

Starcross

Introduction to Starcross

In *Starcross*, you are a space miner looking for black holes. Although you don't find any, you do find what appears to be a huge cylindrical asteroid floating out in space. The asteroid is really a spaceship.

Starcross is Infocom's first science fiction adventure. Here, only you can save a spaceship that is disabled and floating in space. These are the major things you have to do:

- Get to the spaceship.
- Get in the spaceship.
- Find your way around in the space ship.
- Fix the spaceship.
- Get it to Earth.

To reach the various unidentified masses, follow these instructions, then say "COMPUTER, CONFIRM":

For UM08: say: COMPUTER, RANGE IS 150, THETA IS 210, PHI IS 017

For UM12: say: COMPUTER, RANGE IS 100, THETA IS 345, PHI IS 107

For UM24: say: COMPUTER, RANGE IS 100, THETA IS 285, PHI IS 087

For UM28: say: COMPUTER, RANGE IS 250, THETA IS 45, PHI IS 178

For UM31: say: COMPUTER, RANGE IS 150, THETA IS 105, PHI IS 067

For UM52: say: COMPUTER, RANGE IS 175, THETA IS 165, PHI IS 035

For UM70: say: COMPUTER, RANGE IS 100, THETA IS 135, PHI IS 101

For UM91: say: COMPUTER, RANGE IS 50, THETA IS 15, PHI IS 121

General Hints

In *Starcross*, as in the *Zorks*, you will need to see. The only place that you cannot see at the beginning of the game is the yellow hall. To make this hall light, use the yellow rod.

This game has a number of rods and a number of slots to put them in. The rods should be put in the corresponding slot (violet rod in violet slot, etc.).

The rods are:

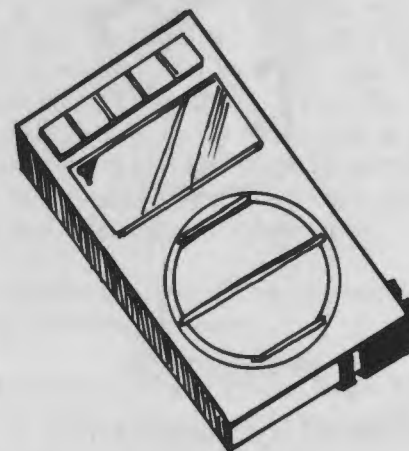
- Black rod (can be used in room #43).
- Blue rod (use in room #77).
- Brown rod (use in room #77).
- Clear rod (use in room #77).
- Gold rod (use in room #76 to get into room #77).
- Green rod (use in room #77).
- Pink rod (use in room #77).
- Red rod (use in room #58, in the second slot).
- Silver rod (use in room #69 to get into room #70).
- Violet rod (use in room #77).
- White rod (use in room #70).
- Yellow rod (use in room #58).

At one point in the game, you will have to find the mechanical mouse. This metal rodent moves around a lot, so it may be hard to find him. If you just stay in one place, you will find it.

At another point in the game, you will have to go to the alien chieftain in room #13. Do not go there unless you have gotten and used the transportation disks in room #39, fixed the air in room #58 and gotten the pink rod in room #35. If, by accident, you go to room #13, and the chief sees you before you have done all of these things, the game will then become unsolvable, and you must either **RESTORE** a saved game, **RESTART** the game, or **QUIT**.

Room Notes

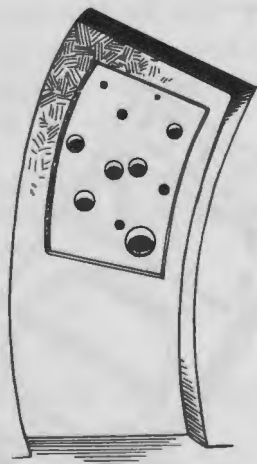
1. **Living quarters**—Get the tape library. You will need it in room #49.



2. **Bridge**—To stop the mass detector from ringing, push the red button. Before going to the unidentified mass, get in the couch, and fasten the belt. Stay there until the ropes from the cylindrical ship grab your ship. To go to the appropriate mass, follow the directions given in the introduction.
3. **Storage**—Get the suit and the line. Wear the suit until the alien chieftain in room #13 wants it. Before you give him the suit, be sure that you have the pink rod from room #35, and that you have fixed the air at room #58.

4. **Airlock**—Do not come out here unless you are wearing the space suit and have gone to the cylindrical ship. Close the inner door before opening the outer door, or you will die.

5. **Red dock**—The bumps on the door are a representation of the solar system (the Sun, Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, and Pluto). Push the fourth bump (Earth), and a tiny bump will appear. Push it. Now take the black rod. It can be used in room #43. The door has been opened, and you can go into the main setting of *Starcross*! Aren't you proud?



6. **Red hall**—Nothing is important here.

7. **Red hall**—Nothing is important here.

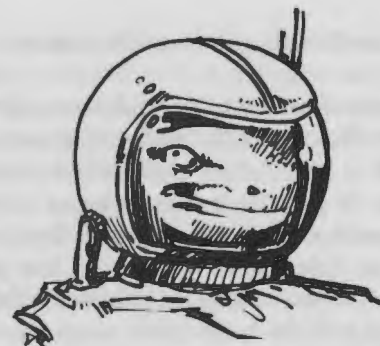
8. **Red hall**—Nothing is important here.

9. **Red hall**—Nothing is important here.

10. **Red hall**—Nothing is important here.

11. **Outskirts of village**—Nothing is important here.

12. **Outskirts of village**—Nothing is important here.



13. **Village center**—Do not come here unless you have found and used the red and blue transportation disks (room #39), fixed the air in room #58, and gotten the pink rod at room #35. This is where the alien chieftain will first find you. If the chief sees you, and you don't give him the suit the first time you see him, you have lost your chance, and you may as well restart the game. When the chief points to your space suit, point to the brown rod around his neck. Give him your space suit and when he is trying to hide the rod, point to it again. Then follow him until you are at room #15, and follow those instructions.

14. **In the warren**—You will follow the chief through here, but nothing is important here.

15. **Center of warren**—The only way to get here is to follow the chief. Go down, and go over to room #21, following the intermittent directions on the way.

16. **Green airlock**—Close the inner door before opening the outer door, and vice-versa.

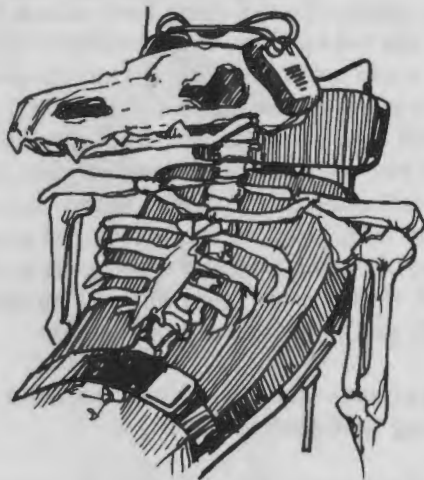
17. **Green dock**—Nothing is important here.

18. **Umbilical**—Nothing is important here.

19. **Cargo hold**—The visor fragment may be used in room #43, but so can the black rod, so there is nothing here that cannot be replaced.

20. **Guard room**—Nothing is important here.

21. **Control room**—If you touch the skeleton, a violet rod falls out. However, the chief will “suspect” something, and rush here. Since this is an altar, desecration is not suggested. The only way to get the rod is to leave either the red or blue disk from room #39 here, and drop the other one someplace else, later. This will be the last place you get a chance to use them. Stand on the disk that is outside of here, and you will be here. Now touch the skeleton, get the disk, drop the disk, and stand on it. The perfect crime.



22. **Green hall**—Nothing is important here.

23. **Green hall**—Nothing is important here.

24. **Outskirts of village**—Nothing is important here.

25. **Village suburbs**—Nothing is important here.

26. **Outskirts of village**—Nothing is important here.

27. **Green hall**—Nothing is important here.

28. **Room on ring one**—Nothing is important here.

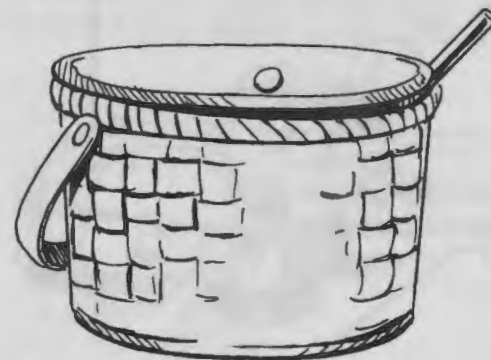
29. **Computer room**—If you open the access panel, you will see an empty slot. Since it is a square slot, a square should go into it. The square from room #58 works very well. Once you have inserted it, turn the computer on. The gold rod is needed in room #76.

30. **Yellow hall**—Nothing is important here.

31. **Yellow hall**—Nothing is important here.

32. **Yellow hall**—Nothing is important here.

33. **Yellow airlock**—Be sure that you are wearing your space suit before you go outside. The basket here is a good thing to put rods in. Get it before you open the outer door, or it will float away. You will have to open the outer door twice before it opens. As always, close the inner door first. Before you go out, be sure that the safety line is tied to your space suit.



34. **Yellow dock**—Tie the line to the hook or you will float away.

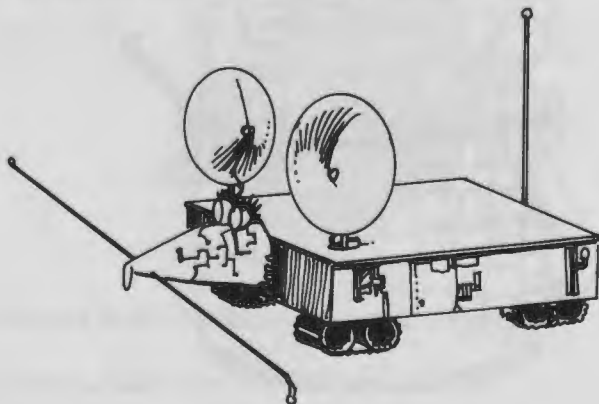
35. **Among debris**—Get the rod and put it in the basket that you should have gotten (room #33). Now go back inside.

36. **Yellow hall**—Nothing is important here.

37. **Outskirts of village**—Nothing is important here.

38. **Yellow hall**—Nothing is important here.

39. **Laboratory**—These disks are transporter disks. If you drop one in one place, and the other somewhere else, and stand on one of them, you will be transported to the other. Inside the globe is a blue rod. To get it, put one disk under the sphere, drop the other one, put something (anything but a disk) on the sphere, and set the dial to 4. Poof! Set the dial to 1, 2, or 3, and get both disks, the rod, and the thing you put on the sphere, if it is useful somewhere else. The disks have two other uses: first, if you can find the mechanical mouse, drop one of the disks, and he (she? it?) will pick it up. Follow the mouse until it goes into its hole, and wait until it leaves. Now go to a spot that you can easily find again, and drop the remaining disk. Stand on the disk, and you will be transported to room #55. Follow the instructions there for the rest of this use. Second, the disks have a use in room #21, which is detailed there.



40. **Yellow hall**—Nothing is important here.

41. **Blue hall**—Nothing is important here.

42. **Blue hall**—Nothing is important here.

43. **Observatory**—Look at the projector through either the visor fragment from room #19, or the black rod from room #5, and get the clear rod.

44. **Blue hall**—Nothing is important here.

45. **Blue hall**—Nothing is important here.

46. **Blue airlock**—Close the inner door before you open the outer.

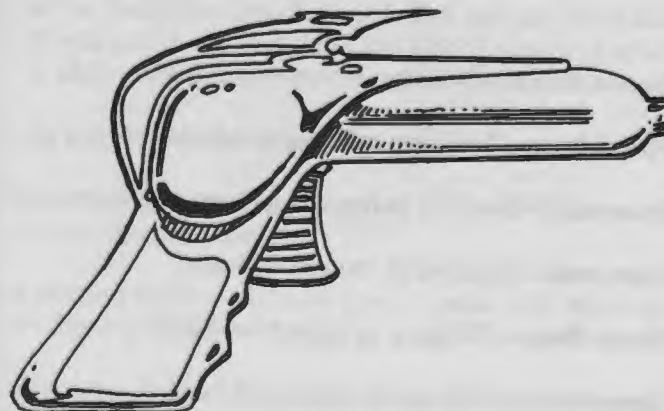
47. **Blue dock**—Nothing is important here.

48. **Bubbles**—Nothing is important here.

49. **Spherical ship**—Give the tape library to Gurthark (the spider), and he will give you a yellow rod. Get the rod, you will need it in room #58.

50. **Melted spot**—Nothing is important here.

51. **Weapons deck**—The ray gun is needed to get from room #71 to room #75. It is also needed in room #82, to get the red rod. Even the gun itself has a surprise. Look in it, and get a silver rod. It is needed in room #69.



52. **Blue hall**—Nothing is important here.

53. **Room on ring four**—Nothing is important here.

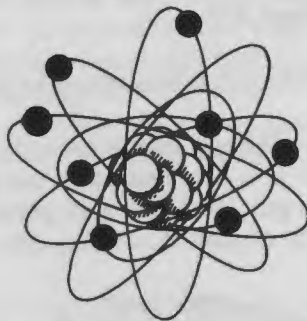
54. **Blue hall**—Nothing is important here.

55. Garage—When you have arrived here, get the disk, and empty the bin. Empty the bin until you get a green rod. This rod is used in room #77.

56. Grassland—Nothing is important here.

57. Thin forest—Nothing is important here.

58. Repair room—The square is needed in room #29. Put the yellow rod from room #49 in the yellow slot to get light in the yellow hall. Put the red rod from room #82 in the second red slot (the diagram is an oxygen atom).



59. Dense forest—Nothing is important here.

60. Metal floor—Nothing is important here.

61. Fore end—Nothing is important here.

62. Fore end—Nothing is important here.

63. Metal floor—Nothing is important here.

64. Grassland—Nothing is important here.

65. Thin forest—Nothing is important here.

66. Base of tree—You can only climb the tree if you are not carrying the space suit. The best place to get rid of it is at room #13.



67. Up a tree—Nothing is important here.

68. Top of tree—To get to room #69, say "JUMP."

69. Drive bubble entrance—Put the silver rod (from the ray gun in room #51) in the slot.

70. Drive bubble—Get the white rod and put it in the slot. Do not put the black rod in the slot. If you do, you will not be able to win.

71. On drive bubble—To get to room #72, say "JUMP."

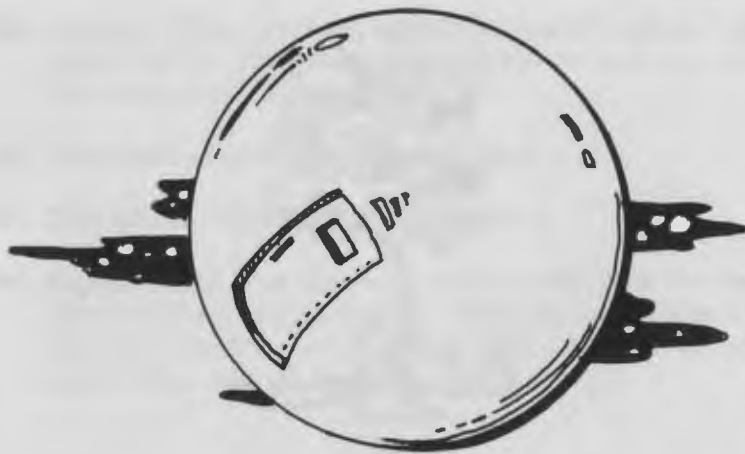
72. Floating in air—To move toward room #75, shoot the gun at the drive bubble.

73. Floating in air—To move toward room #75, shoot the gun at the drive bubble.

74. Floating in air—To move toward room #75, shoot the gun at the drive bubble.

75. On control bubble—Nothing is important here.

76. Control bubble entrance—To get in, put the gold rod (from room #29) in the slot.



77. Control bubble—Put the clear rod in the slot. Five slots will appear. Put the brown rod (from the alien chieftain [room #13]) in the brown slot, the violet rod (from room #21) in the violet slot, the green rod (from room #55) in the green slot, the pink rod (from room #35) in the pink slot, and the blue rod (from room #39) in the blue slot. Push the following buttons in this exact order. Push the large pink square, to set the course toward the inner solar system. Push the brown spot to choose your destination. Since Earth is your home, that would be a good destination, so push the brown spot four-times. The violet spot chooses how you want to come in. You don't want to go straight there, or you will crash. Looping around Earth will make you end up out in space. Push the violet spot three or four times. The green button chooses speed. Going too slow would be boring. Going too fast would not be fun. Push the green button twice. Push the blue button to launch. You have now won *Starcross*.

78. Room on ring two—Nothing is important here.

79. Zoo—Nothing is important here.

80. Broken cage—Nothing is important here.

81. Inside grue cage—Nothing is important here.

82. Nesting cage—There is a red rod in the cage. It is needed in room #58. To get it, you must get the rat-ants away from the nest. Since the nest is "precariously balanced," throwing something heavy at it will knock it down, and move the rat-ants. The gun from room #51 is very heavy. Throw the gun at the nest, and get it and the rod back.



83. Red airlock—Nothing is important here.

84. Outskirts of village—Nothing is important here.

How to Win

- Get up.
- Get the tape library.
- Go to room #3.
- Get the suit and line.
- Wear the suit.
- Tie the line to the suit.
- Go to room #2.
- Look at the screen.
- Follow the directions in the introduction to *Starcross* to get to the mass.
- Sit on the couch.
- Fasten the belt.

- Unfasten the seatbelt.
- Get up.
- Open the bulkhead.
- Go to room #4.
- Close the inner door.
- Open the outer door.
- Go to room #5.
- Push the fourth bump.
- Push the tiny bump.
- Get the black rod.
- Go to room #83.
- Close the outer door.
- Open the inner door.
- Go to room #51.
- Get the gun.
- Look in the gun.
- Get the silver rod.
- Go to room #82.
- Throw the gun at the nest.
- Get the gun, red rod.
- Go to room #45.
- Open the inner door.
- Go to room #46.
- Close the inner door.
- Open the outer door.
- Go to room #49.
- Give the tape library to the spider.
- Get the yellow rod.
- Go to room #46.
- Close the outer door.
- Open the inner door.
- Go to room #57.
- Open the hatch.
- Go to room #58.
- Put the red rod in the second red slot.
- Put the yellow rod in the yellow slot.
- Get the square.
- Go to room #43.
- Look at the projector through the black rod.
- Get the clear rod.
- Drop the black rod.

- Go to room #29.
- Open the access panel.
- Put the square in the slot.
- Turn the computer on.
- Get the gold rod.
- Go to room #32.
- Open the inner door.
- Go to room #33.
- Get the basket.
- Put all the rods in the basket.
- Close the inner door.
- Open the outer door.
- Open the outer door.
- Go to room #34.
- Tie the line to the hook.
- Go to room #35.
- Get the pink rod.
- Put the pink rod in the basket.
- Go to room #34.
- Untie the line.
- Go to room #33.
- Close outer door.
- Open inner door.
- Untie the line.
- Go to room #39.
- Get the red disk, blue disk.
- Put the red disk under the globe.
- Drop the blue disk.
- Put the safety line on the globe.
- Turn the dial to 4.
- Get the blue disk, blue rod, safety line.
- Drop the safety line.
- Turn the dial to 1.
- Get the red disk.
- Go to room #38.
- Wait until the mechanical mouse enters the room.
- Drop the red disk.
- Follow the mechanical mouse until it enters its hole.
- Go to room #53.
- Drop the blue disk.
- Stand on the blue disk.

- Get the red disk.
- Empty the bin until you can see the green rod.
- Get the green rod.
- Put the green rod in the basket.
- Go to room #53.
- Get the blue disk.
- Drop the blue disk.
- Go to room #13.
- Take off the suit.
- Point to the brown rod.
- Give the suit to the chieftain.
- Point to the brown rod.
- Follow the chieftain until you are at room #15.
- Go to room #16.
- Close the inner door.
- Open the outer door.
- Go to room #21.
- Touch the skeleton.
- Get the violet rod.
- Put the violet rod in the basket.
- Drop the red disk.
- Stand on the red disk.
- Go to room #68.
- Jump.
- Put the silver rod in the silver slot.
- Go to room #70.
- Get the white rod.
- Put the white rod in the white slot.
- Go to room #71.
- Jump.
- Shoot the gun at the drive bubble three times.
- Go to room #76.
- Put the gold rod in the gold slot.
- Go to room #77.
- Put the clear rod in the clear slot.
- Put the brown rod in the brown slot.
- Put the violet rod in the violet slot.
- Put the green rod in the green slot.
- Put the pink rod in the pink slot.
- Put the blue rod in the blue slot.
- Push the large pink square.

- Push the brown spot four times.
- Push the violet spot three times.
- Push the green spot twice.
- Push the blue button.
- You have now won *Starcross*.

