

# Essex

A sightseeing tour of the Starship *Essex* turns into hard work when a dying agent recruits you to find a scientist and his formula, the only tool that will empower the Federation to defeat the alien Vollchons. You have only two days of game time to unriddle dozens of problems on the ship and two planets. Besides manipulating objects, you've got to fast-talk other tourists and crew, including a spy determined to sabotage the ship. Some puzzles have alternate solutions. Instead of a point-based score, this all-text game gives a progress report that lists your accomplishments. *Essex* sidesteps most of the science fiction clichés (nary a robot, though the mandatory teleporter is on-board) and is one tough game—much harder than *Mindwheel*, Broderbund's initial Electronic Novel.

**ITS MOST UNUSUAL ASPECT** is the story unfolds in real time. If you just stand around, people walk past, enemy space ships attack and other events transpire. This can be frustrating, because the disk is accessed for these events, which will halt your typing in mid-sentence if you happen to be punching in a command. The parser isn't as bright as it seems but accepts full sentences and is adequate for the job. You can get hard copy of the game text. Recommended for advanced astronauts who enjoy good-humored company on a long cruise in deep space and a tense climax. (You also get a

100-page book that introduces the story and doubles as documentation and copy protection).

## The Walkthrough

Characters move freely about the ship, so they may not be in the room stated in the walkthru at the time you arrive there. If this happens and you can't find the person, go to the Intercom Room on the Hangar Deck and say "Ed, where are you?", then go there. You may also have to chase them around once you've found them. In that case, ignore the next set of directions and use the map to reach the following location.

### Hangar Bay

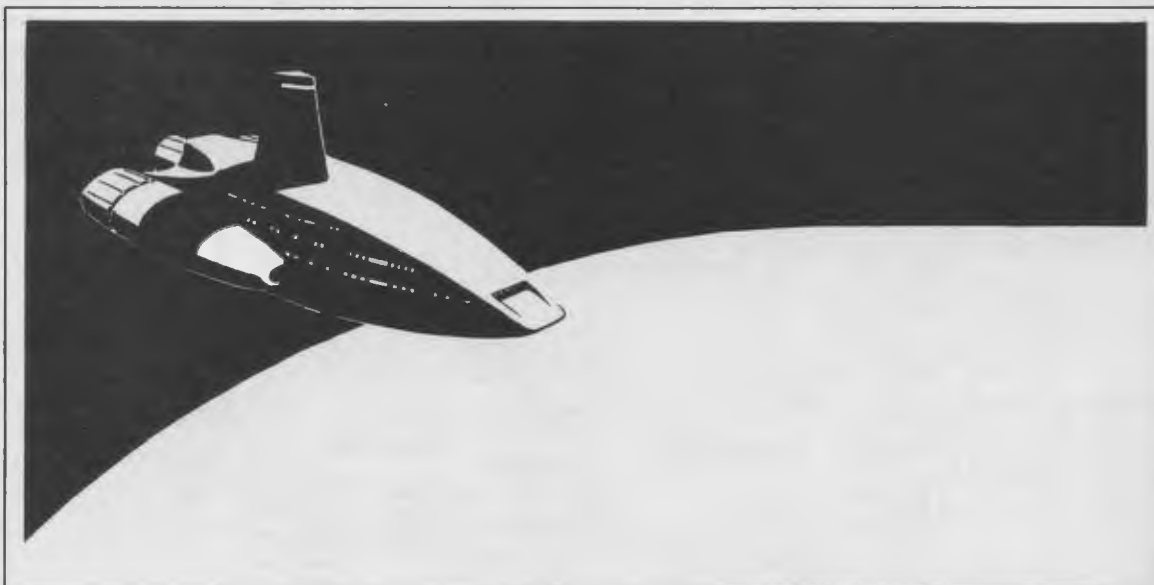
Get newspaper. S. [Inside Shuttle] Agent, "How do I gjoe Eff?" Agent, "Xip is the Wpmmdipo?" N. N. N. N. N. Nancy, "Give me the gmbtimjhiu." N. W.

### Locker Room

Open locker. Get uniform. Wear uniform. Get comlock. E. S. S. W. [Hangar Turbolift] "Engineering deck." W. N.

### Security Station

Give dpmmpdl to Packer. (If items are taken from you, you can Look Desk here and see



them). S. E. [Engineering Turbolift] "Greenspace deck."

#### Greenspace Deck

W. W. Look at gpvoubjo. Get dpnnvojdbups  
E. S. E. Look branch. W. N. E. [Greenspace Turbolift] "Hangar Deck." E. N. N. N. W. [Storeroom] Get cpy.

#### Hangar Deck, the Vollchon Spy

E. E. N. N. [Corridor Branches] Shortly you will hear that the crystal has failed. (When you see Fred): Qvodi Fred. Look Fred. (Repeat until he uvsot into a wpmmddpo.) Qvodi wpmmddpo (until security team arrests him). Get xfbqpo. S. E. [Residential Turbolift] "Engineering Deck."

#### Engineering Deck, Tiny Ed

W. S. W. W. W. S. S. [Platinum Corridor] (When you see Ed) Ed, "You are not cpsjoh." Ed, "Tell me about bewfouvsf." Activate communicator. Benson, "Teleport me."

#### On Barren Planet

E [Narrow Ledge]. Get mph. W. S [Quicksand]. Espq mph. Climb on log. E [Bottom Ravine]. Look rocks. E. N. N [Stoney Pocket]. Get spdl. S. West [Narrow Ledge]. Throw spdl. D [Bottom Ravine]. Get crystal. Activate communicator. Benson, "Teleport me." W. S. U.

#### Top Ladder, Platform

Turn on flashlight. N. E. E [Platform]. Open panel. Put dsztubm in panel. Turn off flashlight. W. W. S. D. E.

#### Chief's Office

McKinnley, "Where is Eff?" McKinnley, "Where is Ebub tibgu?" W. N. N. N [Security Station]. Push left button. (Follow Klangorn.) S. E. (Turbolift takes you to Computer Deck.) E.

#### Computer Deck, Guest Room

Turn on flashlight. N. E. Wait (until Kroz goes North). N. W. S. W. [Computer Turbolift] "Greenspace Deck."

#### Greenspace Deck, Inside Hedge

Turn off flashlight. W. S. W. [Inside Hedge] Kroz, "Give me dsztubm." Wait (until security passes and alarm stops ringing). E. N. E. "Computer Deck."

#### Computer Deck, Crystal

E. Turn on flashlight. N. [Green Corridor]. Put

dsztubm in slot. Turn off flashlight. S. W. "Hangar Deck."

#### Hangar Deck, Gym

E. N. W. [Gym] Get usbnqpmjof. E. S. W. "Computer Deck." [Computer Deck Turbolift] E. S.

#### Computer Deck, to Captain Dee

Say ajaggsjua. S. [Corridor End] Drop usbnqpmjof. Activate communicator. Benson, "Teleport Kroz" (and Ed if he is with you. Failure to do so results in their deaths). Kvnq on usbnqpmjof. Jump across pit. E. S. Push switch. Uispx cpy tpvui. S. [Dee's Control Room] Give papers to Dee. N. W. "Bridge." N.

#### Bridge

Dee, "Fly ship to Malphormalleh." Activate communicator. Benson, "Teleport me." (Fe should be here. If not, you must find him, then say Benson, Teleport Fe and me). Benson, "Teleport Ed and me to Malphormalleh."

#### On Malphormalleh

E. S. S. U. [In Tree] Get branch. D. N. W. [Debris] Qplf rodent with tujdl. (Next time you see any one of the hamsters—named Eewoalk, Widget, Plover, Plugh or Soerctue—say: NAME OF HAMSTER, "Take me to Queen." (Keep waiting; he drags you to Queen Bctuma).

#### The Hamster Queen, the Formula

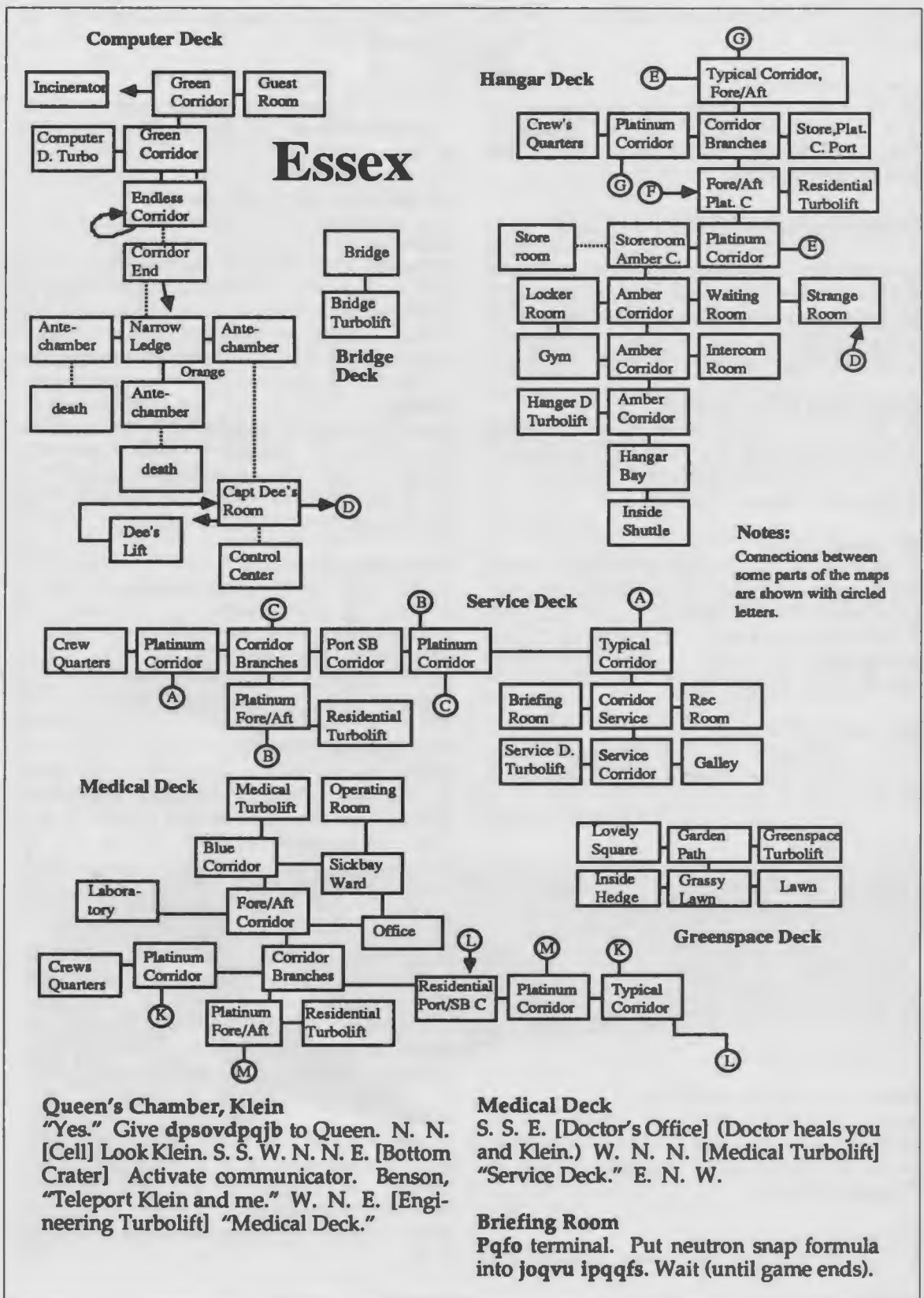
(Ed should be here.) Queen, "Tell me about dpsovdpgjb." Queen, "Tell me about npotufs." Queen, "Tell me about dpsovdpgjb." Queen, "We will get dpsovdpgjb." W. N. N. W. [Hand-dug Tunnel] Open airlock. U. [Inside Ship] Get paper. D. E. S. S. W. N. U. E. N. N. E.

#### Summit of Hill, Castle

Ed, "Look at castle." Ed, "Foufs castle." Ed, "What is jotjef castle?" Ed, "Get cpput." Ed, "Come here." Ed, "Give me the cpput." Wear cpput. Activate communicator. Benson, "Teleport Ed." (Otherwise he will die later.) E. S. S.

#### Lake

(If lake is not frozen, wait until sun goes down and it freezes over). S. S. S. S. [In Cave] Wave csbodi. W. Tippu crystals with hvo. W. [Hoard] Get machine. E. E. N. N. E. E. N. N. [Next to Crater] D. Tippu wall with hvo. W. S. S. E.





# 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

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