

STARCROSS

Company: Infocom, Inc.

Suggested Retail: \$39.95

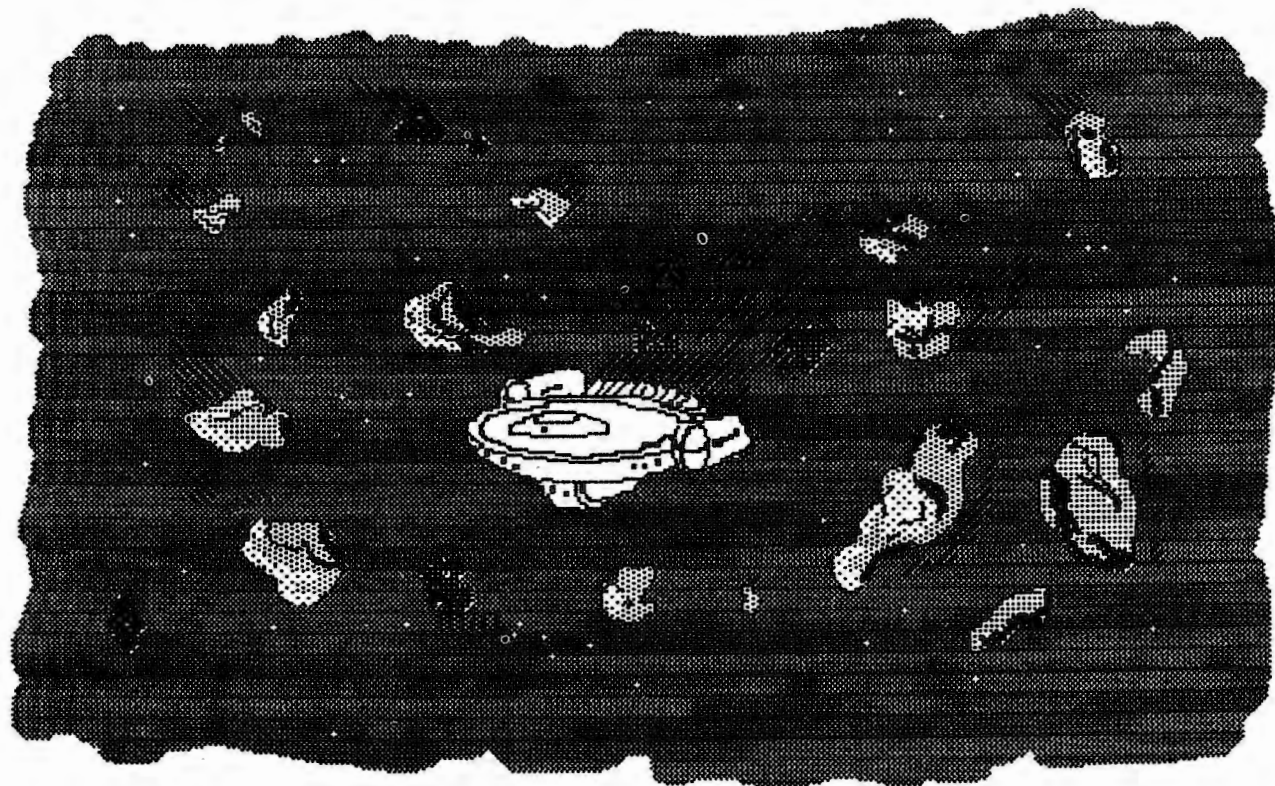
Type: An all-text science fiction adventure.

Description:

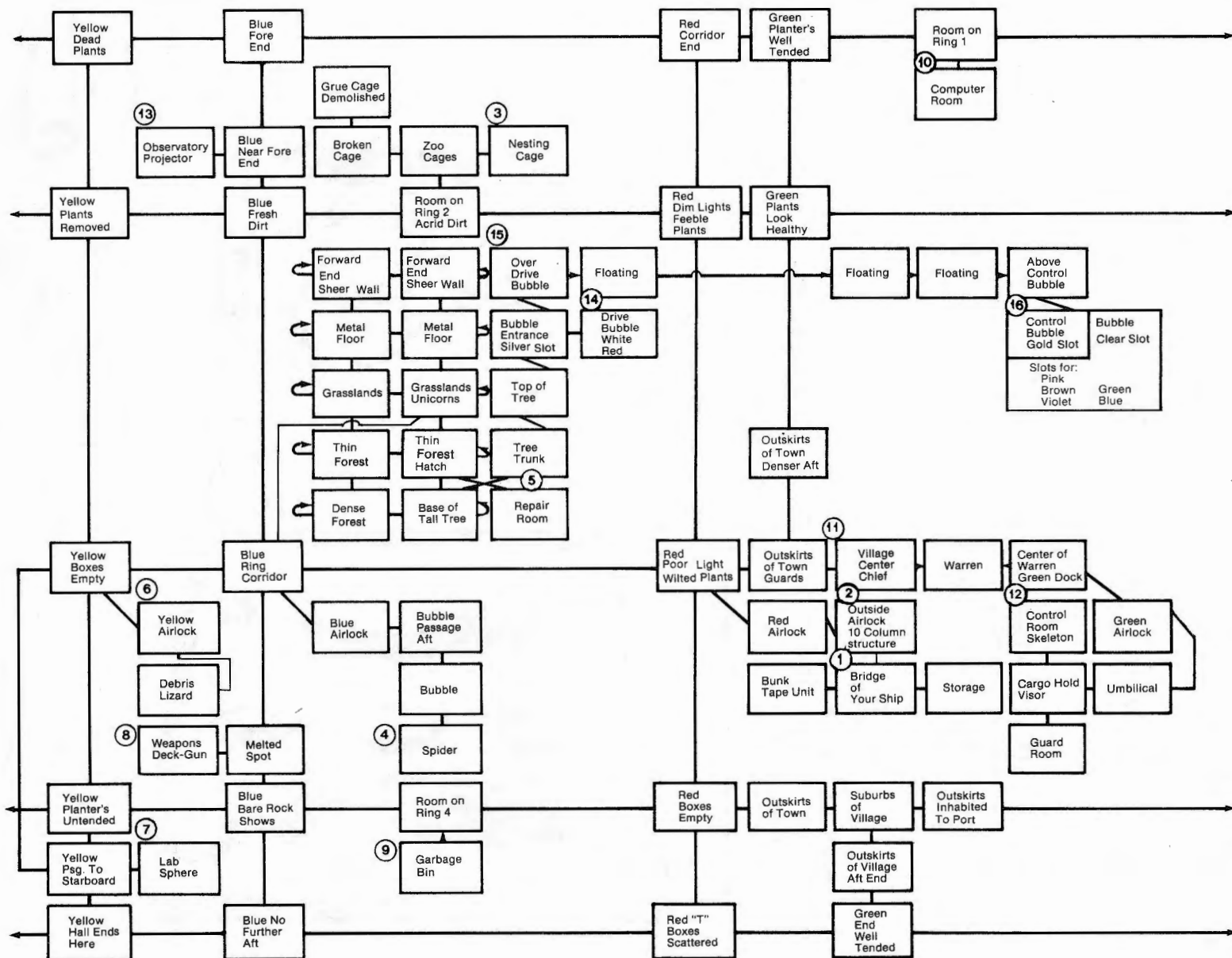
It's long ago and far away when suddenly the strident alarm of your one-man spaceship awakens you, advising you of the presence of an uncharted mass in space. Naturally curious (if not, it would make a very short game), you rendezvous, effect an entrance, turn on some lights and encounter both living and dead remnants of preceding alien civilizations, advanced technology, religious superstition, and past tragedy. Hopefully, you will be accorded the salutation of Galactic Overlord.

Playability:

While less difficult than its predecessors in the series, the game contains a relatively hard sequence which involves obtaining one of the twelve differently colored control rods. Throughout, the true use of the Ray Gun, required to successfully complete the game, is neatly disguised. It's almost a shame to waste the story line on kids who will simply enjoy the puzzles and ask a lot of embarrassing questions about the Periodic Tables, Newton's Third Law, and Solar System basics.



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1. The syntax to set Range, Theta, and Phi is "Computer, Range is xxx." Read Range from the line extending from the center to the right of the map; Theta is read clockwise in 15 degree steps from the top of the map; Phi is the number in brackets below the object number. Computer, Confirm. Later, Enter Airlock.
2. Press Fourth Bump, Push Tiny Column. Take Black Rod. (Counting the Sun, the Earth would be the fourth bump out.)
3. Throw Library at Nest. Get Red Rod. Get Library.
4. Give Tape Library to Spider. Get Yellow Rod.
5. Insert Yellow Rod in the Yellow Slot to light the initially dark areas. Insert Red Rod in Second Red Slot to start manufacture of oxygen (an oxygen atom has eight electrons. The other slots represent CH₄ and NH₃, respectively). Try playing around with the other slots; you'll eventually die, but it's cleverly done.

6. The Basket will hold all the Rods you can ever find. Tie Line to both Hook and Spacesuit. Get Pink Rod.
7. The Disks are teleportation devices. Drop one somewhere, go somewhere else and drop the other to arm it—then stand on it. To get the Blue Rod, start with one Disk somewhere else and put the other under the Sphere; with the Dial on 2, put the Basket on top (with at *least* three Rods in it) and turn the Dial to 4. Everything will zap to the other Disk.
8. Look in the Gun Barrel. Get Silver Rod. The Gun's three shots can get you all kinds of interesting responses, but it really has only one use.
9. Let the Mouse take everything except one Disk. Wait a while, or follow him until he disappears in the wall. Drop the other Disk and stand on it. Collect all your objects again and search the garbage until you find the Green Rod.
10. With the Square, Open Panel, Insert Square, Close Panel, Turn Switch on. Get Gold Rod.
11. Drop a Disk somewhere before meeting the Chief. Wait for him in the Village Center, and point back at his Brown Rod. Swap him your Spacesuit for it. Don't take no for an answer. Follow Chief into the Warren to its Center.
12. Move Skeleton. Get Violet Rod, be sure to take the Visor before standing on the Disk to get out. Make sure you have done all you need to with the Disks before this. (Save the game first, but did you ever take the Skeleton?)
13. Look at Projector with Visor. Get Clear Rod.
14. Put White Rod in White Slot, but putting the Black Rod in the Black Slot will shut down the ship, and is dangerous to your health.
15. Shoot the Gun at the Drive Bubble three times.
16. Put the matching colored Rods in the Slots; if you don't have them all, you're in deep trouble! Touch Large Pink Square until the Solar System is seen out to Jupiter. Touch Brown Spot until Earth is highlighted. Touch Violet until line terminates in a circle around Earth. Touch Green Spot until the dots flash slowly. Touch Blue Spot. If you didn't get 400 points, check the scoring below.

Scoring Summary

(25 points for each of the following tasks or items)

Reaching Artifact's Airlock
 Black Rod (Entering Artifact — press 4th)
 Yellow Rod (Give Spider the Tape)
 Red Rod (Break Rat-Ant nest with Disk or Tape)
 Pink Rod (Lizard Man — Yellow Dock — need Suit)
 Brown Rod (Give Spacesuit for Rod — to Chief)
 Violet Rod (Move Skeleton)
 Silver Rod (Look in Ray Gun barrel)
 Clear Rod (Look at Laser with Visor)
 Green Rod (Turn on Computer — need the Square)
 Blue Rod (Disk under, Basket on Sphere, Dial 14, teleport)
 White Rod (Lying loose in the Drive Bubble)
 Entering Control Bubble (Fire Gun at Drive Bubble)
 Proper Control sequence (Pink, Brown, Violet, Green, Blue)
 Reaching Earth (Proper orbit — "Galactic Overlord")