name and address. Don't forget your sector name. (Prices subject to change without notice. Delivery in 4 to 6 hemits).