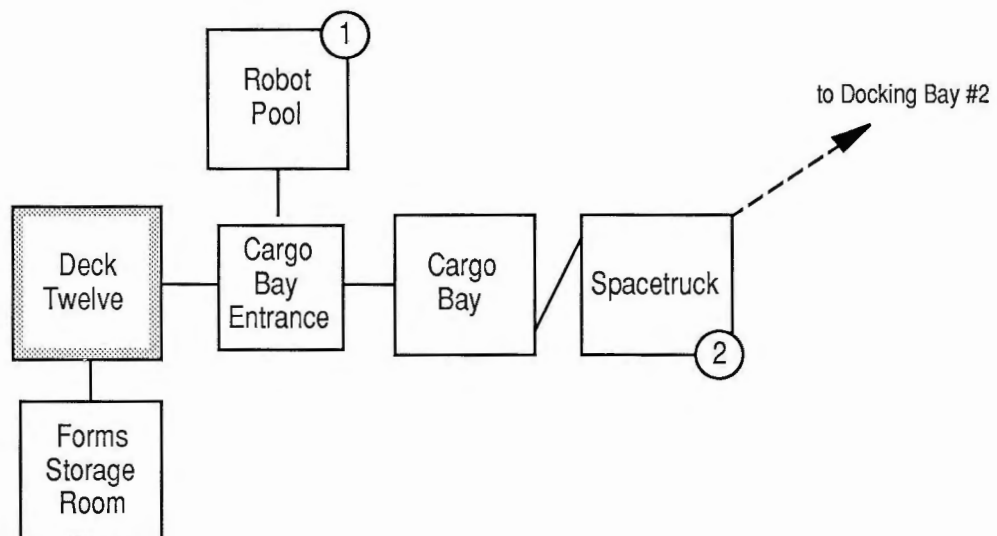
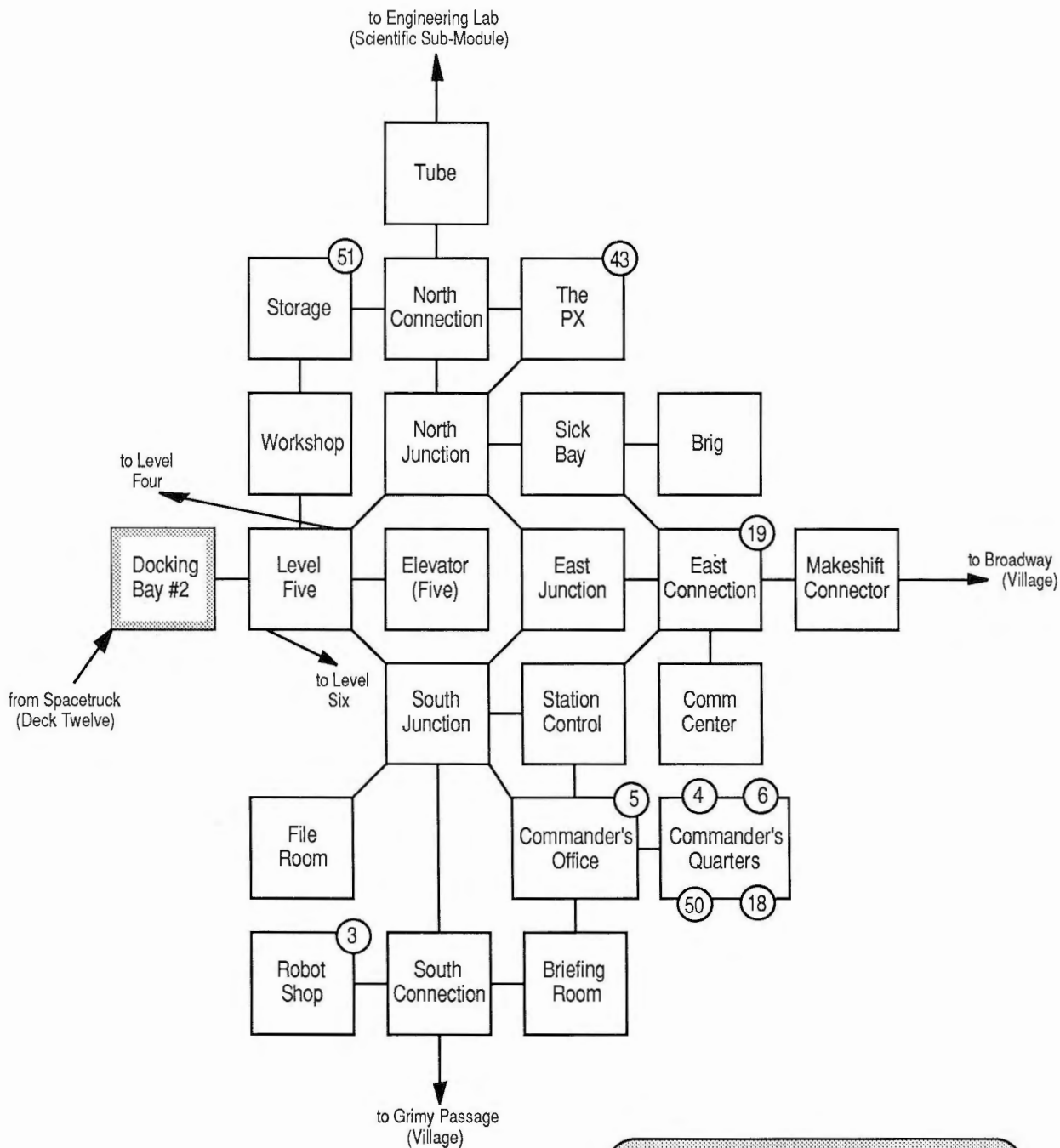


STATIONFALL

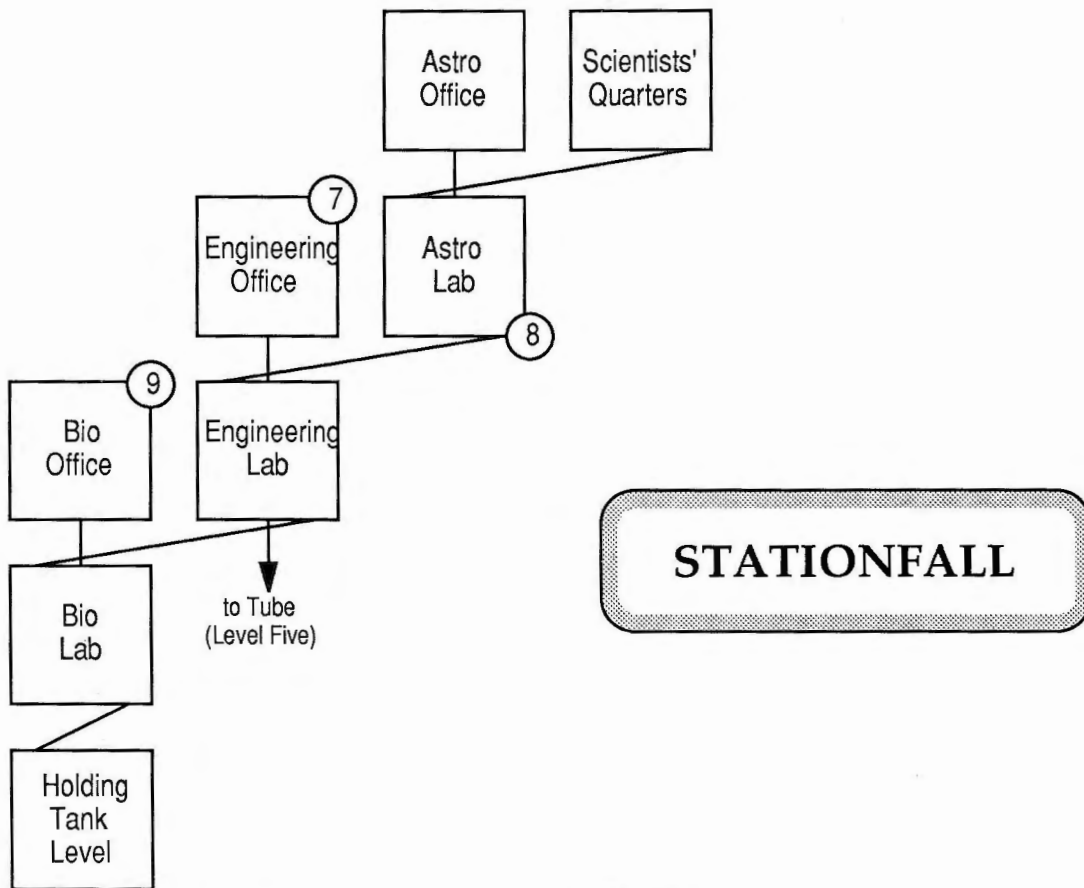


Deck Twelve

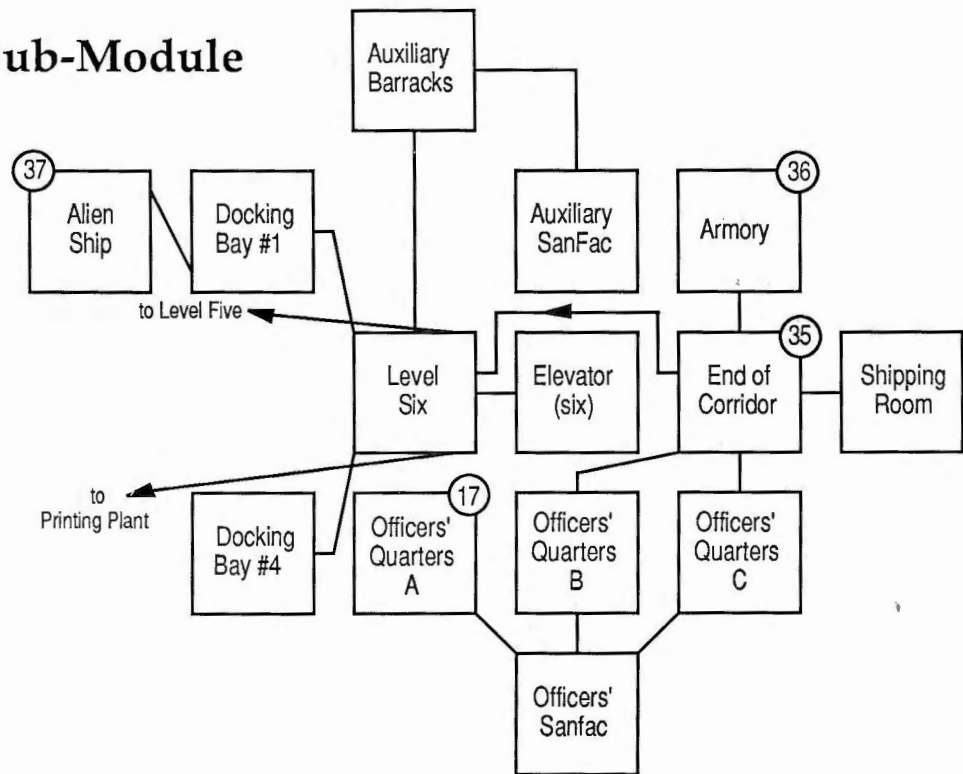


STATIONFALL

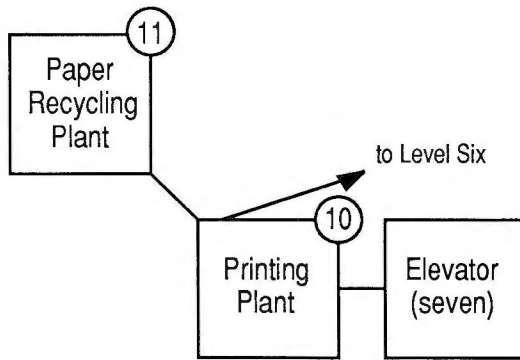
Level Five



Scientific Sub-Module

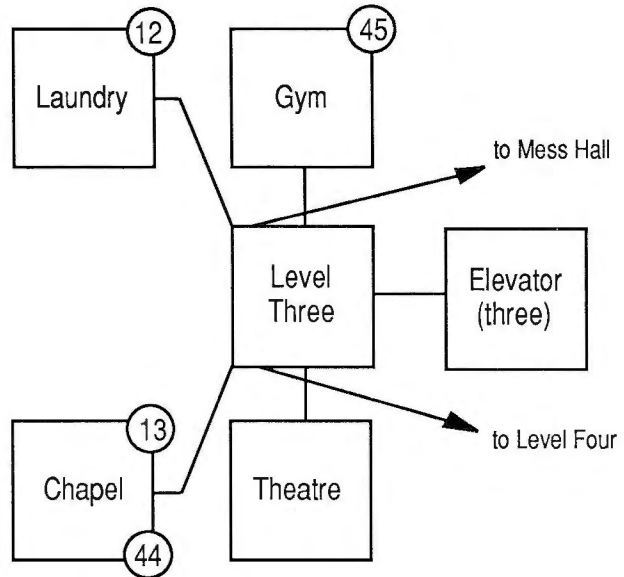


Level Six

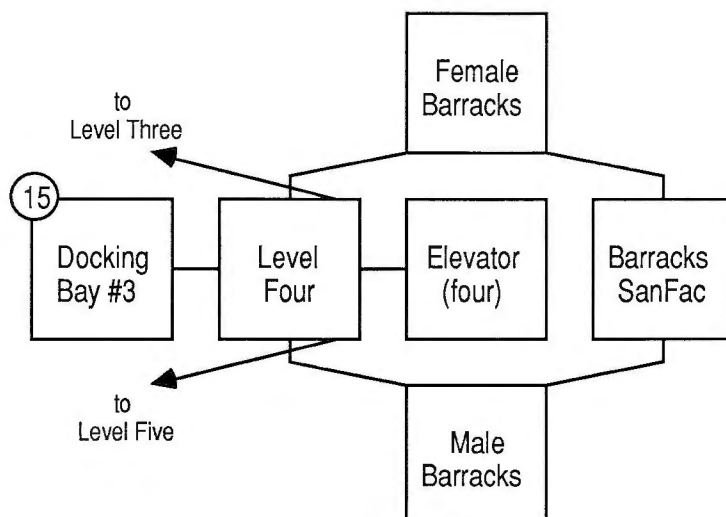


STATIONFALL

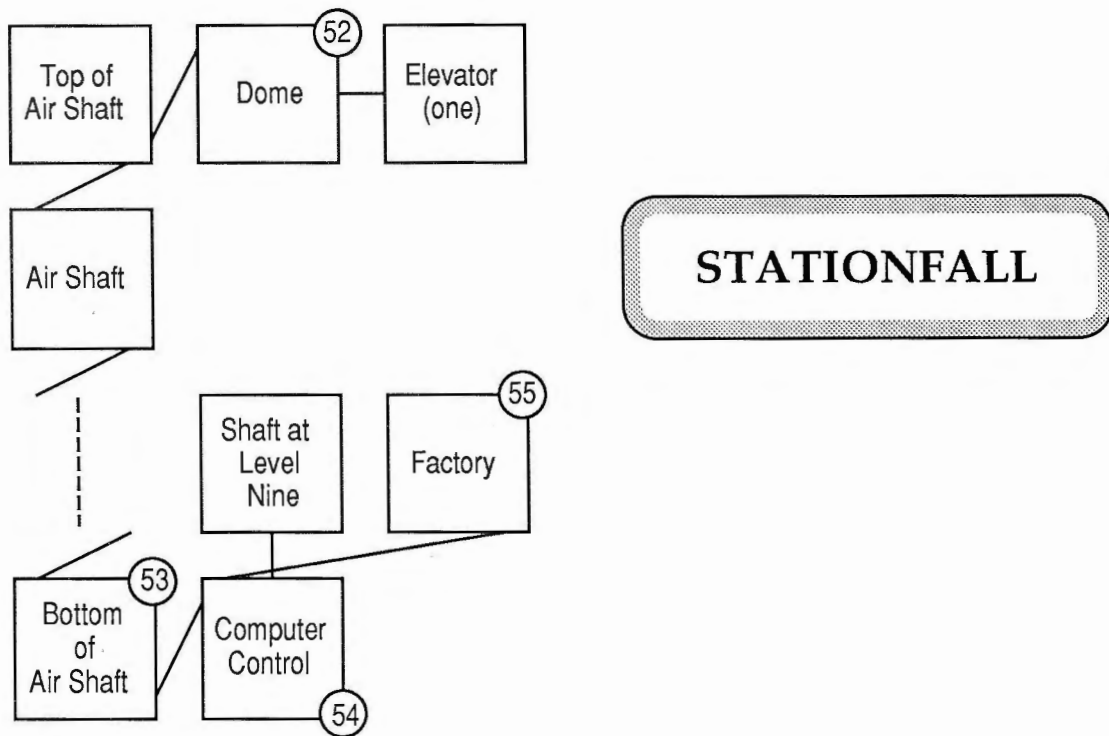
Level Seven



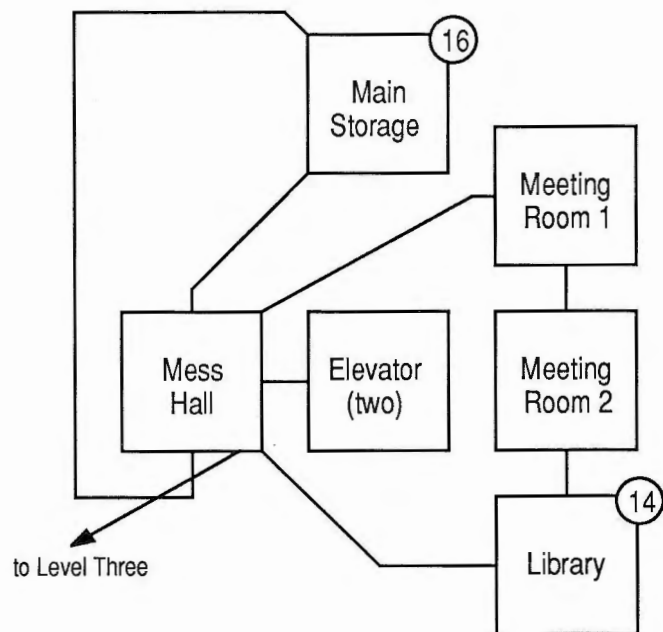
Level Three



Level Four

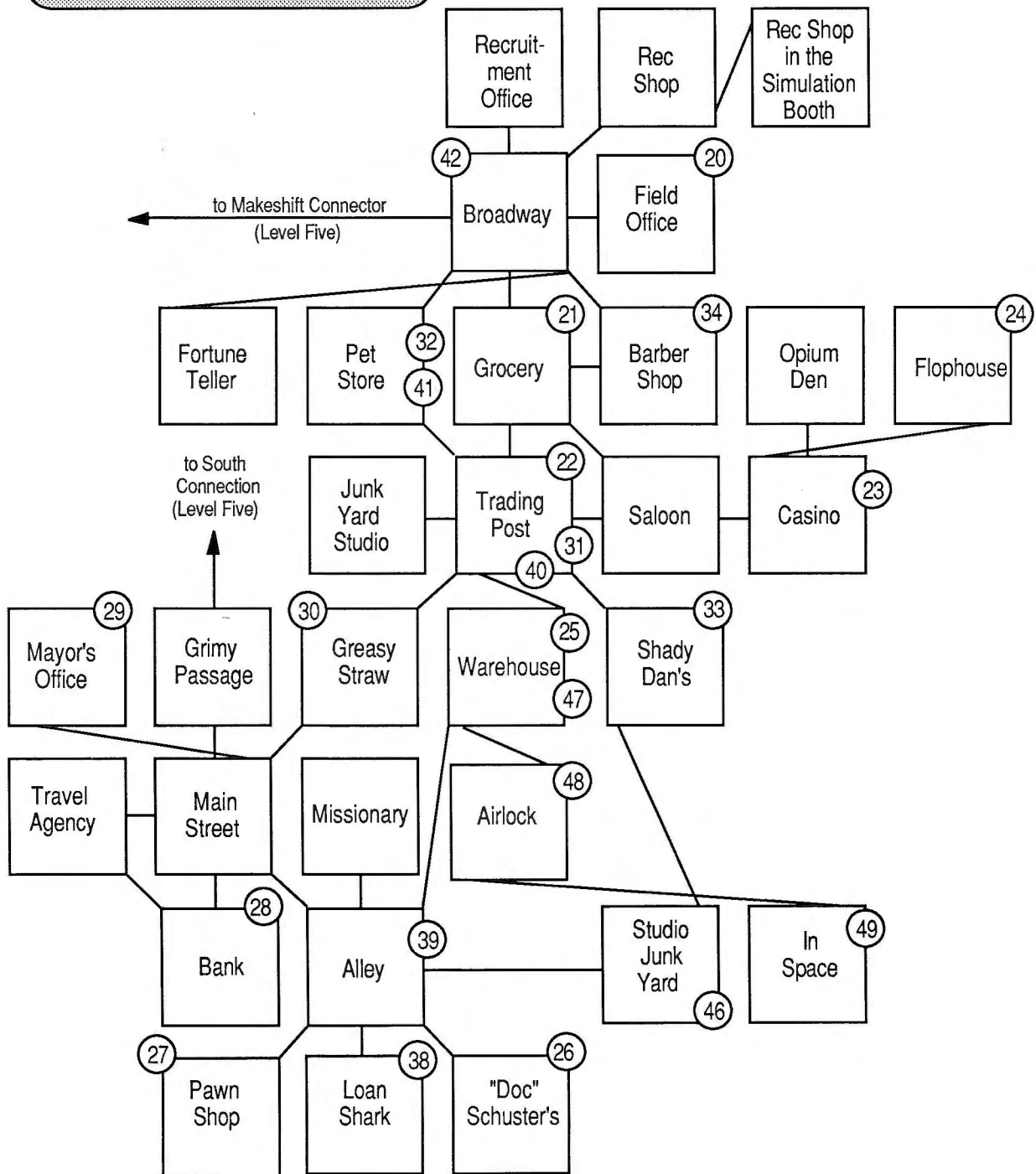


Level Eight and Nine



Level Two

STATIONFALL



Village

STATIONFALL

1. Insert the robot use authorization form in the slot. Type 3.
2. Sit down. Take the survival kit then open it. Insert the class three spacecraft activation form in the slot. Type XXX (where XXX is the course number corresponding to your chronometer reading - see the navigational data table on the assignment completion form).
3. Floyd, take the medium drill bit. Take the medium drill bit.
4. Take the log tape.
5. Turn on the log reader. Put the log tape in the log reader. Push the red button (repeat about 8 to 10 times until the log reader craps out-read all the information carefully!).
6. Look under the bed. Take the stamp. (See- the information in the log has helped already).
7. (You're probably hungry and thirsty by now). Open the thermos. Drink the blue soup. Take the diary then read it. Drop the diary.
8. Take the fromitz board. (Note that it has twenty prongs).
9. Take the note then read it. Drop the note.
10. Take the spool. Open the trash can. Take the crumpled form then read it.
11. Take the drill.
12. Open the presser then put the crumpled form in it. Close the presser then turn it on. Open the presser then take the form. Turn the presser off.
13. Take the spool.
14. Turn on the reader. Put the mauve spool in the reader. Remove the mauve spool from the reader then drop it. Put the puce spool in the reader. Remove the puce spool from the reader then drop it.
15. Take the spool. Now go back to the library and put it in the nanofilm spool reader.
16. Take the detonator. (You should be feeling tired by now).
17. Lie down in the bed. Wait (you awake on Day 2). Get off the bed. Take all.

18. Stamp the illegal space village entry form with the validation stamp. Drop the stamp and the medium drill bit and the drill and the fromitz board and the detonator.
19. Put the illegal space village entry form in the slot.
20. Take the headlamp then wear it.
21. Take the bag then open it.
22. Take the instruction sheet then read it. Drop the instruction sheet.
23. Turn the roulette wheel.
24. take the letter then read it. Drop the letter.
25. (You should be getting hungry and thirsty). Eat the taffy then drop the bag. Drop the space suit and the thermos bottle.
26. take the letter then read it. Drop the letter.
27. Take the spray can.
28. Take the platinum detector.
29. Take the book then open it. Drop the book then take the paper. Read the paper then drop it.
30. Look behind the counter. Take the nectar then put it in the survival kit.
31. Drop the spray can.
32. Open the panel. Take the ostrich nip.
33. Turn on the machine. Put the ID card in the slot. Type 7 (or 8 or 9 or 10). Take the card.
34. Break the mirror. Drop the platinum detector then take the foil.

35. Put the ID in the ID reader.
36. Take the zapgun.
37. Taste the dots.
38. Shoot the strong box with the zapgun. Take the coin.
39. (Assuming Plato shoots you with a stun ray-if Plato's attack does not occur at this point in the game, just apply the following commands when and where it does). Wait (repeat until Plato tells his whole story and raises the stun gun to shoot you again). Floyd, take the stun gun from Plato. Take all. Now go southeast to "Doc" Schuster's and "pick up" the ostrich.
40. Take the spray can.
41. Open the cage.
42. Spray the can. (The Arcturian balloon creature will follow you since it eats the spores contained in the can). Continue to spray the can once at each location as you head back to level five.
43. Put the coin in the slot. Type 6. Put the ostrich nip in the hole. (Make sure the ostrich is present when you do this). Take the Hmer.
44. Open thepulpit. Flip the switch. Spray the can. Grab theleash. Take thestar. Drop the leash and the spray can and the ID card. Open the star. Take the diode then drop the star.
45. Read the sign.
46. (You should be getting hungry and thirsty). Eat the orange goo. Take the spaceboots then wear them.
47. Drop the survival kit and the zapgun. Take the thermos bottle and the space suit. Wear the space suit.
48. Close the inner door. Open the outer door. Turn on the headlamp.
49. Dial 576-3190. (The phone number you saw displayed on the computer screen).

50. Put the M-series hyperdiode irt the detonator then close the detonator. Drop the timer and detonator. Put the medium drill bit in the drill. Drill a hole in the safe. Put the cylinder (from the thermos bottle) in the hole. Attach the detonator to the timer. Attach the detonator to the cylmder. Set the timer to 10. Now go west and wait for the explosion. Then come back here and take the key. Drop the thermos and the drill. Take the fromitz board. the grating.

51. Turn on the headlamp. Take the jammer.

52. Unlock the storage bin with the key. Open the storage bin. Take all. Open the grating.

53. Turn on the jammer then set it to 710. Open the grating.

54. Plug the fromitz board into the jammer. Turn off the jammer.

55. Shoot Floyd with the zapgun. Cover the pyramid with the foil.

STATIONFALL

Floyd, your mischievous but endearing robot pal in Planetfall is back to accompany you on your journey in this boffoid sequel. Here, still enlisted in the Stellar Patrol, you will encounter the same comical characters and situations, incredible machines and tools of the future, and clever puzzles that made Planetfall the popular game that it was. Your assignment here is to board a spacetruck and go to a nearby space station to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms (what a mouthful). From the minute that you arrive at the docking bay, you encounter mysterious circumstances. For one thing, the place seems to be deserted except for the presence of an Arcturian balloon creature, an ostrich, and a brainy robot named Plato that quickly befriends Floyd. As you begin to explore the surroundings, you encounter mysterious breakdowns of machinery, harrassment from a roving hull-welder who is continuously trying to do you in, an eerie alien ship resting in one of the docking bays, and finally a factory containing an alien pyramid that plans to launch replicas of itself.

All of this adds up to a picture different than what you expected to find here and clearly tells you that something is wrong. As the game progresses, you learn more and more about what is really going on. Your job is to unravel the mystery and stop the pyramid duplication plans before Day 4 is far under way.

For those not familiar with navigational terminology, you may use North (or N) for Fore, West (or W) for Port, East (or E) for Starboard, and South (or S) for Aft.

inventory

examine the ID card

e

n

insert the robot use authorization form in the slot (the third robot turns out to be Floyd

— remember him in the Infocom adventure Planetfall)

type 3 (Floyd is overjoyed to join you)

s

e

open the hatch

enter the truck

close the hatch

open the survival kit (it contains two blobs of goo and a thermos bottle)

sit down (Floyd joins you by sitting down in the copilot seat)
insert the class three spacecraft activation form in the slot
examine the chronometer (or look at the number in the status line at the top right corner
of your monitor under the score)
type XXX (where XXX is the course number corresponding to your chronometer reading
as identified in the Astrogator's navigational data table on the Assignment Comple-
tion Form QX-17-T that came with the game)
wait (repeat until the truck lands and glides into the docking bay)
(score = 5/80)
stand up
open the hatch
take the survival kit
exit the spacetruck
e
se (from time to time you will encounter hull welders at various locations — when this
happens, don't hang around...immediately move on to another location)
s
w
take the medium drill bit (you can't because the opening is too small for a human hand
to pass through)
Floyd, take the medium drill bit (he drops it on the deck)
take the medium drill bit
(score = 8/80)
e
e
n
e
take the log tape
read the notation
w
turn on the log reader
put the log tape in the log reader
push the red button (repeat about 8 to 10 times until log reader craps out — read all the
logs carefully!)
turn off the log reader
e
look under the bed (you find a validation stamp — one of the logs talked about hiding a
stamp under the bed)

take the stamp

w

n

examine the monitor (the color of the lights tells you the operational status of the various systems — green means it is functioning, yellow indicates a small problem, and red indicates a serious malfunction)

w (you should be getting hungry and thirsty)

nw

ne

n

n

n

n

open the thermos

drink the blue soup

take the diary then read it (note that Schmidt studied the dots on the wall of the alien ship for their nonvisual properties)

drop the diary

s

u

take the fromitz board

d

d

n

take the note then read it ("bacterioph" is an incomplete version of the word "bacteriophage" — look up its meaning in the dictionary)

drop the note

s

u

s

s

s

sw

d

d

take the spool

open the trash can

take the crumpled form then read it

nw
take the drill
se
press the button
enter the elevator
type 3
w
nw
open the presser then put the crumpled form in it
close the presser then turn it on
open the presser then take the form (it is now neatly ironed)
turn the presser off
e
sw
take the spool
e
u
se
turn on the reader
put the mauve spool in the reader
remove the mauve spool from the reader then drop it
put the puce spool in the reader
remove the puce spool from the reader then drop it
w
d
d
w
take the spool
e
u
u
se
put the lilac spool in the reader
w
n (you should be feeling tired now)
take the detonator
nw
press the button

enter the elevator

type 6

w

s

lie down in the bed

wait (you awake on Day 2)

(score = 11/80)

get off the bed

take all

n

u

se

se

e

stamp the illegal space village entry form with the validation stamp

drop the stamp and the medium drill bit and the drill and the fromitz board and the
detonator

w

n

ne

put the illegal space village entry form in the slot (the iris opens)

(score = 17/80)

e

e

e

take the headlamp then wear it

w

s

take the bag then open it (it contains vacuum taffy)

s

take the instruction sheet then read it (these are instructions for using the Frezone — a
Liquid Garzium Explosive)

drop the instruction sheet

e

e (you should be getting hungry and thirsty)

turn the roulette wheel

(score = 21/80)

u

open the locker
take the space suit
d
w
w
d
eat the orange goo
drop the space suit and the thermos bottle
sw
se
take the letter then read it (it refers to a panel in the ceiling of the pet store)
drop the letter
nw
sw
take the spray can then examine it
ne
nw
s
take the platinum detector then examine it
turn on the platinum detector
n
u
take the book then open it
drop the book then take the paper
read the paper then drop it (this is the mayor's attempt at deciphering the dots on the wall
of the alien ship)
d
ne
look behind the counter
take the nectar then put it in the survival kit
ne
drop the spray can
nw
examine the ceiling
open the panel
take the ostrich nip
(score = 24/80)
se
se

turn on the machine
put the ID card in the slot (your current rank is 6)
type 7 (or 8 or 9 or 10)
take the card

nw

n

e (the platinum detector is quietly beeping)

break the mirror

drop the platinum detector then take the foil

(score = 28/80)

w

n

w

w

w

nw

sw

d

s

se

ne

n

put the ID in the ID reader

n

(score = 33/80)

take the zapgun

s

s

sw

nw

n

nw

enter the ship

examine the dots

taste the dots (now decipher the dot message remembering the clues in Schmidt's diary and the mayor's note — literally, it translates to: "Brethren Hunji sabotage failed; however, I have shined light upon the Zeenak weapon's solitary weakness. Element 78! Turn back the deadly radiations! Air is souring however" the key words here are: Element 78)

leave the ship

e

u

ne

se

e

e

e

s

s

d

sw

s

shoot the strong box with the zapgun

take the coin

(score = 38/80)

n (Plato shoots you with a stun ray — since Plato's attack on you occurs at a somewhat random time in the game, you may have to move around a few locations before it actually happens)

wait (Plato tells you he will shoot you again and then launches into his story. Continue to "wait" while he finishes the rest of his story and then raises the stun gun as if to shoot you again)

Floyd, take the stun gun from Plato

(score = 45/80)

take all (now go back and "pick up" the ostrich)

se

nw (the ostrich follows the ostrich nip in your possession)

ne

u

take the spray can

nw

read the sign

open the cage

ne

spray the can

w

spray the can

w

spray the can
w
spray the can
nw
spray the can
ne
examine the screen (you want item 6 — the timer)
put the coin in the slot
type 6 (nothing comes — the timer is apparently stuck inside the dispenser)
put the ostrich nip in the hole (the ostrich puts its head up the hole after the nip — when
it jerks its head out the timer falls out)
(score = 51/80)
take the timer
sw
spray the can
sw
spray the can
u
spray the can
u
spray the can
sw
examine the pulpit (it's openable)
open the pulpit
flip the switch
spray the can (the Arcturian balloon creature, being filled with hydrogen (remember the
sign in the pet shop), is quite flammable. Thus, you must first extinguish the eternal
flame before it will enter)
grab the leash
take the star
(score = 58/80)
drop the leash and the spray can and the ID card
open the star
take the diode then drop the star
e
n (in the gym)
read the sign (the exercise machine operates at frequency 710)

s
d
d (you are getting hungry and thirsty)

ne

se

e

e

e

s

s

d

sw

e

eat the taffy then drop the bag

take the spaceboots then wear them

w

ne

drop the survival kit and the zapgun and the ID card

take the thermos bottle and the space suit

wear the space suit

open the inner door

d

close the inner door

open the outer door

turn on the headlamp

d

(score = 61/80)

take the cylinder then read the label (remember the instruction sheet you found in the trading post)

put the cylinder in the thermos bottle then close the thermos bottle

u

close the outer door

open the inner door

u

turn off the headlamp

remove the space suit and the boots

drop the space suit and the boots

take the survival kit and the zapgun

u

n

n

w

w

sw

s

e

take the detonator then open it

remove the blackened diode from the detonator then drop the blackened diode

put the M-series hyperdiode in the detonator then close the detonator

drop the timer and the detonator

take the drill and the medium drill bit

remove the small drill bit from the drill then drop the small drill bit

put the medium drill bit in the drill

drill a hole in the safe

open the thermos bottle then take the cylinder

put the cylinder in the hole

attach the detonator to the timer

attach the detonator to the cylinder

set the timer to 10

w (an explosion occurs)

(score = 64/80)

e

take the key

(score = 71/80)

drop the thermos and the drill

take the fromitz board

w

nw (the lights flicker and go out — this may happen a few moves before or after this command)

turn on the headlamp

nw

n

n (in Storage)

take the jammer then examine it (it has twenty sockets (just right for a twenty prong Fromitz board) and can be set to any frequency between 0 and 1400)

s

s

u

u

u

u (at the dome)

unlock the storage bin with the key

open the storage bin (an explosion occurs)

take all

open the grating

enter the air shaft

(score = 73/80)

d

d

d

d

d

d

d

turn on the jammer then set it to 710 (remember the sign in the gym)

open the grating

plug the fromitz board into the jammer

turn off the jammer (the exercise machine comes to life and does away with the forklift)

u (the factory)

(score = 75/80)

shoot Floyd with the zapgun

cover the pyramid with the foil (element 78 in the dot message refers to the atomic number
of platinum which is what the foil is made of)

(score = 80/80)

You are given the rank of intergalactic Mega-hero