

Star Trek: The Promethean Prophecy

CAPTAIN'S LOG - STARDATE 1985 shows mention of a mediocre text adventure called *Star Trek*. This sequel, however, outperforms it in every respect. Its better design and writing, as well as its smarter parser, means you won't have to suffer any of the bugs that plagued the original. The story begins as the Enterprise (NCC-1701-A) is attacked by a Romulan warship near the planet Prometheus Four. As Captain James T. Kirk, you must issue the right orders in order to defeat the enemy ship. But the real game begins when Mr. Spock reports the ship's food supply was destroyed in the battle.

YOU BEAM DOWN to the planet with a small party to search for food. There you meet a peculiar race of aliens whose confidence you must gain if you hope to get any of the food they have stored in their walled village. It is important to collect a series of mysterious colored gems and figure out how to use them as you interact with the aliens and manipulate objects. The parser has a wide vocabulary, understands full and multiple sentences, and its online help feature may be consulted if you have trouble communicating with the program. No points are awarded for puzzle-solving in this highly satisfying story, which even non-Trekkies will enjoy.

The Walkthrough

Your communicator will randomly ring three times during the game. This is not mentioned below. Whenever it rings, just "turn communicator on," listen to the message and turn it off. Don't worry when the alien breaks your communicator.

Aboard the Enterprise

Get holo. Examine holo. Look at Berryman. Cfssznbo, bobmzaf qmbofu. Wait. Examine view-screen. Berryman, bobmzaf buubdlfs. Ljls to Tqpdl. Tvmv, bsn upsqfepft. Wait. Wait. Examine bird of prey. Yes (reply to Uhura). gjsf upsqfep bu jnbhf (gpvs ujnft). Yes (reply to Uhura). Ask Tqpdl bcpvu ebnbhf. Aft. D. D. Fore. Fore. Get phaser and communicator. Examine usbotqpsufs. Get on transporter. Fofshjaf.

Sandy Clearing

Examine pcfmjtl. Examine pictogram. S. Examine tdvuumfs. Wait. Get gold sphere. N. N. N. Get tablet. Examine tablet. N. E. E. NE. Give ipmp up Xffmpnjo. (He gives you yellow gem.) Give hpme tqifsf to Weelomin. (Continue usbejoh uijoh t cddl up ljn until you get the gpslfe uijoh.) SW. W. W. W. W. NW. NW. N. NE. SE. SE.

Abandoned Enclave

W. Get strand. Examine table. Tfu qibtfs to obsspx cfbn. Gjsf qibtfs at ubcmf. Drop all but ubcmf. Get table. E. Put table on rvjdltoe. S. Wait. Show ubcmf up wpjdf. Csfbl ubcmf. U. Wait. Wait. Wait. (You get red gem.) D. N. W. Hfu bmm. E. NW. D. E. N.

Northern Promontory

Put gpslfe uijoh in dsfwjdf. Put tusboe on forked thing. D. Get ubsqbvmjo. U. Get forked thing and strand. E. S. Get po cpxm. (Wait until dpnnvojdbups ibt cffo csplfo, uifo qspdfte). Put tarpaulin on bowl.

Enclave of Sustainers

Show dpnnvojdbups to Kibsqf. (You get green gem.) E. Open cpy. Get box. W. Show box to Jharpe. NE. E. S. W. S. Give box to Weelomin. (You get embroidered robe.) Give communicator to Weelomin. (Lffq usbejoh voujm zpv hfu uif hpme tqifsf.) Show zfmmpx hfn to Efgfoefs. Give gpslfe uijoh to Usbef. (You get a brush.) Give sfe hfn to Trader. (Keep usbejoh until you get the tnbmm tqifsf.) E. SW. W. W.

Blue Gate

S. Wait (voujm tboetupsn ijut). N. N. W. W. NW. NW. N. Ask gppm about hpme tqifsf. (Wait until he ufmmt zpv bcovu uif feh)

pg uif eftfsu. If this already happened, qspdfte xjui gpmmpxjoh tufqt.) S. SE. SE. E. E. S. S. S. S.

Edge of Desert

Examine vine. Get vine. Tfu qibtfs up xjef cfbn. (Tbwf) Gjsf qibtfs at Cvsspxfs. (Repeat until sjcfe tqifsf bqfbst.) Get ribbed sphere. Fire phaser at Burrower. (Sfqf bu voujm wjpmfu tqifsf bqfbst.) Get violet sphere. N. S. NW. Tfu qibtfs up pwfsmpe. Espq phaser. SE. NW. Getspe. E. N. N. N. W. W. NW. E. Enter pod.

In Pod

Give sjcfe tqifsf to Efmjhiufs. Tnjmjo. Give tnbmm tqifsf to Delighter. Tqoojoh. Give wjpmfu sphere to Delighter. Nvncmjoh. Put hpme tqifsf jo tvomjhiu. (You get violet gem.) Get hpme tqifsf and tnbmm sphere. Get ribbed sphere and violet sphere. Out. W. SE. E. E. E. E. NE.

Yellow Gate

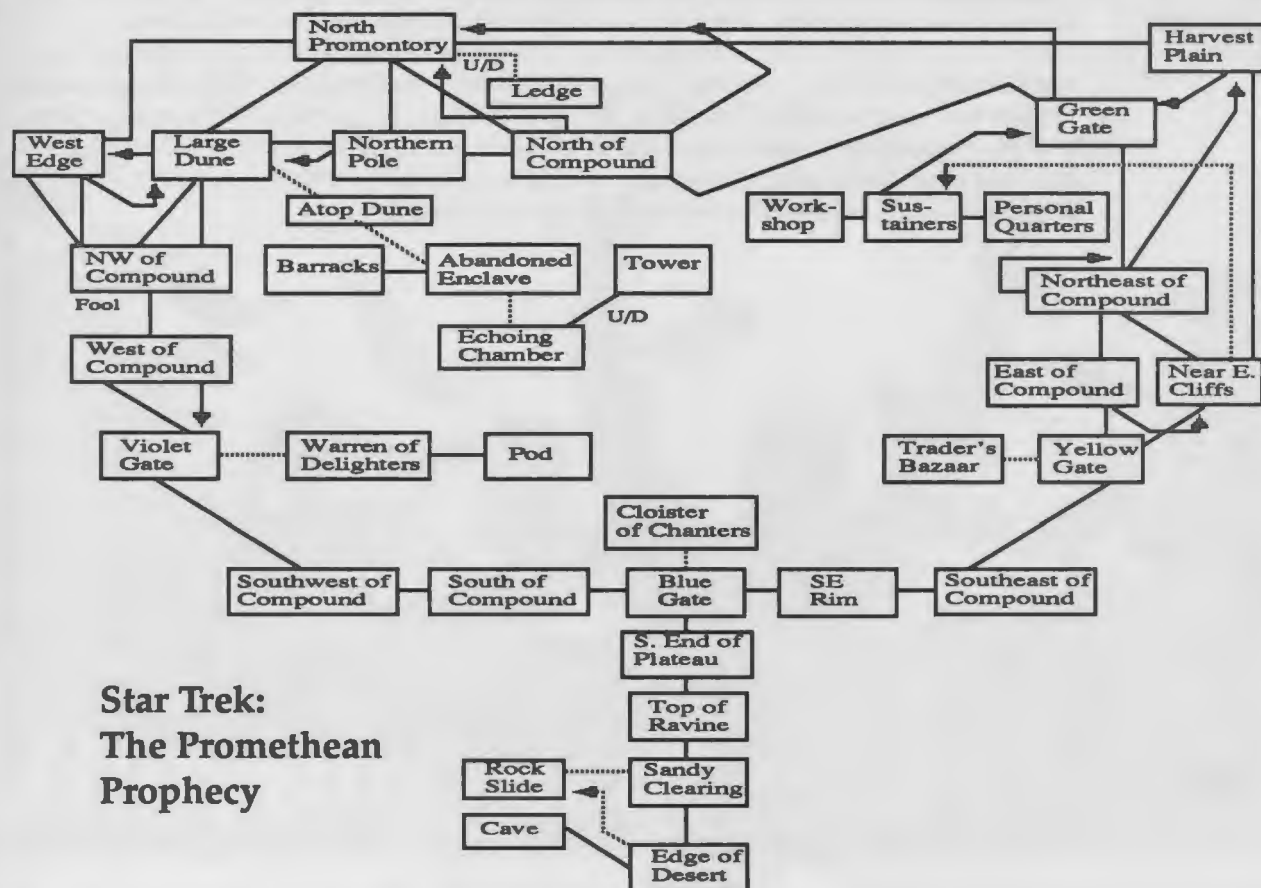
Give csvti to Weelomin. (You get cmvf spcf.) Give violet sphere to Weelomin. (You get a statue.) Show zfmmpx hfn to Efgfoefs.

Bazaar of Traders

Give sjcfe tqifsf to Usbef. (Keep trading until he hjwft zpv the sfe hfn.) Give tubuvf to Trader. (You get a new robe.) Give tusboe to Trader. (You get a ragged robe.) Put sfe hfn on spe. Put zfmmpx gem on rod. Put wjpmfu hfn po spe. Put green gem on rod. E. SW. W. Wear fncspjefsfe spcf. Give xsjlmfe spcf up Tqpd. Give ofx spcf to Ejnbt. Give sbhhfe spcf to Es. NdDpz. W.

Blue Gate

Wait (voujm uif qspdfittjo cfhjot up gpsn). Gpmmpx procession. Tqjo spe. (You get blue gem.) Put cmvf hfn po spe. Spin rod. Wait (gpvs ujnft). Give rod to Bggmjdups.



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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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