

# EARTHRISE

## THE SOLUS INCIDENT

**Type:** Animated Adventure

**Difficulty:** Intermediate

**Systems:** MSDOS (512K; CGA, EGA, Tandy  
16-color; no sound board support)

**Company:** Interstel/Electronic Arts

In a distant future, asteroids may be mined for minerals—unless they wander off course, which is what happens at the outset of *Earthrise*. As an investigator for the Terran Mining Guild in the year 2034, you must rocket to the asteroid and repair its engine so it can continue its flight to Earth. The graphics and animation are out of fashion, with little detail, resolution or effective colors, and a dearth of sophisticated music or sound effects. Even the parser is inadequate, for it has a limited vocabulary and demands you type in the exact answers for each puzzle.

### General Tips

Most of the time you will appear to be moving east or west, but a compass on the screen shows the true direction. It also shows you if air is present and how much air is left in the bottle. Red or green lights above doors indicate whether air is present beyond the door.

### Walkthrough

#### Shuttle

U. Move to rack. Get air bottle. Go to panel. Call earth. Lie down on couch. Look panel. Push "open pod bay" button. Stand. D E E. Move near valve. Fill air bottle. W W U E. Look panel. Push "open cabinet" button. Go to locker. Get helmet. Wear helmet. E. Enter shuttle. W. Sit. Push "automatic flight" button.

#### Mine Shaft

Stand. Exit shuttle. E. Down ladder.



#### Getting In

E. Remove helmet. Look console. Push black button. S. Walk to console. Push "decontaminate personnel" button. Box to east will open. Walk to and get security badge. S E E (to Hub, Level 1). SW. Push 2. N.

#### Hub (Level 2)

You must "wear helmet" in all areas without air, indicated by red lights. Directions in the rest of this solution are compass directions. Wear helmet. N N N N E E. Push button on doors to open. Enter north room. Get hacksaw. Exit. E N. Get hammer. Return to Hub. Remove helmet. Take elevator to 1 (Hub).

## Research Lab

SE to Research Lab. E. Look file cabinet. Open. Read files. Open storage cabinet. Note bee in jar. Leave him for now. Go to Hub and go NE to Security Office. Sit in chair. Turn terminal on. Select Biomed database. Enter **T6m1k, B72lt, K173k, G13tt2n, Z2l8**. (Note Force Field controls behind glass wall.) Stand.

## Getting Air

Go to Hub and go down to Level 2. S to Cryogenics. Enter room in northwest corner. Get oxygen. S. Walk to ladder. Look. Cut chains with **h1ck91w**. Get portable ladder. To Hub.

## Crossing The Crevice

Wear helmet. SE to crevice. Save. Put ladder across crevice. Cross. Continue to Power Plant. U. Get wrench. D N N N. (Note broken cable.) Go to Hub.

## The Glitten

E E. Turn valve with wrench. E E to Engine. Note controls. E. Navigation. (Note melted fuse link.) Go to Hub.

## Raid the Kitchen

Remove helmet. NW to Mess Hall. Get cake. N to Kitchen. Get knife. N to Pantry. Get food cylinder. To Hub. U to Level 1. (You should know by now when to wear helmet.) N and U to surface. Go S to Skylight. **B721k gl199** with **h1mm27**. Go to Hub Level 1. E E S SE SE.

## Garden

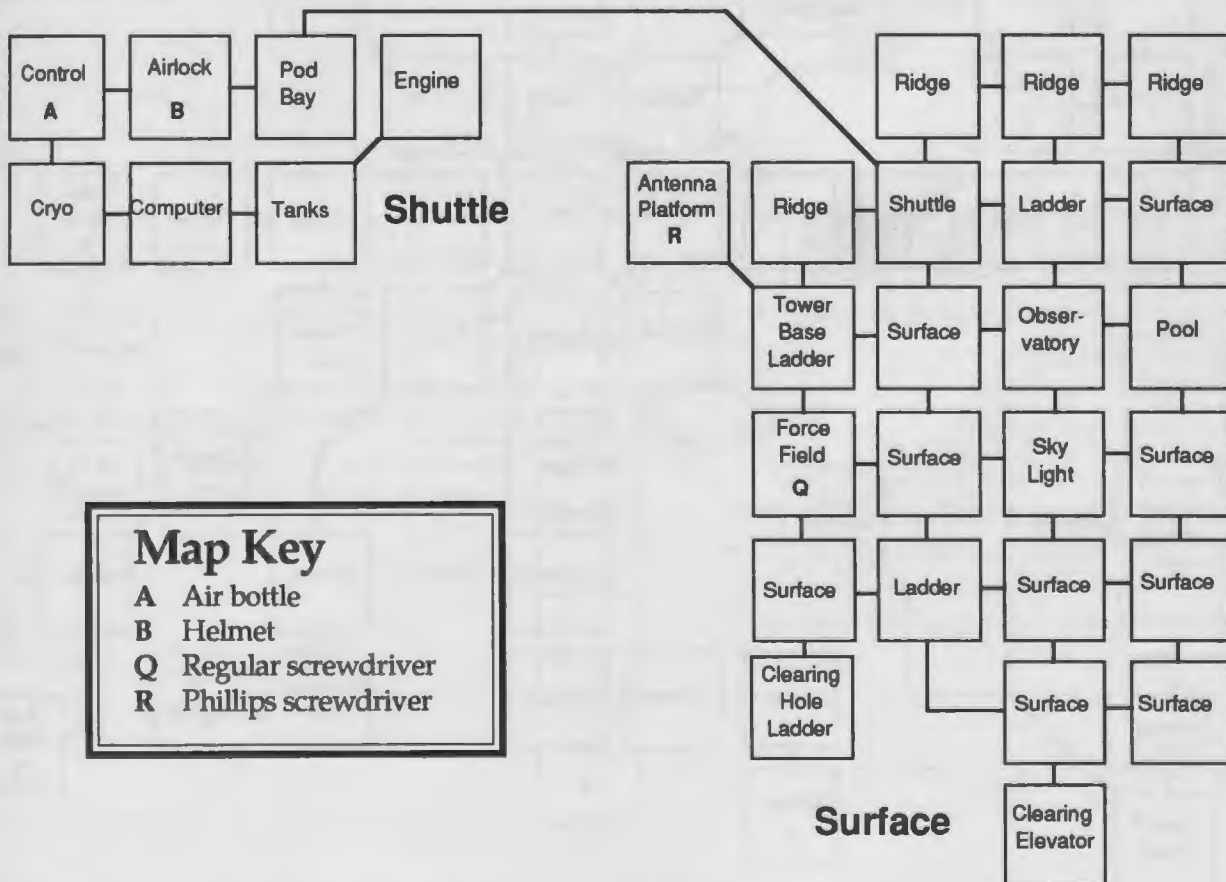
Go to east near door. Look vines. Cut vines with knife. Push button. E. Get UV lamp. Go to Hub Level 2.

## The Tymak

W to Locker Room. Turn lamp on. Type "**p43nt l1mp at c721t572**". W. Hit ENTER key. N. Get wire cutters and laser drill. To Hub Level 1.

## The Karik and the Zeld

SE to research lab. Get jar with bee. To Hub. Put bee in cylinder. S S. Shoot Karik with drill. S S. Put bee in jar. W. Open jar. W and S to Office. Get welding torch. To Hub.





## Time to Repair

SE to power plant. N to broken cable. Weld cable. Go to Hub. E to Navigation. Strip cable. Replace link. W to controls. Push button.

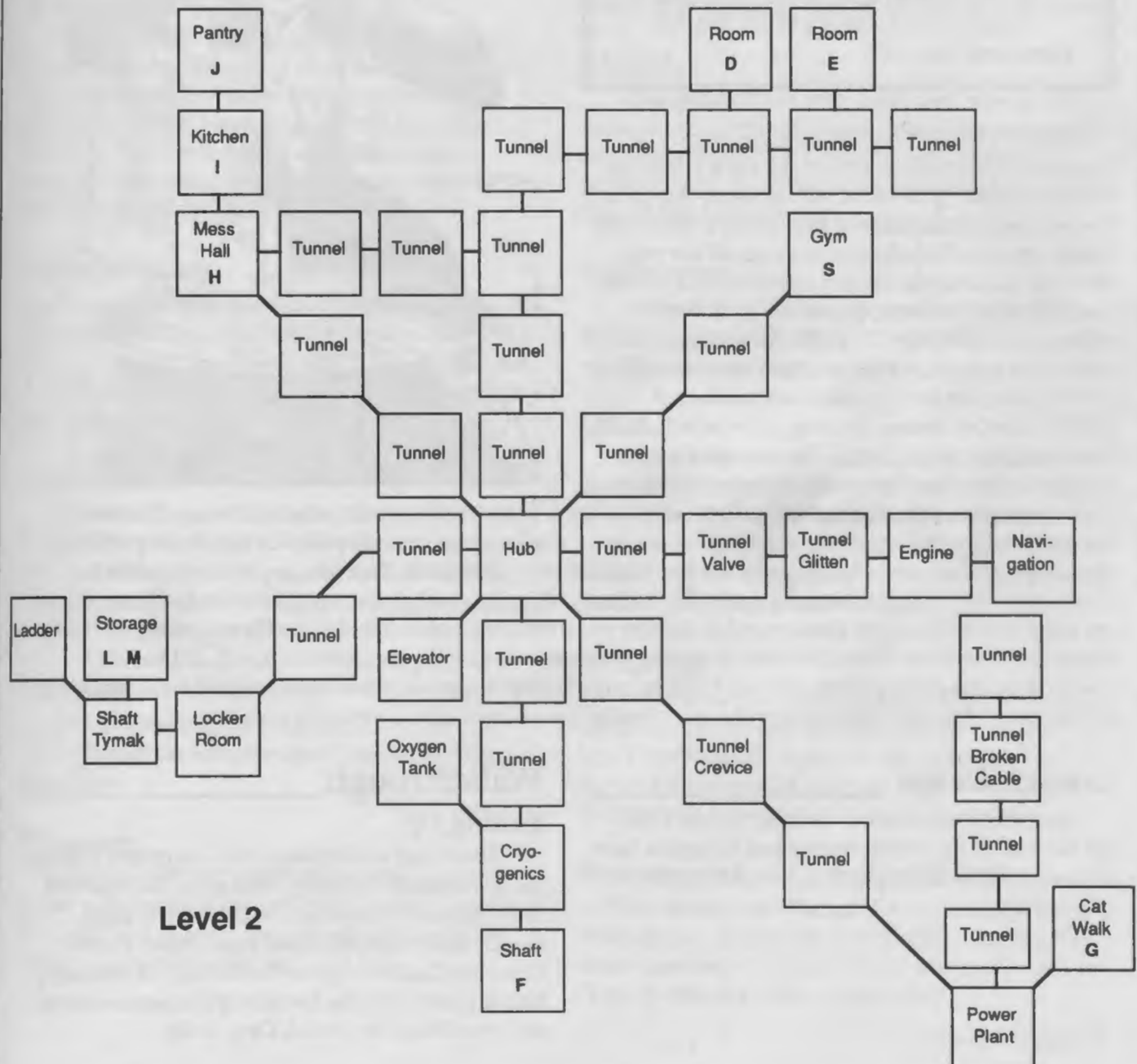
## Going Home

Go to shuttle. Throw c1k2 at creature. In. Sit. Push return button. Stand. Exit shuttle. Go to communications panel and call earth. Lie down on couch. Push close. Push return. Stand. Down to Cryoroom. Lie down.

## Map Key

C Security badge  
D Hacksaw  
E Hammer  
F Portable ladder  
G Wrench  
H Cake  
I Knife

J Food cylinder  
K UV lamp  
L Wire cutters  
M Laser drill  
N Jar with bee  
O Welding torch  
P Field glasses  
S Electromagnet  
T Cable



Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			