Excerpt from 'A Galactic Experience'

You are in the communications center in Earth's spaceport. The room is circular in shape and doors leave the room like spokes on a wheel.

The lieutenant on duty says, 'Captain, your departure is all set for 0800 hours tomorrow morning. Have you decided on your course vectors?'

A clock on the wall reads 1520 hours.

?EAST

You are in a foyer leading to the wing of private quarters. This room contains lots of comfortable sofas and chairs.

A sign above the entrance reads:

Through these portals pass the elite of the space adventurers. Feel free to connect up to the computer using the entrance code PUBLIC and the password SECRET.

A clock on the wall reads 1640 hours. There is a computer CRT terminal here.

    ? LOGON COMPUTER

    User Name:
    ? PUBLIC

    Password:
    ? SECRET

    Welcome to the universal information retrival service.

    Please remember that all captains should check in with the base commander three hours before liftoff.

    Information available on:
    1) Planet Locations
    2) Ship Personnel seeking employment
    3) General Gossip
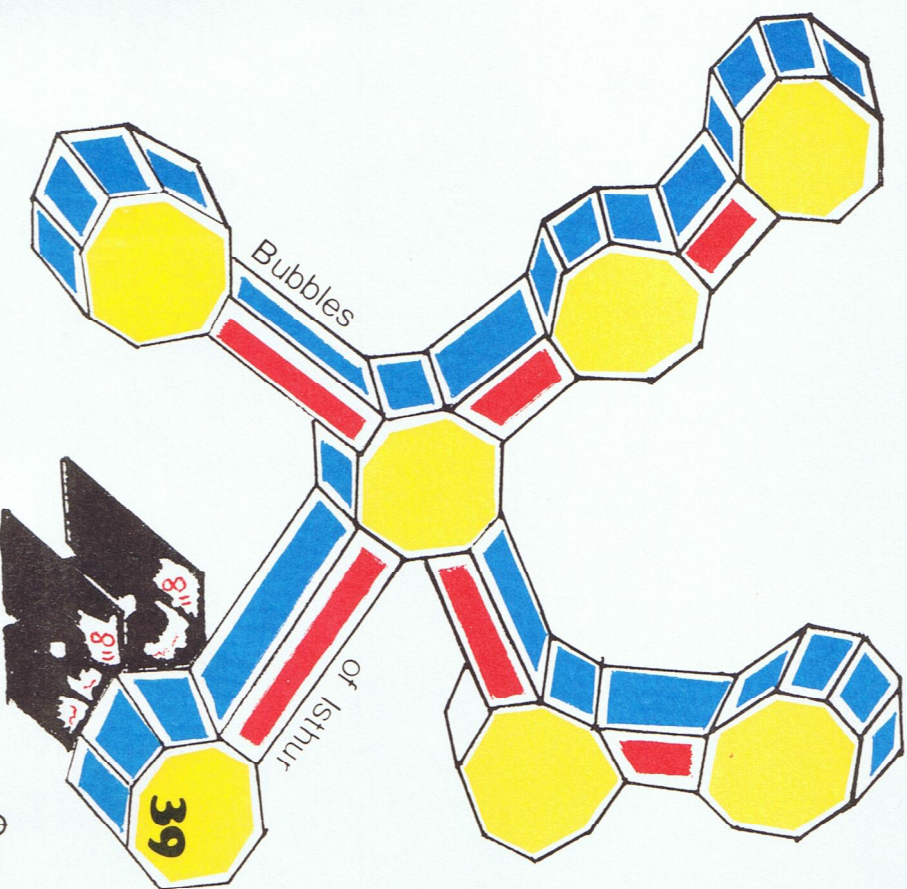
Hoyle & Hoyle Software

716 S. Elam Ave., Greensboro, N.C. 27403   378-1050

'A Galactic Experience

Heath CP/M 2.2+ & H19 or H89

with graphics

Bubbles

Of Isthur

39

For Remarkable Explorers $25

CP/M VERSION

A GALACTIC EXPERIENCE

This is an adventure type program which runs in 40K on the H8 and H19 or the H89 with one or more disks. Although this program is intended for the experienced adventurers, and no intended to be trivial, there is a lot of exploring to be done before the problems become very hard.

You will need to make a copy of the original disk, and then put the original away in a safe place in case you need it in the future.

The adventure itself is massive with over 250 locations, a 300 word vocabulary, and a message database of over 280 sectors. For this reason the game is too large to fit on a disk together with the CP/M BIOS.

So for those of you with only one disk drive, you must sysgen a disk without copying the BIOS over and then transfer the GALACTIC programs to this disk. Then boot your system and replace the system disk with the sysgened disk containing the GALACTIC programs.

Type GALACTIC and you will be on your way.

With only one disk drive there is not enough room to save a game during your play of GALACTIC.

In case you ever become anxious about ever seeing the graphics that the game has promised, let me just say be patient and play on. Guaranteed, it is possible to complete the entire game and obtain 850 points.

HOW TO SYSGEN A DISK AND COPY THE GALACTIC FILES
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1) FORMAT a blank disk
2) SYSGEN the disk you just formatted
   (Type SYSGEN (CR), A, (CR), N, B, insert the newly formatted disk, type (CR), then do a master reset)
3) PIP the GALACTIC files to this disk
   (Type PIP (CR), B:=C:*.*, you will have to exchange disk C and disk B until the files are all copied. C is the original GALACTIC disk, and B is the disk you have formatted and sysgened)
4) At this point you can boot the system and insert your newly made disk. Type GALACTIC and you are on your way.

IMPORTANT: There is not enough room for the BIOS so do not copy it.

Suggestions for beginning "A Galactic Experience" Players

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1) A lot of the messages in this game appear only once, so read them carefully.

2) I do not suggest listing the files for this game for two reasons. One, there is nothing to see and two, listing any file may cause the temporary failure of your computer.

3) When you see someone that you would like to take along with you on your travels through the galaxy, by all means hire them.

4) Basically this is a very polite game. Don't barge into strange rooms, knock first.

5) CRT terminals connect you to a main computer. Try LOGON when you see a CRT terminal.

6) Don't be late for appointments. This can cost you points or sometimes the game.

7) Don't steal things that don't belong to you. This should be beneath the dignity of a Captain.

8) Don't be too greedy and try to do everything at once.

9) You can't get off planet for even the first time if you don't have a good crew and some equipment.

10) When you are ready to leave, try a command like take off.

11) Don't forget to lay in your course before you leave orbit. If you don't, this could have very bad results.

12) Make sure you know where you want to go before you actually leave orbit or you may not be allowed to land.

There is an order to the Universe and you must observe it. May there be a lot of Happy Adventuring.

The Creator