

Suspended

Introduction to Suspended

In *Suspended*, you control six robots and have to save Contra, a planet under your control. This science fiction game requires a good memory, as you need to know where each robot is at all times.

The scoring of this game is very strange. There is no relation between the score on the status line and how well you are doing. Our score once went from 3 to 257 to 2 in three moves. So don't worry about the score, just worry about how many people are dying.

All of the robots (Iris, Waldo, Sensa, Auda, Poet, and Whiz) see or hear or feel things differently. Because of this, the different robots will have different names for each thing. You can use any robot's name for something with any robot, and it will work. We have used the descriptions of Whiz in this book, mainly because they were the shortest, and easiest to type. Do not expect too much from your robots. Iris cannot leave the small area around the central chamber. Auda cannot see most things in the game. Whiz's descriptions are very short and technical. Waldo cannot perform miracles of fixing, or see colors. Sensa cannot carry many things. Poet talks strangely. Fred, the dead robot, in room #32 is totally non-functional.

The following chart shows how each robot describes every object.

IRIS	WALDO	SENSA	AUDA	POET	WHIZ
micro-surgery extension	usable extension	small object	tinging object	grasper	MH1
	metal panel	transmission barrier		door	MP1
basket	hollow container	small container		basket of goodies	BA1
red ic	smooth object	polarized object		brain zip	RX0
blue ic	rough object	scanning object		brain plain	RX1
yellow ic	bumpy object	filtering object		brain two	RX2
green ic	wavy object	maximised object		brain trio	RX3
plaid ic	pebbled object	bus object		brain quartet	RX4
blue 16-inch cable	16-inch cable	16-inch cable		16-inch cable	16-inch cable
red chip	smooth device	polarised device		brain zero	CX0
blue chip	rough device	scanning device		brain uno	CX1
yellow chip	bumpy device	filtering device		brain dos	CX2
burned chip	disfigured device	ruined device		brain tres	CX3
fried chip	bubbly device	seized device		brain quart	CX4
machine	medium-sized object	strange apparatus		processor	GG1
orange button	raised spot	button		button	B5
red socket	first depression	plus receptacle		primo socket	S1
yellow socket	second depression	negative socket		secondary socket	S2
steep ramp	slanting object	object		slanting wedge	W1
tall column	hollow column	electrical column	column	sweet home	CPU
	walkway	conveying mechanism	noisy walkway	glider	BLT
	large object	large object		cage	CB3
		flowswitch		flowswitch	
	broken mechanism	broken device	broken construct	FRED	un-tagged device
red 12-cable	smooth wire	conductor	12-inch cable	12-inch cable	12-inch cable
television camera	small sphere	transmitter		sender	TV1
	large hollow object	egg-shaped object	large object	carriage	CAR
glass fuse	small cylinder	glass fuse		glass interrupter	GF1
pair of cutters	cutting tool	metal tool		life alicer	CU1
tool bag	tiny container	tool container	jungling bag	tool bag	TB
	square container	strange container		big brother	C9
	high extending holder	stable holder		furthest holder	TS

General Hints

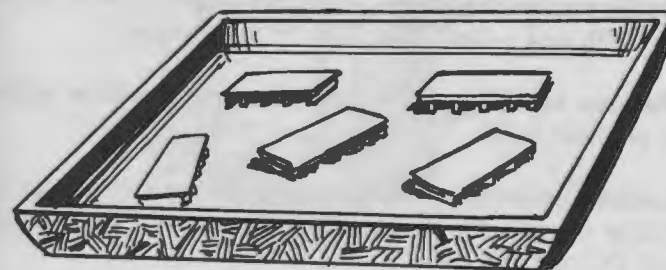
Do not send Auda to do anything except steal the TB because she cannot see anything.

If you are using the CONFIGURE command, the best configuration is to have Waldo start in the middle supply room, have Iris start in the main supply room, have Sena start in gamma repair, have Whiz start in the weather controls, have Poet start in the sub supply room, and have Auda start in the gamma repair. Have the surface-side systems tremor at a cycle of 100, the cooling systems tremor at a cycle of 100, and the humans arrive at 150. Using this configuration, you can win in 65 moves.

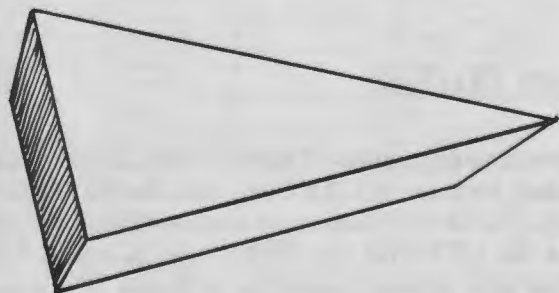
To speak to a robot, say "robot name, action." EXAMPLE: "IRIS, LOOK AT WALDO."

Room Notes

- Main supply room**—There are two sockets here. The S1 socket contains a CX3 chip, and the S2 contains a CX4 chip. One of the robots must replace the CX3 with the RX0, and the CX4 with the RX2. There is also a button here. After you replace the chips with the ICs, you push the button and the GG-1 will open. You must have one of the robots (not Auda) get the fuse, get the cable, and put the fuse back. You now have the orange cable used in room #29.

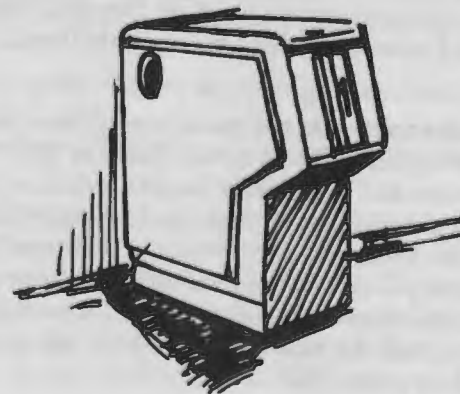


2. **Middle supply room**—There is a 16-inch cable here. It is not useful for anything. The MH1 is for Waldo. He must wear it, and then he can fix Iris. To fix Iris, he must have the RX1 IC, which is in this room. Tell him to open Iris, replace the CX1 chip with the RX1 IC and close Iris. Iris can now see. The basket contains all the RX ICs (0-4). The RX0 and RX2 ICs are used in room #1, but the other two are useless.
3. **Sub supply room**—There is a W1 here. It is used in two places. First, it is used to put in the drop-off from room #10 to room #39. Next it must be used in room #53. Directions for use there are in the description of that room. There is also a platform here. If you move it, you will find a flat container with a BUC inside. The BUC is unusable, so you can leave it there.

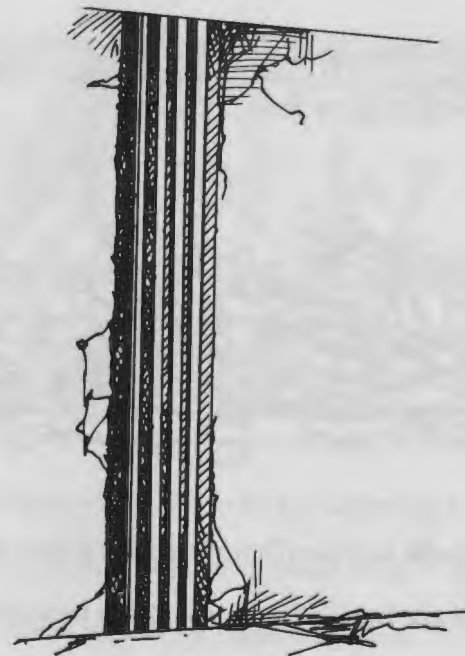


4. **Transit monitors**—Iris can come here to monitor the transit situation aboveground, but there is nothing important here.
5. **Hydroponics monitors**—The levels should be 70, 30, 50, and 100, and output should be = and optimal.
6. **Weather monitors**—The three pressures should be as close as possible to 55.
7. **Central chamber**—You are here. Never tell any of the robots to open the cylindrical column here, because you will fall out and die.

8. **Angling corridor**—There is nothing important here.
9. **Bending corridor**—There is nothing important here.
10. **Hallway junction**—You must put the W1 in the drop-off before you can go north to room #39.
11. **Outer library**—There is nothing important here.
12. **Southeast junction**—There is nothing important here.
13. **Southeast passage**—There is nothing important here.
14. **Bending passage**—There is nothing important here.
15. **Short corridor**—There is nothing important here.
16. **Rising passage**—There is nothing important here.
17. **Top passage**—There is nothing important here.
18. **Index peripheral**—If Whiz queries something here, it will tell him which other peripherals have information on that subject.
19. **Historical peripheral**—This peripheral will give historical information on all subjects it can.

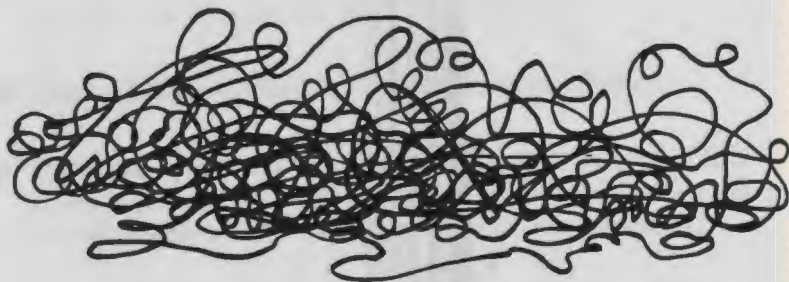


20. **Technical peripheral**—This peripheral will give technical background on objects and how to use them.
21. **Advisory peripheral**—This peripheral gives information on why you need to use each of the objects.
22. **Central core**—There is nothing important here.
23. **Cavernous room**—Do not move any of the robots to this room if the cooling system is not fixed, or they will start to malfunction and eventually become non-functional.
24. **East end**—Do not move any of the robots to this room if the cooling system is not fixed, or they will start to malfunction and eventually become non-functional.
25. **Alpha FC**—Do not move any of the robots to this room if the cooling system is not fixed, or they will start to malfunction and eventually become non-functional.
26. **Beta FC**—Do not move any of the robots to this room if the cooling system is not fixed, or they will start to malfunction and eventually become non-functional.
27. **Gamma FC**—Do not move any of the robots to this room if the cooling system is not fixed, or they will start to malfunction and eventually become non-functional.
28. **Primary channel**—Do not move any of the robots to this room if the cooling system is not fixed, or they will start to malfunction and eventually become non-functional. You must bring a robot here before the cooling system breaks or after it is fixed, though, with the TV1, and plug it in. You can then point it at the sign either in here or in room #29 to find out the access code for the FC's to balance. Then you must replace the four-inch cable with the 12-inch cable (from Fred in room #32).

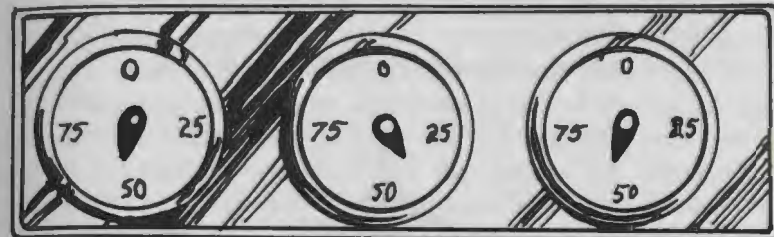


29. **Secondary channel**—Do not move any of the robots to this room if the cooling system is not fixed, or they will start to malfunction and eventually become non-functional. You must come here before the cooling system breaks or after the cooling system is fixed and replace the nine-inch cable with the 14-inch cable from room #1. After you have replaced both cables, you can have a robot go to the main supply room and punch in the access codes (three letters at a time) and you will have won the game.
30. **Alpha repair**—There is nothing important here.
31. **Beta repair**—There's nothing important here.
32. **Gamma repair**—You can have Sensa come here, and she will find a switch on the front of the CB3. Tell her to turn it, and you will find miles of circuitry. This is an untagged device, according to Whiz, but it is actually your near and dear seventh robot, Fred. You must then make a dual-cryolink to any two robots in that room, and tell them to

move it, e.g., "Both Iris and Auda, move Fred." Then you must get the CU1 from room #53, and cut the 12-inch cable. It is connected to Fred.

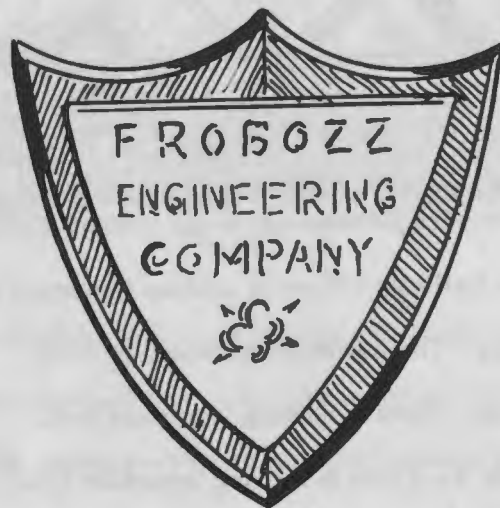


33. **Skywalk alpha**—There is nothing important here.
34. **Skywalk beta**—There is nothing important here.
35. **Skywalk gamma**—There is nothing important here.
36. **Transit control area**—One of the earthquakes makes the manual controls for hydroponics and transit controls malfunction. When it does, have a robot other than Auda come here and turn each of the three switches.
37. **Hydroponics control area**—One of the earthquakes makes the manual controls for hydroponics and transit controls malfunction. When it does, have one of the robots other than Auda come here and reset the levers in the following manner. Set the first lever to 90, the second lever to 45, and the third to 70.
38. **Weather control area**—At the beginning of the game this place is messed up. After you have fixed Iris, you can take her to the weather monitors; the first and third tower pressures will be at 55, and the second will probably be somewhere below that. Have one of the other robots come here and set the second dial to 100. You should do this as soon as possible, to save yourself from any more casualties.



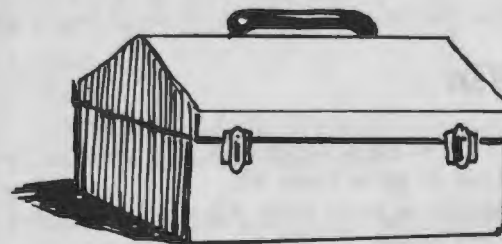
39. **Sloping corridor**—The W1 must be positioned in the drop-off for any robots to be able to get to room #10 from here.
40. **Access hallway**—There is nothing important here.
41. **Hallway**—There is nothing important here.
42. **Hallway**—There is nothing important here.
43. **Hallway T**—There is nothing important here.
44. **Dead end**—There is nothing important here.
45. **Hallway**—There is nothing important here.
46. **Hallway corner**—There is nothing important here.
47. **Hallway branch**—There is nothing important here.
48. **Library entrance**—There is nothing important here.
49. **Hallway end**—To get from here to room #58, you must have a robot get into the CAR. Only one robot can be in that area at a time.
50. **Sterilization chamber**—This is where the humans enter. There is a plaque here. The only robot that can read it is the only robot that can read, Iris. If you have any other robot read it, you will get nonsense. For instance, if you have Auda read it, she will answer that it says "TING

TINKLE DE DONG TONG.” It is not, however, useful in solving this adventure. If you have played other earlier Infocom games, it could be interesting for you.

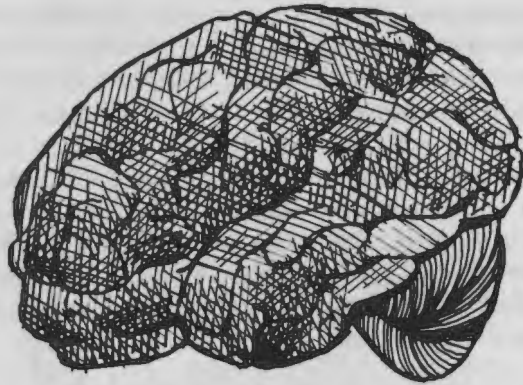


- 51. **Decontamination chamber**—There is nothing important here.
- 52. **Entry area**—There is nothing important here.
- 53. **Small supply room**—There are two things here. First, you must bring the W1 here, have a robot stand on it, and he (or she or it) can then get the CU1 off of the TS. Also, when the humans come by here, they will open up the C9 and get out the TB. It is the means by which you fix the cooling system. The explanation is in room #55.
- 54. **Activities area**—After you have followed the directions for the next room, the humans will come here and play *Starcross*.

- 55. **Sleep chamber**—The humans come here after getting the TB. They just happen to leave it on the floor. Have one of the robots pick it up. Go south, look, and go to room #56. Wait, and the humans will come here and fix the cooling system. They will also take the tool bag from you, but it is not useful anymore. After they have fixed the cooling system, it is possible to kill them. You must have them second in a list of robots, e.g., “Auda, Humans, look.” They will not respond, but the cryolink will be established to them. Just say “Kill self,” and they do. Of course, you don’t have to wipe them out, but it’s fun!



- 56. **Maintenance access**—Lure the humans here with the TB, and they will fix the cooling system for you.
- 57. **Library core**—There is nothing important here.
- 58. **Vehicle debarkation area**—You must get in the CAR to get from here to room #49.
- 59. **Biology corridor**—There is nothing important here.
- 60. **Biology laboratory**—There is a TV1 here. It is to be plugged in at either the primary or secondary channel, and it can be pointed at things, such as the grooves or the signs.



61. Cryogenic area—There is a bar here extending high on the wall, but you cannot reach it, so don't worry about it.

How to Win

- Tell Whiz to go to room #38.
- Tell Poet to go to room #3.
- Tell Waldo to go to room #2.
- Tell Poet to get the W1.
- Tell Poet to go to room #10.
- Tell Iris to go to room #1.
- Tell Sensa to go to room #32.
- Tell Auda to go to room #55.
- Tell Auda to listen.
- Look.
- Tell Whiz to set the second dial to 100.
- Tell Poet to put the W1 at the drop-off.
- Tell Poet to go north.
- Tell Poet to get the W1.
- Tell Poet to go to room #53.
- Tell Waldo to get the BA1, MH1.
- Tell Waldo to wear the MH1.
- Tell Waldo to go north.
- Tell Waldo to replace the CX3 with the RX0.
- Tell Waldo to replace the CX4 with the RX2.
- Tell Waldo to open Iris.

- Tell Waldo to replace the CX1 with the RX1.
- Tell Waldo to close Iris.
- Tell Waldo to push the B5.
- Tell Waldo to get the GF1, 14-inch cable.
- Tell Waldo to put the GF1 in the machine.
- Tell Waldo to drop all but the MH1, 14-inch cable.
- Tell Poet to drop the W1.
- Tell Poet to climb the W1.
- Tell Poet to get the CU1.
- Tell Poet to go down.
- Tell Poet to drop the CU1.
- Tell Waldo to go to room #32.
- Tell Sensa to look at the CB3.
- Tell Sensa to turn the flow switch.
- Tell Poet to get the W1.
- Tell Poet to go to room #39.
- Tell Whiz to go to room #37.
- Look.
- Wait.
- Tell Poet to put the W1 at the drop-off.
- Tell Poet to go to room #49.
- Wait.
- Tell both Waldo and Sensa to move FRED.
- Tell Waldo to go to room #53.
- Tell Sensa to go to room #36.
- Look.
- Tell Poet to get in the CAR.
- Tell Poet to get out.
- Tell Poet to go to room #60.
- Wait.
- Tell Poet to get the TV1.
- Tell Poet to go to room #58.
- Wait.
- Tell Poet to get in the CAR.
- Tell Poet to get out.
- Tell Poet to go to room #15.
- Tell Waldo to get the CU1.
- Tell Waldo to go to room #32.
- Wait twice.
- Tell Sensa to turn the first switch.
- Tell Sensa to turn the second switch.

- Tell Sensa to turn the third switch.
- Tell Whiz to set the first lever to 90.
- Tell Whiz to set the second lever to 45.
- Tell Whiz to set the third lever to 70.
- Tell Waldo to cut the 12-inch cable with the CU1.
- Tell Waldo to drop the CU1.
- Tell Waldo to get the 12-inch cable.
- Tell Waldo to go to room #15.
- Wait eight times.
- Tell Auda to get the TB.
- Tell Auda to go south.
- Tell Auda to look.
- Tell Auda to go south.
- Tell Auda to go east.
- Wait.
- Tell Waldo, Poet to go to room #28.
- Wait twice.
- Tell Waldo to replace the four-inch cable with the 12-inch cable.
- Tell Poet to plug the TV1 in.
- Tell Waldo to go to room #29.
- Wait.
- Tell Waldo to replace the nine-inch cable with the 14-inch cable.
- Tell Poet to point the TV1 at the sign.
- Tell Iris to push the first three letters of the transmission.
- Tell Iris to push the last three letters of the transmission.
- You have now won *Suspended*.

Suspended

