Mission: THUNDERBOLT™

Version 1.0

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Welcome to Mission: THUNDERBOLT™

Mission: THUNDERBOLT is a challenging science fiction action adventure game that takes place at the dawn of the 21st Century. As you begin playing you will find that you are the last surviving member of an elite commando team with an ultra top secret mission that is vital to the future of all humanity. To succeed you must venture into the depths of an abandoned underground Research and Development complex in a daring effort to complete that fateful mission. Along the way you will battle alien horrors and wage deadly fire fights using sophisticated hightech weaponry and equipment. Without a doubt this will be the toughest assignment you have ever known. So gather your wits, and every ounce of skill and courage you can muster, for your own life and the lives of millions depend on *you* from this moment onward ...

When the game begins your commando character is created with a set of skills and attributes. You strive to enhance these during the course of your mission as a way of improving your chances of survival. While exploring, you may find equipment that will prove useful in combating enemies that block your way, and discover strange devices of unknown origin whose purpose may only become clear after careful testing and experimentation.

Unlike arcade style games, Mission: THUNDERBOLT allows you to take all the time you need to plan your moves, but also provides fast paced action and excitement for days, weeks, and even months of play. Each time a new game is started a new game world is created for you to explore, a world in which the equipment you found so useful during the last game may now be in very short supply or entirely nonexistent, thereby challenging both your ingenuity and creativity. The topology of the game world changes also, as do the inhabitants, making each new adventure just that, a new adventure!

Mission: THUNDERBOLT can be a challenging game, particularly in *Expert* mode. Regardless of the skill setting you decide to choose, be prepared to lose some characters while you are learning the basic strategies for staying alive and developing techniques for defeating the nastier forms of badguys running around loose in the game. Be sure to read through the **Tips and Strategies** section for helpful suggestions on useful strategies that you should become familiar with before beginning your first game. You may also find it useful to read the section **Okay, so how do I actually play this game???** to get an idea of how to begin.

If you are eager to jump right into the game and not bother with the rest of this documentation, go straight to the **Installation** section and then over to **Getting Started** – although it would still be wise to take a brief look at the advice that is offered in **Tips and Strategies**.

Good luck! You'll undoubtedly need it ...

Conventions

Listed below are definitions for various symbols and abbreviations used throughout this document.

click   Press the mouse button.

double-click   The mouse button is clicked twice rapidly. The speed at which the mouse button must be clicked twice and be recognized as a "double-click" is governed by the setting of the standard *Mouse Control Panel* function.

click-and-hold   Depress the mouse button and keep it depressed while performing a function.

Option-   The OPTION key on the keyboard; held depressed while striking another key.

Option-click   The OPTION key on the keyboard is held depressed while clicking the mouse button.

Control-   The CONTROL key on the keyboard is held depressed while striking another key.

Command-   The COMMAND key on the keyboard (identified by the symbol   ) is held depressed while striking another key.

ESC   Press the ESC key on the keyboard.

TAB   Press the TAB key on the keyboard; typically issued as the first keystroke in a multiple keystroke command.

RETURN   Press the RETURN key.

CANCEL   Press any one of the following keyboard keys: CLEAR, Control-z , Command-., or ESC.
                      For mouse usage, click on the CANCEL button.

SPACE   Press the SPACE bar.

Installation

Follow these steps to install Mission: THUNDERBOLT.

1. Insert Disk #1 in your Floppy Disk Drive.
2. Double-click on the Mission Thunderbolt installer.
3. If you don't care where the game is placed on your hard drive, skip to instruction 5.
4. If you want to place the game on a specific drive or in a specific folder, click the Volume/Folder button and select the desired drive or folder.
5. Click the Install button. The installer will copy the game onto your hard disk.

System Requirements

SYSTEM USAGE:

Mission: THUNDERBOLT is compatible with version 6.0.3 or later of the Macintosh operating system, including System 7, and has been verified to run correctly on Apple Macintosh systems from the SE and later.

The game is self configuring and will properly recognize the standard Apple monitor screen sizes for the 9", 12", and 13" monochrome and color displays, as well as the Portrait monitor. Larger screen sizes are handled as per the 13" monitors, and further customization is left to the user; see the **Tailoring** section for further details. Colors and greyscales are mapped to 1-bit, 4-bit, or 8-bit palettes as appropriate, and 32-bit QuickDraw is utilized if available.

DISK USAGE:

Mission: THUNDERBOLT requires the use of a hard disk. Approximately 7.5 megabytes of disk space are needed for the installation files. Thereafter, each saved game, and each copy of a saved game, needs up to 1.5 megabytes of additional disk space. Newly started games will typically take less than 1.5 megabytes, and will increase in size as you play.

MEMORY USAGE:

The recommended minimum application memory size for Mission: THUNDERBOLT is 1.1 megabytes. The game is shipped with this as its default. For 8-bit (256 color) displays the application memory size should be increased to a minimum of 1.3 megabytes. For optimal performance, increase the application memory size to 2.5 megabytes .

Perform these steps to modify the memory used by the game :

- Click on the Mission: THUNDERBOLT file to highlight it.
- Select **Get Info** from the **File** menubar item.
- Change the **Application Memory Size (K)** field to the desired amount.
- Click on the Get Info window's go-away box.

Getting Started

NEW GAMES:

Once you have followed the instructions for installing the game, simply:

1. Open the Mission Thunderbolt folder.
2. Double-click on the THUNDERBOLT file.
3. Select NEW from the File menubar entry to begin a new game.

SELECTING CHARACTER ATTRIBUTES:

After a brief period of game initialization, you will be asked to accept or reject a specific character based on whether you like the attribute values being shown. If you accept, you play that character. If you reject that character, another set of attributes are then generated and you are once again queried for acceptance – this process continues until you select a character to play.

For players unfamiliar with Mission: THUNDERBOLT it is suggested that characters be declined until one is offered with a dexterity (DEX) in the range of 16 to 18, with a constitution (CON) of at least 12, and a strength (STR) of at least 10. By emphasizing dexterity in this way, you will tend to increase your initial chances of survival. You can ensure that these minimums are generated automatically by setting the *Difficulty Level* to Beginner; refer to the section **Tailoring the Game** for details. Refer to the **Character Attributes** section for further details on character attributes and their contributing advantages.

NAMING YOUR CHARACTER:

You are then given the option to specify a name for the character you have selected. The default name "Captain Hazard" is used if you decline this opportunity.

STOPPING PLAY:

Select SAVE AND EXIT from the FILE menubar item when you wish to stop playing and have your character saved away for later play. It will be saved to a file and a folder with the same name as your character. Select QUIT from the FILE menubar item to leave a game *without saving* the current character.

SAVING WHILE PLAYING:

If you wish to save your current character to disk without exiting play, select SAVE from the FILE menubar item. This updates your game file and game folder with your character status. To save a copy of your character to a different file or location, select SAVE A COPY AS from the FILE menubar item. Note: you receive penalty points for using these two commands; refer to the sections on **Scoring**, and **Saving Status**, for further details.

RESUMING EXISTING GAMES:

There are two ways to resume playing an existing character. The first is to double-click on the file containing the saved character. Mission: THUNDERBOLT will then place you at the point where you previously exited. The second way is to double-click on Mission: THUNDERBOLT, then from the FILE menubar option select OPEN to identify the desired character file.

Characters are saved in files that have the same names as the characters themselves. For example, *Captain Hazard* is saved in a file named "Captain Hazard", with additional character information being stored in a companion folder named "Captain Hazard.files".

Captain Hazard   Captain Hazard.files

Copy Protection

You will occasionally be asked to answer a question as part of an owner validation process. To correctly respond to this question you must match a picture shown to you on the screen against a table of pictures in the *Security Access Authorization Chart*. The chart may be pink or maroon in color. Next to each picture in the chart is a word. Enter that word, then press RETURN or click the OKAY button. The game continues when the inquiry is answered correctly. The game is aborted, and you have to restart the game, if you answer incorrectly.

Playing the Game

Interaction with the game world of Mission: THUNDERBOLT is accomplished by issuing commands. Both keyboard and mouse oriented command requests are supported to provide a level of interaction that best suits your personal gaming style and preferences. The collection of commands is extensive to enhance your ability to flexibly react to the changing environment and situations in the game world, yet only a small subset need be learned to begin playing the game effectively. Refer to **Using the Mouse**, and **Using the Keyboard**, for further information on those styles of play.

You do not need to know all of the commands by heart. Just familiarize yourself with the following: REST, INSPECT, LOOK, GET, DROP, THROW, OPEN, CLOSE, WIELD, and EXCHANGE, together with how to do basic movement; see **Command Descriptions** and **Movement** for details. Use the pulldown Help facility on the menubar, or refer to this player's guide, to review the other available commands as you discover new things you would like to try. Since this is not an arcade style game, time won't pass if you stop for a while. You can study the documentation as often and for as long as you like without game time elapsing.

The one essential command is REST (click the Rest button, or press 'p' for "pause to rest" when using keyboard oriented commands). This command has your character rest in place until fully healed from recent injuries ... or until something of interest happens that causes you to wake up again before you have finished healing. However, resting to heal may not be permitted in certain special instances; for example, when you are poisoned.

Character Attributes

After you select NEW from the menubar to begin a new game, the next step is to create a commando character to play in the game. This character is the person you pretend to be during your adventures inside the game world of Mission: THUNDERBOLT.

Your character is given a set of attributes (such as Strength) that will be used in determining success or failure in the various activities you attempt to perform. The importance of a particular attribute will vary depending on what is being done and the situation at hand. For example, you may find yourself unable to pick up an especially heavy object because your strength attribute is too low for that task. Attribute values can increase and decrease during the course of a game. In general, you should strive to increase your character's attributes as much as possible.

```
        Character
Captain Hazard

LEV:  2
HP:   18/21
AC:   1
WC:   3
WT:   46
STR:  18
DEX:  16
SPD:  14
CON:  15
INT:  13
WIS:  14
CHR:  8
EPS:  13

Region:  1

Penalty:  0
Bonus:    1400
Score:    1413
```

When beginning a new game, it is important to consider which attributes you would like to have at a high value to start with, and reject the selections of offered attributes until you are satisfied. For players just learning how to play, it is suggested that characters be declined until one is offered with a Dexterity (DEX) in the range of 16 to 18, with a Constitution (CON) of at least 12, and a Strength (STR) of at least 10.

By emphasizing dexterity in this way, you will tend to increase your initial chances of survival; please note though, that given the inherent complexities of the game, a high dexterity alone does not ensure success.

You can ensure that the above minimums are offered during the attribute selection phase by specifying a *Difficulty Level* of Beginner in the PREFERENCES window; refer to **Tailoring the Game** for details. As you become more familiar with the game you may choose to emphasize a different set of attributes, with a different set of preferred starting ranges. You may also then wish to set the difficulty level to one of the other settings, such as Normal.

ATTRIBUTE DESCRIPTIONS:

The character window information described below is arranged to provide a logical progression for conveying the information, rather than following the order given in the window example.

EPS   *Experience*

Experience points are accumulated as you accomplish certain tasks and slay all sorts of horrid little (and not so little) monstrosities that are running around loose in the game. As your experience grows so does your overall skill *Level*. Characters start with zero experience points.

LEV   *Level*

This is the overall skill level of your character, which primarily governs combat ability. Your level goes up as you achieve specific amounts of *Experience* points. The higher your level, the better are your basic combat skills, and the higher the likelihood of being able to accomplishing various tasks. Characters start at Level 1. The number of experience points required to reach a given level is something to be discovered during play. Higher levels require correspondingly higher experience points, with level advancement slowing over time as the quantity of experience points needed to achieve the next level increases.

HP   *Hit Points*

This is a quantitative measure of how much damage your character can take before dying. Hit points increase as your skill *Level* increases, decrease as you are injured, and are restored as you rest to heal. If you are injured both your current hit points and the hit points you have when fully healed are shown to give you an idea of how seriously you are hurt; the format is "current/maximum". New characters begin with hit points in the range of 1 to 18, and increase by 1 to 18 for each advance in skill level.

The *Constitution* attribute influences the actual value by which hit points change across levels by adding or subtracting from your hit points; in general, high Constitution attributes provide bonuses, and low ones yield penalties.

STR   *Strength*

Strength determines how much equipment you can carry in your inventory, the amount of physical damage that you can inflict, and how far you can throw an object. New characters begin with strength in the range of 1 to 18. For players unfamiliar with the game it is suggested that you initially select characters with a strength of at least 10.

DEX   *Dexterity*

Dexterity is a factor in determining success or failure in a combat situation, in avoiding a fall, picking locks, disabling traps, and so forth. New characters begin with dexterity in the range of 1 to 18. For players unfamiliar with the game it is suggested that characters be selected with a dexterity of at least 16.

SPD   *Speed*

Speed is the basis for determining your ability to outrun the badguys. A character begins with speed in the range of 1 to 18. There are special instances where an enhancement to speed may enable you to do extra actions; for example, when trading blows with a badguy the two of you alternate attacking each other, but with enhanced speed you may be able to strike twice for each of his single attacks.

INT   *Intelligence*

Intelligence represents reasoning and learning ability, and influences your ability to discover (or not discover) secret passages and traps, and identifying the nature of strange devices whose function you do not yet understand. Characters begin with intelligence in the range of 1 to 18.

WIS   *Wisdom*

Wisdom spans judgement, intuition, and will power. It influences your ability to avoid falls, and (together with INT), contributes to your ability to discover (or not discover) secret passages, traps, and in identifying the nature of strange devices. It is also the basis for determining resistance to various mind-altering attacks and happenstances. New characters begin with wisdom in the range of 1 to 18.

CON   *Constitution*

Constitution is a basis for modifying your *Hit Points* as you advance in skill *Level*, and also governs your ability to survive the effects of various harmful substances. New characters begin with constitution in the range of 1 to 18. For players unfamiliar with the game it is suggested that characters with a constitution of at least 12 be selected.

CHR   *Charisma*

Charisma is used to determine how various creatures react to your presence and activities. Each new character begins with charisma in the range of 1 to 18.

The following information will be displayed with your attributes in the CHARACTER window and will also be updated during the course of the game.

Name   *Captain Hazard*

This is the name of your character. You may change the name as desired by means of a command in the PREFERENCES window. Changing the name of your character also changes the names of the corresponding character file and folder. The default is Captain Hazard.

AC   *Armor Class*

The higher the number, the better you are protected from physical harm. Each new character begins with an armor class of 0.

WC   *Weapon Class*

The higher the number, the better your chances are for hitting something with what ever weapon you are currently using; it is not necessarily an indication of how much damage can be inflicted. This indicator applies only to the currently wielded weapon (refer to the WIELD command for details). Characters begin with a weapon class appropriate for their initial equipment.

WT   *Weight*

This reflects the total weight of the items you are currently carrying. Your typical carrying capacity is your *Strength* times 10 units, so you can carry 100 units of weight with a strength of 10. An asterisk (*) is displayed adjacent to the weight value when you are carrying enough to be "overburdened", in which case some activities may then be more difficult than normal to accomplish, and others may even be risky.

Region

This identifies the area within the game that you are currently exploring.

Penalty, Bonus, Score

These identify your success in playing the game; refer to the section on **Scoring** for further details.

Actions

The majority of the things you do in Mission: THUNDERBOLT result in the passage of time within the game, and as time elapses the content of the game world is updated to reflect that fact. For example, if you decide to pick up an object from the floor, that action takes one unit of game time. As you finish that action, the game world is then updated ... perhaps with something horrible suddenly pouncing upon you from out of the darkness.

You do things by issuing commands, which take place in response to your clicking on a button or pressing a keyboard key. Commands that result in the passage of time are referred to as "actions". Most of these actions take a single time unit (such as firing a weapon or taking a step forward), and some (such as REST) can take multiple time units with the game world being updated after each time unit.

There are also things that you can do which do not result in time elapsing, and you can perform as many of these as you like without causing the game world to be updated. An example of this type of non-action command is LOOK which is used to glance down a hallway, and another is HELP for getting help on various aspects of the game. You can also sit and review this player's guide without game time passing.

Refer to the **Commands** section which describes alternative ways of using the keyboard and mouse to specify commands that have multiple steps. Detailed command descriptions are found in the **Detailed Command Descriptions** section of this document.

Movement

You can move your character around in the game world by several different methods. These methods can be used individually or in combination as desired. The basic directions in which you can move are the standard primary compass directions (north, northeast, east, southeast, south, southwest, west, northwest, and north), as well as up and down. Movement can be done on a step by step basis, or by running. Each step taken, whether walking or running, is an action and takes one unit of game time. The area around your character is revealed as you proceed with your explorations.

It is important to understand that issuing step-by-step movement commands, however quickly, is *not* running. Just because you hit the keyboard key lightening fast, or your finger blurs when clicking on a movement button, does not mean your character has a better chance of outrunning what ever is chasing you. You must explicitly issue one of the RUN commands to be running and thus (perhaps) have a possible speed advantage over pursuers. Also, running is halted whenever you are attacked, or whenever you encounter an object along the way; the TOGGLE command can be used to ignore objects while running.

While running, right-angle (90°) corners are typically "cut" (not stepped into) if they have been previously revealed; i.e. diagonal movement that skips the actual corner location.

If you attempt to move into a location that is already occupied by some other creature your action is assumed to be an attack and hand-to-hand combat ensues; refer to the **Combat** section for further details.

COMPASS BUTTONS:

Using the Mouse you can click on the appropriate compass direction buttons in the BUTTON window to step in the desired direction; Click on N for north, NE for northeast, and so forth.

Clicking on RUN will highlight that button until you click on it again. While RUN is highlighted, you will run in the direction you specify when clicking on compass buttons (or when map-clicking). The compass buttons can also be used to specify a direction in response to various command prompts.

MAP CLICKING:

You may click directly on the gameboard map display to move around. When this mode is activated the mouse cursor is shown as a pointing finger, rather than as an arrow. Map clicking functions are available for both the regular map display as well as for the ZOOM window (which shows a condensed view of the entire area currently being explored); see the ZOOM window explanation in the **Windows** section.

- Click on a space adjacent to your character's figure to step to that location.

- Click on a previously explored location some distance from your character to run to that place, subject to the following rules:

  Your character will be running the entire distance and will stop upon reaching the specified destination, or if attacked somewhere in between; encountered objects are ignored.

  Known traps are avoided. A trap is "known" if it is visually revealed, or if it is found via use of the Search command but is currently covered by something, or was once revealed but is now covered.

  An attempt is made to avoid pits and closed doors. They become valid areas for travel if there is no other alternative; for a closed door your movement is stopped at the threshold – just open the door and then reclick on your destination.

  If there is a choice between taking a route blocked by a creature, and a longer route that is unobstructed, then the longer route will be taken.

  Unexplored territory can not be traversed this way, but you are allowed to click on the edge of unexplored areas as a means of facilitating exploration into the unknown.

  Path analysis occurs after each step to take advantage of topology changes as they occur; so you might start running north, then turn around and head in a different direction, if the path ahead of you suddenly became blocked by an obstruction.

- Click on your current location to perform a single brief search of both your current location and the locations immediately adjacent to your character's figure; search repeatedly for a more thorough inspection. Careful ... click too fast and it will be a double-click!

- Click on a location adjacent to your character in response to prompts for an adjacent location or a direction. For example, to open a nearby door click on OPEN, then click on the door. And to look down a corridor click on LOOK, then click in the appropriate adjacent location along the corridor. These same commands can of course be accomplished by using the appropriate compass buttons or keyboard directional commands, rather than clicking on the map to indicate the direction.

- Option-click (click the mouse button while holding down the OPTION key) on an adjacent location to run in that direction, turning right-angle corners as they are found and stopping on objects when encountered.

It is possible that an endless cycle may occur while running, such that your character simply moves back and forth in response to other things shifting back and forth as they block and unblock a route ... when this happens just click the mouse or press a keyboard key to stop.

Double-clicking (clicking the mouse button rapidly twice) on the map has the following functions:

- If you double-click in your current location and it contains a way up or down you travel up or down accordingly. If movement in both directions is possible you are prompted for further clarification.

- Double-clicking on an adjacent location containing a door or container causes that door or container to be opened or closed as appropriate; the same holds for double-clicking on your current location when it holds a container, with clarification being requested if there is also a possibility of movement up or down.

- A double-click in any other instance is handled as Option-click; i.e. you simply run in the appropriate direction, turning corners as required and stopping on objects when encountered.

The double-click time interval is governed by your Control Panel setting; to modify the speed, select CONTROL PANEL from the Apple menubar item, select the MOUSE accessory, and then select the desired *Double-Click Speed* option.

The mouse cursor shown during map clicking is a hand with a pointing finger. If the internal logic of the game decides to perform a noticeable amount of computation, the hand will become a clenched fist to indicate that you must wait until the finger is extended again before doing further map clicking.

KEYBOARD MOVEMENT:

Both the main keyboard and the keypad provide commands for moving your character around in the game, as an alternative to using the Mouse. Movement is accomplished by either taking a single step, or by running. The available commands are given below. Most require a single key stroke, some require a pair of key strokes. In the table below, <dir> indicates that you supply a lowercase direction keystroke (e.g. 'l'), and <DIR> indicates that you supply an uppercase direction keystroke (e.g. 'L').

Direction	Main	Keypad	Description
NORTH	k	8	Move one space toward the north.
NORTHEAST	u	9	Move one space toward the northeast.
EAST	l	6	Move one space toward the east.
SOUTHEAST	n	3	Move one space toward the southeast.
SOUTH	j	2	Move one space toward the south.
SOUTHWEST	b	1	Move one space toward the southwest.
WEST	h	4	Move one space toward the west.
NORTHWEST	y	7	Move one space toward the northwest.
HERE	SPACE	5	Wait where you are.
UP	<		Climb up from the current location.
DOWN	>		Climb down from the current location.
RUN	<DIR>	.<dir>	Run in the specified direction, cutting 90° corners (not stepped into) if fully known.
RUN WITH CORNERS	;<dir>	;<dir>	Run in the specified direction, turning 90° corners if fully known. Corners are not cut.

Combat

If you attempt to move into a location that is already occupied by some other creature your action is assumed to be an attack, and hand-to-hand combat ensues. Hand-to-hand combat can also be initiated by issuing an ATTACK command while your character is in a location adjacent to the victim, and then indicating the appropriate direction.

Attacks are assumed to be with your currently wielded weapon; to wield a specific weapon use the WIELD command, which takes one unit of game time. If you aren't wielding anything, then your attack is bare-handed. Sometimes you will see your figure do a karate kick instead. This is for visual interest only – the attack is still processed using the wielded weapon, or bare-handed, which ever is appropriate. The STATUS window identifies the currently wielded and reserved weapons, as does the INVENTORY window.

Depending on your combat abilities, your attack will either be successful, ineffective (e.g. a glancing blow), or a complete miss. Then, of course, it's the badguy's turn ...

Keep an eye on the MESSAGES window – it provides a blow-by-blow description of what is taking place; also watch your hit points and/or the Health Indicator ... if you have sounds enabled (see **Tailoring the Game**) you will also get audible cues on what is happening. If you hear things like *oof! uh! Ahh!!!*, that's your character getting hurt!

SETTING UP FOR COMBAT:

To use one of your weapons in a combat situation (for example, bashing a giant spider with a length of rusty pipe) you must be "wielding" that item. If that item is really a collection of items, only one of them is actually being used. In hand-to-hand combat you are assumed to be attacking with your currently wielded weapon; if you aren't wielding anything, then your attack is bare-handed ... which is not necessarily a bright thing to do. Use the WIELD command to select the weapon to be wielded; e.g. click on the WIELD button and then click on the desired inventory item. You need not wield an item (or have it in reserve) to throw, put, or drop it. To shoot a weapon, it *must* be wielded.

A second item can be optionally held in "reserve". You can then quickly swap your wielded weapon for your reserve, and vice versa. Use the RESERVE command to specify the item to be held in reserve. Use the EXCHANGE command to swap between the wielded and reserved items; the advantage to this command is that this exchange *does not* count as an action.

The INVENTORY and STATUS windows both identify the wielded and reserved items. If those windows are not currently visible, press the "/" key to provide this information – it does not count as an action.

Inventory Management

As you wander around you will no doubt begin to collect things that you find along the way. This stuff is held in your "inventory", which can be thought of as a logical backpack. You may add and remove equipment as you wish, although you may encounter limitations as to weight and number of manageable items; refer to the *Strength* description in the **Character Attributes** section for details on how much you can carry.

The INVENTORY window shows what is currently in your inventory. It also provides qualifiers such as Wielded, Open, and Worn to indicate any special status.

To select a specific inventory item you may either click on the inventory item using the mouse, or enter the appropriate identifier from the keyboard. For example, to throw a Rock: click on THROW, click on the Rock inventory item (or press the letter code for the Rock), then specify the direction in which it should be thrown.

The presence or absence of letter code identifiers in the INVENTORY window is determined by the INVENTORY IDS preference setting in the PREFERENCES window; refer the **Tailoring the Game** section for further details.

REARRANGING YOUR EQUIPMENT:

You can rearrange the ordering of items in your inventory by Option-clicking (click the mouse button while holding down the Option key). First you Option-click on the item to be moved, then (after scrolling the window to the desired view) you click on the new inventory location. The item in that location, and all subsequent items, are scrolled downward to permit the requested insertion.

SPECIFYING SPECIFIC QUANTITIES:

At the base of the INVENTORY window display is an editable field titled "Item quantity". You can use this field to specify how many of a particular item you wish to manipulate; the default is typically to use the entire collection.

For example, suppose you want to drop five of the fifteen Rocks (item 'a') you are currently carrying: (1) click on the Rocks in your inventory (note the quantity field is defaulted to "all"), (2) click on the item quantity area and enter 5 from the keyboard, then (3) click on the DROP command button or select DROP from the COMMANDS window. Voila! You just dropped five Rocks. Alternatively you could (1) click on the quantity field and enter a number, (2) click on the Rocks, and then (3) click on DROP.

And of course you can enter the entire command sequence from the keyboard by pressing **d5a** and ignore the mouse clicking aspects all together. Refer to the **Commands** section for further details on command entry alternatives.

CONTAINER INVENTORIES:

When retrieving something from a container, the container's inventory is displayed and you may click on it to select items, or enter the appropriate identifiers from the keyboard. The inventory remains visible until you explicitly conclude the GET command by clicking the *Done* button at the base of the container inventory window, pressing CANCEL, or by retrieving the last item. This allows you to retrieve multiple objects with a minimum amount of interaction. Each takes one unit of time.

You can retrieve a subset of a particular item (e.g. 5 of 10 Rocks) by first specifying a quantity from the keyboard before identifying the item to be taken, or by setting the appropriate value in the "Item quantity" field at the base of the INVENTORY window prior to identifying the item.

Use the PUT INVENTORY command to place an item in a container that you are carrying, and use GET INVENTORY to retrieve equipment from inventory containers.

SPECIAL SHORTCUTS:

• Double-clicking on an inventory item is the same as issuing an INSPECT command and then specifying that same item; i.e. it's a quick way to examine an inventory item. This is an action which takes one unit of time.

   This does not apply to container inventories. To examine an item held in a container, you must first remove it from that container (click on GET INVENTORY).

Using a Mouse

If you prefer, you can play Mission: THUNDERBOLT and hardly ever have to use the keyboard (the typical exception is entering numeric quantities). This style of play tends to be a little bit slower in terms of user interaction since most people can strike keys faster than they can move a mouse and click buttons, however it is generally easier since it avoids having to remember a large number of command keystroke combinations. The complete set of commands is offered in multiple ways, providing you the flexibility to interact with the game in a way that feels best:

- A button window that contains the most frequently used commands.

- Map clicking that covers the most common terrain oriented commands. Refer to the **Movement** section for further details.

- A pull down Commands menu strip from the menubar; heirarchical defaults are marked with a diamond symbol (♦).

- A pop up command menu that is invoked by means of Command-click; hold down the Command key and depress the mouse button, a pop up menu of commands will appear, at which point you slide the cursor until the desired command is highlighted, then release the mouse button. Releasing the mouse button when the cursor is away from the pop up menu will abort this command activity. Heirarchical defaults are marked with a diamond symbol.

- A scrollable COMMANDS window that (most likely for large screen monitors) can be made visible, enlarged, and positioned for easy single-click access.

Should you desire, a combination style that mixes mouse and keyboard use can also be adopted. To play with a primarily Mouse orientation, enable that option as a preference; see the section on **Tailoring** for details. Mouse oriented play is the default.

To simplify interaction, by minimizing the number of mouse clicks required, most windows are considered "active" at all times, even though their title bars may not be highlighted. For example, you need not click on the button window to make it "active" before clicking on a specific button; just click on the desired button. Similarly, when a command sequence leads you to selecting an inventory item, just click on the desired inventory item – you need not issue an extra click to first make that window "active" by clicking on the window.

As you click commands, the MESSAGES window will be updated with prompting information. Prompting text will either be bolded or highlighted in blue to indicate that a further response is expected.

Click the CANCEL button to abort a command sequence before it has been completely entered. For the keyboard press the CLEAR key, Control-z, Command-., or the ESC key.

SPECIAL SHORTCUTS:

- Click on your current location to perform a single brief SEARCH; search repeatedly for a more thorough inspection. This is an action which takes one unit of time.

- Double-clicking on an inventory item is the same as issuing an INSPECT command and then specifying that same item. This is an action which takes one unit of time.

- Double-clicking on an adjacent location containing a door or container causes that door or container to be opened or closed as appropriate; the same holds for clicking on your current location when it holds a container, with clarification being requested if there is also a possibility of movement up or down. This is an action which takes one unit of time. Also double-click to climb up or down.

Mission: THUNDERBOLT has many of the standard Macintosh window and control features such as zoom boxes, resizing boxes, and slide bars for lists. It is assumed that you are already familiar with how to use them, so for further information on these areas you are encouraged to refer to the appropriate Macintosh user manuals.

Using the Keyboard

If you prefer, you can play Mission: THUNDERBOLT and never have to use the mouse. This style of play tends to be a bit more complicated since there is a large collection of command keystroke combinations to remember, but the tradeoff is that actual play may tend to move along a little faster. If desired, a combination style can be adopted that mixes mouse and keyboard use. To play with a primarily keyboard orientation, enable that option as a preference; see the section on **Tailoring** for details. A mouse oriented style is the default. See also KEYBOARD MOVEMENT in the **Movement** section.

Press the CLEAR key, Control-z, Command-., or the ESC key to abort a command sequence before it has been completely entered. For the mouse, click the CANCEL button. As you enter command keystrokes, the MESSAGES window will be updated with prompting information. Prompting text will either be bolded or highlighted in blue to indicate that a further response is expected.

Saving Status

Mission: THUNDERBOLT provides commands which will save the current state of the game (SAVE, and SAVE A COPY AS, from the FILE menubar option) without exiting play. Saving status may take anywhere from seconds to minutes depending on how far you have progressed into the game world. SAVE copies your game status back to your original character file. SAVE A COPY AS copies your game status to a new file and location that you specify.

Experience has shown that these commands are primarily used to drop back in game-time to avoid something nasty or awkward that suddenly happened during the game. In other words, the game state is saved, some risky action is attempted, and if the outcome proves to be undesirable then current play is aborted and the previously saved game state is then restored to try some other alternative. In a sense this is a mild form of cheating, but what the heck, sometimes it's the only way for some folks to ever get through a tough game – and Mission: THUNDERBOLT can indeed be a tough game! So ... whenever you use either of the SAVE commands Mission: THUNDERBOLT will levy penalty points based on the current level of your character – a couple of points for low level characters and lots of points for high level characters. This does not hinder play, but certainly becomes meaningful for people shooting for top score in the scoreboard. The number of times a save is performed for a particular character is shown in the scoreboard entry for that character as
"[n saves]", and identifies the count of those special saves.

Exception: there is NO penalty for saving skill Level 1 characters.

Scoring

Your score is the total of your Experience Points, Bonus Points, and Penalty Points. It is a measure of your success in playing Mission: THUNDERBOLT.

Experience Points:

Experience points are accumulated as you accomplish certain tasks and slay those nasty things that are out to get you before you get them. The skill *Level* (effectiveness) of your character goes up as you achieve specific quantities of experience points.

Bonus Points:

Bonus points are awarded in various instances where you do something special. They do not contribute to the effectiveness of your character, and instead are for scoring purposes. The activities which yield bonus points are left to the player to discover.

Penalty Points:

Penalty points are levied when you do something incorrectly or do something you really shouldn't have. They do not contribute to the effectiveness of your character, and instead are for scoring purposes. Penalty points are also acquired when using SAVE commands; refer to the **Saving Status** section for further details. The activities which yield penalty points are left to the player to discover.

A scoreboard facility maintains entries for the top 20 game scores. The scoreboard is updated when your characters win, lose, or temporarily exit the game. Scores are retained in the file Scoreboard, and can be displayed when a game is concluded. Use the SHOW SCOREBOARD command to view this information.

About the Windows

Various windows will be created when the game begins. Each window provides either a specific type of information, or provides a special way to interact with the game. These windows can be repositioned as desired, some can be resized, and others can be hidden away until recalled for later use.

Mission: THUNDERBOLT has many of the standard Macintosh window and control features such as zoom boxes, resizing boxes, and slide bars for lists. It is assumed that you are already familiar with how to use them, so for further information on these topics you are encouraged to refer to the appropriate Macintosh user manuals.

```
┌──────────────────────┐
│      Character        │
├──────────────────────┤
│ Captain Hazard        │
│                       │
│ LEV:  2               │
│ HP:   18/21           │
│ AC:   1               │
│ WC:   3               │
│ WT:   46              │
│ STR:  18              │
│ DEX:  16              │
│ SPD:  14              │
│ CON:  15              │
│ INT:  13              │
│ WIS:  14              │
│ CHR:  8               │
│ EPS:  13              │
│                       │
│ Region:  1            │
│                       │
│ Penalty:  0           │
│ Bonus:    1400        │
│ Score:    1413        │
└──────────────────────┘
```

CHARACTER:

This window displays the attributes of your character (such as Strength and Hit Points), identifies the region of the gameboard map that is currently being explored, and shows other specialized information that is provided during play.

The location of the CHARACTER window can be modified: click–and–hold on the window title area, next move the window to the desired location, and then release the mouse button.

Refer to the **Character Attributes** section for details on the information contained in this window.

STATUS:

The STATUS window provides information concerning your character's state of health, currently wielded weapon (W), and the weapon held in reserve (R). The location of the STATUS window can be modified: click-and-hold on the window title, move the window to the desired location, then release the mouse button. The window can also be resized to enlarge or reduce the information area: click-and-hold on its lower right hand corner, reposition the window's corner, then release the mouse button. Lastly, the window can be hidden, or made visible, as desired via the SPECIAL menubar item or by issuing Command-h from the keyboard.

If this window is sufficiently long in the vertical direction, pictorial icons of the wielded (W) and reserved (R) weapons are displayed at its base. Also included is a health indicator that transitions between green and red on color displays, and between white and black on monochrome displays. You can click on the health indicator as an alternate way to rest and heal when your character is injured.

GAMEBOARD MAP:

This window displays the current playing area in the form of a gameboard map. The display includes a pictograph of your character to show his/her location in the game, together with pictographs for terrain features and objects and enemies that you encounter.

The map has a long, narrow, rectangular shape. Unless enlarged, only a portion of the map is displayed at any given time. As your character moves about the gameboard, the map will automatically scroll as needed to keep your character in view. One or more scroll bars are provided when the map is not fully revealed to allow you to scroll the map as desired to see other portions at will; map scrolling can also be done by pressing the arrow keys on the keyboard. Refer to the section on **Using the Mouse** for details on special mouse specific features involving the map display.

A set of grid lines can be optionally displayed on the gameboard to help in understanding distances; use Command-g to toggle the lines, or select GRID LINES from the SPECIAL menubar item. Each square of the grid represents one unit of distance that can be traversed.
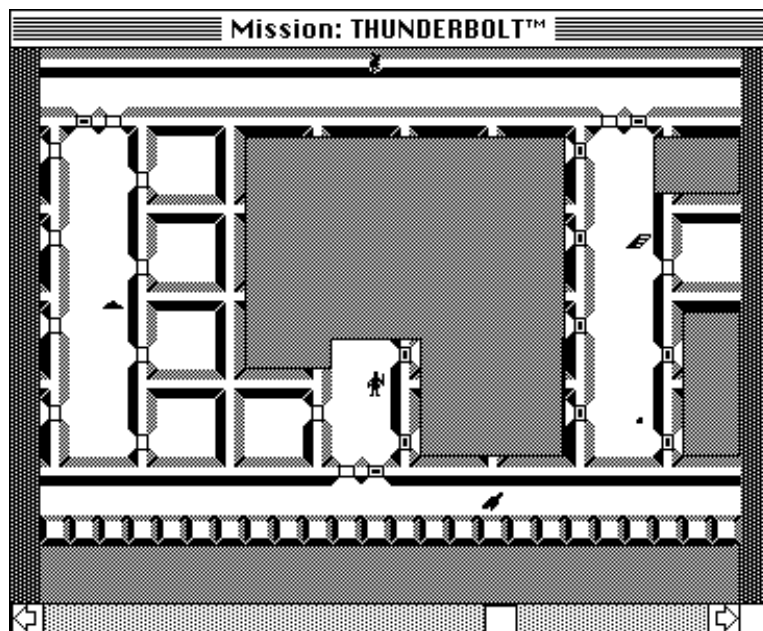
The location of the GAMEBOARD MAP window can be modified: click-and-hold on the window title bar, next move the window to the desired location, then release the mouse button. The window can also be resized to enlarge or reduce the information area: click-and-hold on its lower right hand corner, reposition the window's corner, then release the mouse button.

ZOOM MAP:

This window is effectively the same as the GAMEBOARD MAP. It provides the same information, and can be interacted with in exactly the same ways. However the displayed detail is miniaturized so that the entire map can be fully viewed on small screen monitors.

Due to the reduction in visible detail, this window is typically used to obtain an overall sense of location and an understanding of areas yet to be explored, rather than used for active play as per the regular GAMEBOARD MAP. It also provides a convenient means of moving great distances across the map when the terrain to be covered is not fully visible in the GAMEBOARD MAP display: reveal the ZOOM window and then click on the desired destination; refer to the **Using the Mouse** section for further details on this special movement feature. The location of the ZOOM window can be modified: click–and–hold on the window title, move the window to the desired location, then release the mouse button.

This window is not initially revealed by default, but can be made visible by means of the SPECIAL menubar item or by issuing Command–z from the keyboard.
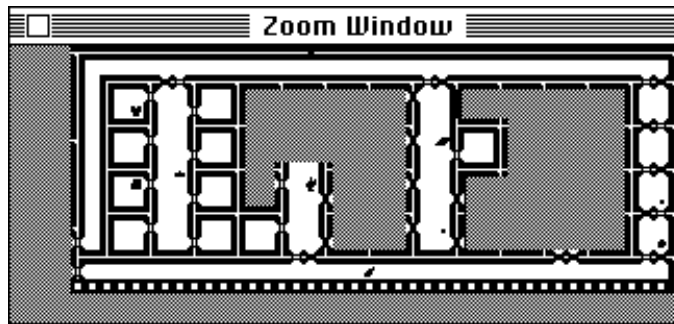
INVENTORY:

This window provides a list of the equipment you are carrying and wearing. It identifies when items are wielded, reserved, worn, open, or activated.

The ordering of the items can be rearranged at will. Refer to the **Inventory Management** section for details on the ways to interact with the items in your inventory.

Inventory items can optionally be shown with an alphabetic prefix. This provides a means of referring to specific items when issuing keyboard based commands. This option is enabled or disabled by means of a preference available from the PREFERENCES window.
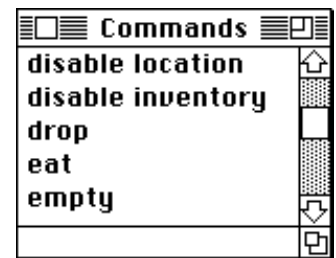

The location of the INVENTORY window can be modified: click–and–hold on the window title, move the window to the desired location, then release the mouse button. The window can also be resized to enlarge or reduce the information area: click–and–hold on its lower right hand corner, reposition the window's corner, then release the mouse button.

This window is visible by default, but can be hidden by means of the SPECIAL menubar item or by issuing Command–i from the keyboard.

COMMANDS:

This scrollable window provides access to the complete set of commands for simplifying mouse oriented play. It is typically used only on large screen monitors. This window is hidden by default, but can be revealed by means of the SPECIAL menubar item or by issuing Command–c from the keyboard.

The location of the COMMANDS window can be modified: click–and–hold on the window title, move the window to the desired location, then release the mouse button. The window can also be resized to enlarge or reduce the information area: click–and–hold on its lower right hand corner, reposition the window's corner, then release the mouse button.
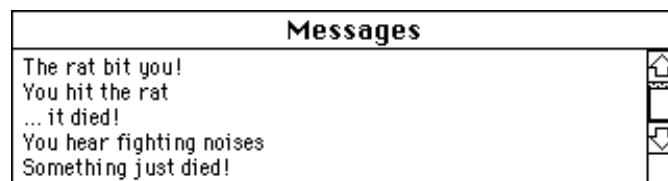
BUTTON:

This window provides a collection of buttons for commands that are most frequently used, including compass directions for movement, thus simplifying interactions for mouse oriented play. It is hidden by default, but can be made visible by means of the SPECIAL menubar item or by issuing Command-b.

The location of the BUTTON window can be modified: click–and–hold on the narrow highlighted area at the top of the window, next move the window to the desired location, and then release the button.

MESSAGES:

This scrollable window presents you with information on activities that are taking place in the game. Refer to it often. It also provides prompting text when a multi-stage command is in progress to identify what is currently being requested of you. Bolded or blue text is used to highlight prompts.

The location of the MESSAGES window can be modified: click–and–hold on the window title, move the window to the desired location, then release the mouse button. The window can also be resized to enlarge or reduce the information area: click–and–hold on its lower right hand corner, reposition the window's corner, then release the mouse button.

HELP:

The HELP window is revealed in response to your request from the HELP menubar item or by pressing the HELP and "?" keyboard keys. Its content is dependent on the subject matter selected. Interaction consists of paging through the provided text by clicking the NEXT and PREV (previous) buttons, or the CANCEL button, as desired. From the keyboard, press 'n' for NEXT, and 'p' for PREV. Pop up help on the available commands can be obtained by Option-clicking on the game display.

PREFERENCES:

This window provides a means of selecting various game options, and then saving them for later use as a revised set of defaults for future games. The available options include setting the difficulty level of the game, changing the name of your character, enabling and disabling sounds, defining the style of play to be used (mouse or keyboard), and reviewing the mission statement.

Setting preferences without clicking SAVE PREFERENCES establishes the behavior for the current game only. Saving the preferences additionally establishes those changes as defaults for future games. Refer to the section on **Tailoring** for further details.

This window is hidden by default, but can be revealed by means of the SPECIAL menubar item or by issuing Command-p from the keyboard.

The location of the PREFERENCES window can be modified: click-and-hold on the window title area, next move the window to the desired location, and then release the mouse button.

Preferences

- ◉ Male
- ○ Female
- ☒ Bell
- ◉ Mouse oriented
- ○ Keyboard oriented
- ☒ Sound Effects
- ☐ Textual Sounds
- ☒ Show Scoreboard
- ☒ Show Statistics
- ☒ Background tiles

- ○ Expert
- ○ Advanced
- ◉ Normal
- ○ Beginner
- ☐ Inventory IDs

[New Name]
[Default Name]
[Mission Statement]
[Save Preferences]

Commands

Commands are the means of interacting with the Mission: THUNDERBOLT game world. They can be entered either from the keyboard by pressing a sequence of keys, by clicking on buttons and on the various windows using the mouse, or by using a combination of keyboard and mouse interactions. Whether you use primarily one method or the other, or the combined approach, is up to you. Adopt the style that proves to be the most comfortable or easiest for your own enjoyment.

For commands that require a sequence of steps, the steps are partially (but not completely) interchangeable if a mouse oriented style is used to some degree in issuing the command. If just a keyboard style is used, then the order of the steps must not be altered.

By way of example, here are various ways to accomplish some typical tasks.

- To open a chest in your inventory, do one of the following; assume the chest is item 'c':

  ∆ **Click on OPEN and then click on the chest**
  ∆ **Click on the chest and then click on OPEN**
  ∆ **Click on the chest and then press *TAB* o**
  ∆ **Press *TAB* o and then click on the chest**
  ∆ **Press *TAB* oc**

  Also, instead of clicking on the OPEN button, you could have clicked on OPEN in the Commands window or selected OPEN from the pulldown Commands menu item.

- To drop 7 of 10 rocks from your inventory, do one of the following; assume the rocks are item 'a':

  ∆ **Click on DROP, click on *Inventory quantity*, press 7, then click on the rocks.**
  ∆ **Click on the rocks, click on *Inventory quantity* and press 7, then click on DROP**
  ∆ **Click on the rocks, click on *Inventory quantity* and press 7, press RETURN , then press d**
  ∆ **Press d7a**
  ∆ **Press d7, and then click on the rocks**
  ∆ **Press d, click on *Inventory quantity* and press 7, press RETURN, and then press a**
  ∆ **Press d, click on *Inventory quantity* and press 7, press RETURN, and then click on the rocks**
  ∆ **Click on *Inventory quantity* and press 7, press RETURN, click on the rocks, then press d**
  ∆ **Click on *Inventory quantity* and press 7, click on the rocks, then click on DROP**
  ∆ **Click on *Inventory quantity* and press 7, press RETURN, press d, then press a**
  ∆ **Click on *Inventory quantity* and press 7, press RETURN, press d, then click on the rocks**
  ∆ **Click on *Inventory quantity* and press 7, press RETURN, click on DROP, then press a**
  ∆ **Click on *Inventory quantity* and press 7, click on DROP, then click on the rocks**

At first glance, these may look rather confusing, but in reality they are fairly straightforward. Most players when using a mouse will tend to either (1) first select the object to be manipulated and then select the action to be
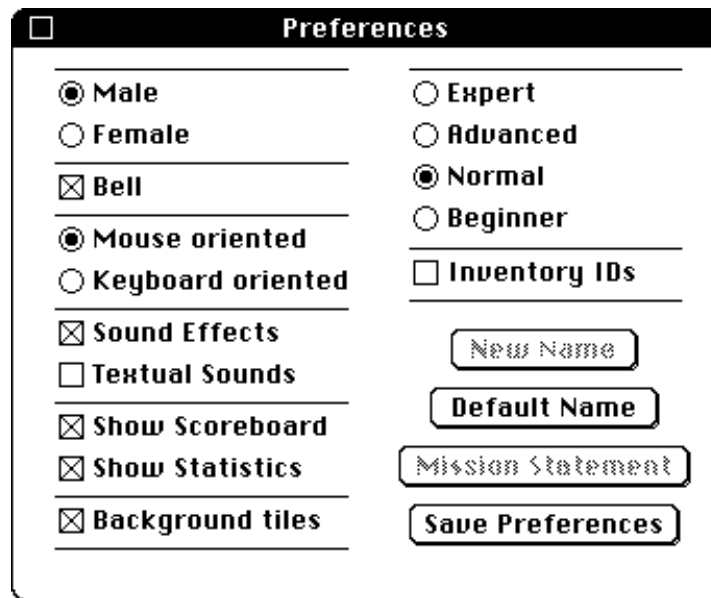
performed, or (2) select the action to be performed and then select the object. The sequences above are just variations on those two alternatives.

One experienced player we know uses the mouse to click on the inventory using the right hand, while using the left hand to press the appropriate command key on the keyboard; every once in a while he does it the other way around, first the keyboard command and then clicking on the inventory item. This style is not necessarily more efficient than any other, it simply works best for that player. Other players use just the mouse. And still others primarily use the keyboard and use the mouse only to map-click on the gameboard for long distance movement. Try various approaches and do what ever seems right for you.

Detailed Command Descriptions

Detailed descriptions of the available commands are provide hereafter. The format is as follows:

> keyword   *keyboard command sequence* {action}
> command description

"keyword" is the name of the command, and is the text (or a close variant of the text) that appears on buttons and in command lists.

"keyboard command sequence" identifies the keystrokes that are issued from the keyboard to invoke the command.

"{action}" is present in a description if the command takes one or more units of game time.

"command description" provides an explanation of the purpose of the command.

Abbreviations used in keyboard command sequences:

<direction>	a lowercase direction keystroke
TAB	the TAB key on the keyboard; first key of various multi-key commands
<message>	a sequence of text characters entered from the keyboard
<item>	a letter code for an inventory item, or a mouse click on that item
[quantity]	an optional numeric quantity entered from the keyboard, or by setting a value in the *Item quantity* field
<distance>	a numeric quantity representing a distance value
( )	an alternative form of the command is enclosed in the parenthesis

A direction can be specified by clicking compass buttons in the BUTTON window, by clicking in a location adjacent to your character, or by issuing a direction keystroke.

activate   *A <item>*   {action}
Attempt to turn-on the specified item. From the keyboard, issuing "-" as <item> indicates the current weapon, or the reserve if no currently wielded weapon.

attack   *a <direction>*   {action}

Perform a hand–to–hand attack on the creature or structure in the adjacent location specified by <direction>, using the currently wielded weapon, or barehanded if no weapon has been wielded. A hand–to–hand attack on a creature can also be performed by simply attempting to move into its location.

CANCEL   *CLEAR*   (Control-*z*, ESC, Command-.)
             Use this command to cancel another command that has not yet been completely entered.

| charge/load | *C <item>* | {action} |

Charge / load the specified item; energy weapons are "charged" and projectile weapons are "loaded". From the keyboard, issuing "-" as <item> specifies the wielded weapon, or reserve if no currently wielded weapon.

TAB *C <direction>*   {action}

Load / charge an object located in the specified adjacent location.

| close | *c <direction>* | {action} |

Close the object located in the specified adjacent location.

TAB *c <item>*   {action}

Close an inventory item.

| deactivate | *D <item>* | {action} |

Attempt to turn–off the specified item. From the keyboard, issuing "-" as <item> specifies the wielded weapon, or reserve if no currently wielded weapon.

| disable | TAB *d <direction> <item>* | {action} |

Attempt to disable a trapped container or floor section in the specified adjacent location, using a selected tool.

TAB *D <item> <item>*   {action}

Attempt to disable a trapped inventory item using a selected tool.

| drink | *q <item>* | {action} |

Drink from the specified item.

| drop | *d [quantity] <item>* | {action} |

Drop one or more units of the specified item. From the keyboard, issuing "-" as <item> specifies the wielded weapon, or reserve if no currently wielded weapon. A quantity can be optionally specified in response to a prompt or in the "Item quantity" field in the INVENTORY window. Omitting the quantity field defaults to all of the specified item.

| eat | *e <item>* | {action} |

Eat one unit of the specified item.

| empty | TAB *e <item> <direction>* | {action} |

Empty the specified container item into the indicated adjacent location.

| examine | *E <item>* | {action} |

Examine the specified item for something of interest. From the keyboard, issuing "-" as <item> specifies the wielded weapon, or reserve if no currently wielded weapon. This is the same as the INSPECT command for inspecting inventory equipment.

| exchange | *x   (Keypad ,)* | |

Make the currently wielded weapon be held in reserve, and make the current reserve item be the new wielded weapon. If there is no current reserve, then there will be no new wielded weapon. If there is no currently wielded weapon, then there will be no new reserved item. Note that this command is not an action.

fill   TAB *f <item> <direction>*   {action}
            Fill the specified container item from an adjacent reservoir of some sort.

fire   *f <direction>*   {action}
            Shoot the currently wielded weapon in the specified direction.

fix   *F <direction> <item>*   {action}
            Attempt to repair an object in the specified adjacent location, using a selected tool.

            TAB *F <item>*   {action}
            Attempt to repair the specified inventory item, using a selected tool.

get   *g*   {action}
            Pickup all items in the currently occupied location. If the item in the current location is an opened container, then an inquiry is made as to whether to pickup the container or to instead fetch items from inside the container.

            G [quantity] <item>   {action}
            Get an item from the opened container in the currently occupied location. A quantity can be optionally specified.

get inventory TAB *g [quantity] <item>*   {action}
            Get an object out of an opened inventory container. A quantity can be optionally specified.

health   */*
            If the STATUS window is not visible, show current health, wielded weapon, and current reserve.

Help   *?   (HELP)*
            Display the entire help text, a page at a time, permitting forward and backward browsing.

here   SPACE   {action}
            Wait one game time unit in the current location.

inspect   *i <direction>*   {action}
            Carefully inspect an adjacent location, object, or creature. Detailed information may be given; repeated use may reveal additional information – then again, maybe not.

            i <item>   {action}
            Carefully inspect an inventory object. Detailed information may be given; repeated use may reveal additional information – then again, maybe not.

jump   TAB   *j ‹direction›*   {action}
                       Attempt to jump over the specified adjacent location.

look   TAB   *l ‹direction›*
                       Look in the specified direction for things of interest; e.g. objects, enemies, and known traps. This is very cursory in nature, and thus will not provide detailed information. Note that this command is NOT an action. Use the INSPECT command for a thorough examination of an adjacent location, object, or creature.

name   TAB   *n ‹direction›*
                       Give a name to an adjacent friendly creature.

                       TAB   *N ‹item›*
                       Give a temporary name to a "strange device" until its actual name is discovered.

open   *o ‹direction›*   {action}
                       Open the object in the indicated adjacent location.

                       TAB   *o ‹item›*   {action}
                       Open an inventory item.

put   *T [quantity] ‹item› ‹direction›*   {action}
                       Gently toss/place one or more of an item into an adjacent location.

put inventory TAB   *T [quantity] ‹item› ‹item›*   {action}
                       Place one or more of an item into an inventory container.

reload   *r*   (*Keypad* -)   {action}
                       Reload the currently wielded weapon.

remove   *R ‹item›*   {action}
                       Take off the specified item. For keyboard use, if "-" is specified for ‹item›, then remove the primary armor item (e.g. a jacket) that is currently being worn. Use WEAR to put it on again.

REPEAT   Z
                       Repeat the last command entered.

reserve   TAB   *r ‹item›*   {action}
                       Make the specified item be the reserved weapon, where ‹item› may actually be a collection of items; e.g. a dozen rocks. For keyboard use, specifying "-" as ‹item› results in **not** reserving any weapon at all.

reserve nothing
                       TAB   *r -*   {action}
                       Stop reserving any items.

| rest | *p* | {action} |

Pause to rest until all hit points have been restored. "Awakening" happens when fully healed, if attacked, an enemy moves from an unexplored to an explored area, or something "threatening" occurs. Resting to heal may not be permitted in certain special instances; for example, when you are poisoned.

| rest soundly | *P* | {action} |

Attempt to sleep until all hit points have been restored. "Awakening" will occur when fully healed or if attacked. There are special instances where resting is not permitted.

| scoreboard | TAB *S* | |

Display the content of the Scoreboard file.

| search | *s* | {action} |

Carefully examine the current location, and all adjacent locations, for something unusual; the more times you issue this command, the more intensive the search.

S

Enable or disable automatic searching. While this feature is enabled, search each movement step. Thus movement is twice as slow as normal, with each step taking two time units rather than one; note that this style of searching is not as thorough as repeatedly issuing SEARCH in each new location, however it can be used while walking or running to briefly search along the way.

| shove | TAB *s <direction>* | {action} |

Shove/push in the specified direction.

| throw | *t <item> <direction>* | {action} |

Throw one unit of the specified item as far as possible in the selected direction. Fragile items may be damaged. For keyboard use, issue "-" to throw the wielded weapon.

TAB *t <item> <direction> <distance>*   {action}

Throw one unit of the specified item in the selected direction for an approximate distance. Fragile items may be damaged. For keyboard use, issue "-" to throw the currently wielded weapon.

| toggle | *I* | |

Reveal or hide the inventory window.

S

When enabled, a search is made each movement step and this takes an extra action; thus movement with auto-search is twice as slow as normal movement. This is also not as thorough as repeatedly issuing the SEARCH command to search in each new location. This enables you to make a cursory search while walking or running.

z a

Toggle *auto-take;* when enabled, automatically pickup stuff that is in the location occupied by your character.

z i

Toggle *ignore objects* on and off; ignore objects, or notice objects (by stopping when they are encountered), while running.

z v
Toggle *verbosity* on and off; provide brief or verbose text descriptions.

unload　　　　TAB　*u ‹item›*　　　　　　{action}
Unload the specified inventory item; for keyboard use, if "-" is specified for ‹item›, unload the wielded weapon, or the reserve item if no currently wielded weapon.

version　　　　*v*
Show Mission: THUNDERBOLT version and credit information.

wait　　　　　SPACE　*(Keypad 5)*　　　{action}
Wait in the current location for one time unit.

wear　　　　　*W ‹item›*　　　　　　　{action}
Put on the specified item. For keyboard use, specifying "-" instead of an item results in **taking off** the currently worn armor item. Use REMOVE to take an item off again.

wield　　　　　*w ‹item›*　　　　　　　{action}
Wield the specified item as the current weapon, where ‹item› may actually be a collection of items; e.g. a dozen rocks. For keyboard use, specifying "-" as ‹item› results in **not** wielding any weapon at all; i.e. you are now barehanded.

wield nothing *w -*　　　　　　　　　　　{action}
Stop wielding any items; i.e. you are now barehanded.

write　　　　　TAB　*w ‹direction› ‹item› ‹message›*　{action}
Write a message in/on the specified location with a selected inventory item. To erase a message, do not provide any text in response to the ‹message› prompt.

　　　　　　　TAB　*W ‹item› ‹item› ‹message›*　{action}
Write a message on the specified inventory item, using a second inventory item. To erase a message, do not provide any text in response to the ‹message› prompt.

Miscellaneous Commands:

/　　　　　　　STATUS/HEALTH
If the STATUS window is not visible, show current health, wielded weapon, and current reserve.

‹LEFT ARROW›　Scroll map to the left.

‹RIGHT ARROW›　Scroll map to the right.

‹UP ARROW›　Scroll map upward.

‹DOWN ARROW› Scroll map downward.

| control | z | | CANCEL – used to abort a command sequence; same as mouse clicking on CANCEL button. |

| ⌘ | . | | CANCEL |
| esc | | | CANCEL |

| ⌘ | w | | Close window if appropriate, or issue CANCEL. |
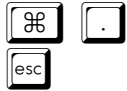
Tailoring the game

WINDOW DISPLAYS:

The SPECIAL menubar item contains subentries for windows that can optionally be revealed or hidden as desired. A checkmark is displayed for each entry that is currently visible, and is absent when not. By modifying these settings, positioning and sizing the windows as preferred, and then saving those changes, you can establish how the windows should appear in subsequent gaming sessions. Visible windows that you wish to hide can be hidden by simply clicking in their go-away boxes, or by selecting the checked entry under the SPECIAL menubar item; select them again from the menubar to make them appear. To save the changes, invoke SAVE PREFERENCES from the PREFERENCES window as described below.

USER PREFERENCES:

Special tailoring can be performed via the PREFERENCES window, which can be made visible by selecting PREFERENCES from the SPECIAL menubar item. The options are are as follows:

- **Male** – your character's figure representation is male; this is the default.

- **Female** – your character's figure representation is female; the default is **Male**.

- **Difficulty Level** (*Expert*, *Advanced*, *Normal, Beginner*) – this affects the percentage of damage inflicted on your character, the probability of you injuring a badguy, and the intelligence of the badguy; this latter directly controls the amount of computation required to move creatures around, with *Expert* taking more time than *Normal.* The default is *Normal.*

- **Mouse oriented** – player interaction is primarily mouse oriented; this is the default.

- **Keyboard oriented** – player interaction is primarily keyboard oriented; the default is **Mouse oriented**. If this option is enabled, just after starting up the game and before selecting NEW or OPEN from the FILE menubar item, then the window layout will be modified accordingly; e.g. the BUTTON window is hidden (rather than revealed as for **Mouse oriented** play).

- **Sounds** – various audible cues are played or suppressed. The default is to play sounds.

- **Textual Sounds** – provide text descriptions instead of sounds.

- **Bell** – the sounding of a warning bell at various points in the game is enabled or disabled.

- **Show statistics** – show various time related game statistics when leaving a game.

- **Show scoreboard** – show the current scoreboard entries when ending a game.

- **Tile patterns** – enable or disable the display of background floor tile patterns.

- **New Name** – permits you to change the name of your current character; it renames the asscociated character file and folder.

- **Default Name** – change the default name for characters in new games; the default is Captain Hazard.

- **Mission Statement** – show your current mission statement.

- **Save Preferences** – updates your Preferences file to reflect changes to all user settings, together with window positioning, sizing, and visibility information.

Okay, so how do I actually play this game???

Let's assume that you have already fired up the game, selected a set of character attributes, and either accepted the default name of "Captain Hazard", or changed it to something a little jazzier. So, okay, now what??? Well, the next thing that happens after the game completes a little more initialization is that you are shown Region 1 of the gameboard. Since you haven't explored that region yet, it is "dark"; either black for monochrome systems, a blue-ish shade for color systems, or a modest shade of grey for grey scale systems. The only spot that *has* been explored is where you entered the complex and are now initially standing – see below:
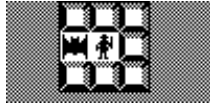
Notice that in the center of that little explored area is a caricature of a human female ... that's you ... armed and hopefully dangerous. Now you want to take a careful look around, particularly at what ever that is to your left! To do that, use the LOOK command. Why? Because it is not an *action* and therefore does not take any time, hence nothing dreadful will happen no matter how many times you use it. To use LOOK, click on the LOOK button, and then specify the direction you want to look by clicking on a compass button or by clicking on the gameboard next to your caricature in the appropriate direction. LOOKing to the west we are told that we see a giant bat. Aha! So that's what it is. Hmmmmm.

Wonder what that other stuff is on all the other sides ... but using LOOK in those directions doesn't tell us anything. Why not? Well, this is a special case. You see, those are walls, and everybody knows what a wall looks like, and hence they aren't really important as far as LOOK is concerned. LOOKing up and LOOKing down tell us there is a stairway here ... it's the stairway we used to get here, of course.

The next thing to do is probably to clobber that giant bat before it clobbers us. Glancing at the inventory window we see that we are wielding a butcher knife. Oh swell. Love that hightech weaponry they give us for these crazy missions. Ah well, let's make the best of it. Moving the mouse pointer to the gameboard we click on the bat to attack it. There is a *swish, thwack, aieeee!!!* as we successfully kill that vicious brute of a bat with one blow ... Hurray! Nice sounds, too.

But there seems to be something left where the bat once was. Using LOOK we find that it is a pile of assorted entrails. Yuch. There doesn't seem to be anything else around, so maybe we spend a little time now checking out our equipment (double-click on each item in your inventory), and look a little closer at everything around us just in case we missed something (use INSPECT to do that, even though it *does* take game time, since it let's us do a detailed examination, rather than the cursory glance that LOOK provides).

Now it's time to do a little exploring. Only two ways to go: back out of the complex, or head off to the west (straight ahead in the direction the character is currently facing). So we click on the entrails to go to that location, then click just ahead again, and then again. At this point we seem to have come to an intersection.

Flip a coin. Tails. So we go south. And continuing along, step by step, we come to another intersection. And there is something nearby. Using LOOK we find that it is a spotted pill. Neat. Wonder what that does? Click on the pill to go there, then click on GET to pick it up.
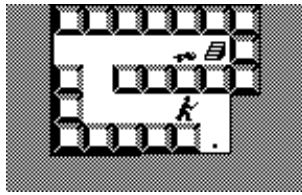
To eat or not to eat, that is the question ... okay, click on the spotted pill that is now in our inventory, then click on EAT. *Munch, munch, munch.* What happened as a result is left to your imagination ... we don't what to reveal too many secrets in this sample scenario!

Continuing our explorations we soon come to another intersection and wander down one of its corridors where we find a small pile of rocks and decide to pick those up too.

We eventually end up where you see us on the right. But just as we got that far, something came from out of the darkness. LOOK reveals that it's a giant rat. Feeling extremely confident (after all, that bat hadn't been too tough) we click on the rat to kill it with our butcher knife.

Missed.

Click ... Missed. Click ... Missed. Sheesh! We're missing, and each time we miss, it takes a big bite out of our bod. One more time ... nope, it bit us again and we are now down to just half of our original hit points. Not good. Time to retreat to rest and heal our wounds.

Click on RUN, then click on North (N) to get us back up that corridor as fast as we can go. Hopefully we'll out run the thing, or find some place to hide until we feel better.

This is where we are now We ran sufficiently fast that we are now slightly ahead of that nasty rat, although something else seems to have followed along with it. This place sure seems to be crawling with vermin. So we don't end up running when we want to walk, click on RUN to turn it off.

Just for grins, let's try one of the other combat oriented commands: THROW. Using THROW we hurl one of those rocks we picked up earlier. *Woosh ... Thud ... aieeeee!* Super, that did the trick. Scratch one bloodthirsty rat.

In the mean time that other creature came around the corner and got a little closer. Should we run away, or use another one of our nifty neat rocks? (actually, we'd rather have a submachine gun or flame thrower, but we haven't found any of those ... yet)
What the heck, let's lob another rock – worked fine last time. *Woosh ...* missed. Try it again. *Woosh ... Thud!* We hit it, but its still coming. In fact, it's right in front of us. Dumb. Should have run away when we had the chance.

Time to use the butcher knife again, and make it count, otherwise this is really gonna hurt. *Swish! Arrgggh!!!*

Hate to say it, but that *Arrgggh!!!* was us. We're now down to just one single hit point. If that creature nails us just one more time we're dead meat. One saving grace, though, for some reason it took a step backwards, but it sure looks like it's getting ready to have us for lunch.
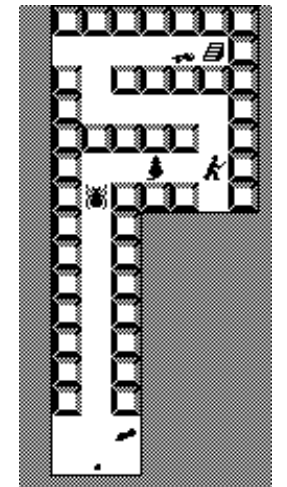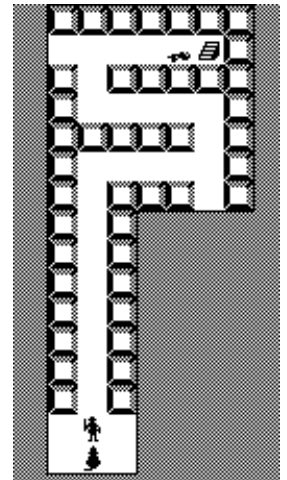
Using LOOK again we find that just in front of us is the rat corpse, then a giant spider (oho!), and just beyond the spider is the rock we threw at the rat.

Wait a minute, seems we overlooked an interesting piece of firepower in our inventory. A laser pistol, and it is held in reserve. That means we can EXCHANGE it with our wielded butcher knife without having time pass. With that bugger two steps away, we have a chance to get in two shots before it can attack us again. Gotta make every shot count. EXCHANGE.
Now we're wielding the pistol.

Uh ... how many shots does it have left? Can't seem to remember. Double-clicking on the laser pistol will tells us again how many charges it has, but that will take a unit of time, and the creature will take a step forward. Forget it, let's blow it away!

FIRE ... !!!
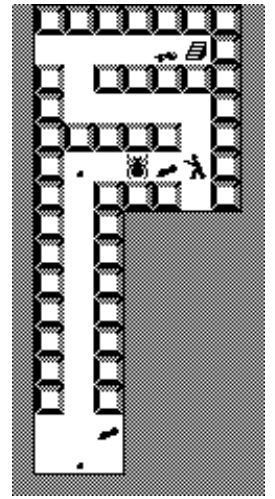
Hopefully this gives you a handle on how to "play" the game – although the simple objects and critters described in this sample scenario don't even come close to conveying what it is like to fight the fiendish mechanical constructs and alien horrors lurking within, or the ultra-high technology that awaits your explorations below! Good luck, you will certainly need it ...

Tips and Strategies

Run away! Run away!! Run away!!!

This is good advice for when you are initially learning the game. Mission: THUNDERBOLT is not your typical hack and slash computer game where you charge forward and go toe to toe with the badguys until you or your opponent falls over and dies. It is best to be a bit cautious; give some thought to your alternatives. Not to worry, you'll have plenty of opportunities to slug it out with the enemy, but YOU want to be in control of the situation, not the other way around. So here are some Tips and Strategies that may help you in your pursuit of a challenging and enjoyable adventure.

- Stop and rest to heal at every reasonable opportunity.

- Try to avoid being surrounded. If you find yourself unexpectedly in an open area, and trouble is headed your way, hunt for someplace like a corridor where you can reduce the number of badguys you have to fight ... ideally creating a situation where they can only get at you one at a time.

- If you encounter a badguy who is soundly thrashing you ... retreat! That's the smart thing to do. Go find a place to quietly heal, plot revenge, and then go back and clobber the bum.

- Try to maintain a clear line of retreat to someplace safe. In other words, try to avoid creating a situation where a badguy can slip between you and a stairway or corridor that leads to safety.

- Where possible, attack the badguys from a distance. If you stop them before they get to you they may not be able to hurt you. If you are unable to stop them you may at least injure them enough so that when you finally get to hand-to-hand combat you have a much better chance of being the one who walks away from it. Shoot them or throw things at them. Maybe you even retreat before they get to you, so that you can find some more ammo or fetch more stuff to throw at them.

- Let us suppose you can't get beyond the base of the stairway on Region 4 because there is a Bug-Eyed Monster down there that tends to rip you to shreds the instant you reach that floor. Okay, so go off to a corner of Region 3 and pound a hole in the floor (by attacking downward). Now you have a different way down, and perhaps you can sneak up on that BEM and zap it from a distance. Cleverness helps a lot in this game!

- If it looks like you're not going to win a combat ... leave. This isn't one of those games where you have half a dozen extra lives to use up before the game ends. If you die, you lose. So go find some place safe and re-evaluate the situation. Maybe you can find another way around and attack the badguy from a different direction. Maybe, if you think about it, you can find a better way to use some piece of equipment you are carrying. Maybe you can plan a way to lure the badguy to some place where you will have an advantage.

- Rule #1 is complete your assigned Mission. There is no Rule #2.

  If you have come across one tough sonofagun that seems to be eating you alive, maybe it would be better to find a way so that you won't have to fight it. Fighting it means you might die. If you die you can't complete your Mission ... and Rule #1 is complete your mission. So try leading the creature away to someplace you won't ever have to go back to and try to leave it there all by its lonesome.

- It is generally a good idea to finish cleaning out the region you are on before going down to the next one. Why is that? Well, each lower region is more difficult than the last, so by clobbering all of the critters on a given region you gain as many *Experience Points* as is possible, which contributes towards boosting your skill *Level*, and the higher your skill level the better prepared you are for venturing down to the next region; same goes for *Hit Points*, they increase as your level increases, and you want to accrue as many as possible along the way. But ... remember Rule #1.

- Be extra careful in Warrens. Warrens are places off the main floors that are reached by traveling down long twisty tunnels. They tend to be more difficult than the next two regions below you, but they may also have some really nifty equipment inside that might make it worth you risking life and limb to investigate. One strategy is to only enter a warren when you have completely overcome the region it is on and the next two regions below that one. The idea being that you will have then accrued sufficient experience and hit points to have a fighting chance of survival.

- If you are getting a little frustrated from losing characters, then use SAVE to save away your game status as you make progress in the game; refer to the **Saving Status** section for details. Then, if/when your poor character bites the big one, just restart using the most recent save to resume at that point ... and this time try a different approach. Experiment with alternatives, and learn different techniques for staying alive. For example, you encounter a BIG HORRIBLE THING and decide to attack it with your trusty, rusty, section of drain pipe. Before you attack it, save the game! If you have the misfortune to perish in the battle, then fire up the game again and this time try shooting it, or running away, or throwing things at it from a distance, or go off hunting a better weapon and *then* come back and whomp it good. Maybe you'll get lucky and find a friend who'll want to help you ...

  You should ignore the fact that you get penalty points for doing saves as described here. You are trying to get a better handle on how things work, and not trying to get top score – that can come later. Some players ignore the scoring aspect altogether and use SAVE throughout the game, and restart from those saves as desired – that's okay too!

- If you are unable to find your way into a walled-off section of the complex, or you find yourself confined in an enclosed area without an exit, look for secret passages using the SEARCH command; also use it to look for hidden traps as needed. If that doesn't work, what the heck, try bashing down a wall.

- By the way, it IS possible to win the game in *Expert* mode without ever having the winning character die. Honest!!!

- Sometimes it makes sense to actually skip a region and instead head to the next one. It will certainly be more difficult, but that may be the right thing to do. A sample instance might be where a region is filled with *icky lumps* and you can't quite seem to make progress. Since your mission is not to rid the world of icky lumps, but rather to achieve a specific objective, then it is perhaps more prudent to simply ignore them, as best you can, and move on to the next region in the facility. Perhaps you come back and clean them out later when you find a different weapon.

- Just as the character you pretend to play is learning how to cope with the game world, so too are you, the player. You will be gaining experience on how to play, and discovering what is beneficial and what to avoid. There will undoubtedly be instances where your character will get into trouble, and as a player you will realize why that happened, even though you may not be able to successfully overcome the current difficulty. This knowledge is something you carry over to each new game that you play, but thereafter you will be better prepared by having a greater understanding of the possible dangers.

  In fact, player learning is a fundamental aspect of Mission: THUNDERBOLT. As you play you build expertise in your *character*, and apply what *you* learn along the way, thereby enhancing the likelihood of completing your assigned mission and winning the game. Hence, each time you start a new character you are not necessarily assured of winning. It will depend to some extent on your own gaming experiences.

  As an example, suppose you encounter an especially nasty creature called a Fluggle, and suppose that Fluggles have the unique ability to paralyze your arms - you learn this as a result of being zapped by such a creature. It may very well be that your character is now a lost cause - he/she isn't dead, but now you can't wield any weaponry until you find a cure for the paralysis. But because your arms are useless, that may prevent you from surviving long enough to get out of such a tough predicament.

  Think positive! At this point you have learned something. In this case, it is an easy lesson: stay away from Fluggles until you can find a remedy, or kill them before they get close enough to harm you.

So, if you had the foresight to save a copy of your character a while back, before the Fluggle got you, then you can simply restart using that saved game. Otherwise, begin a new game and use this new information to your advantage next time you spot a Fluggle heading your way.

Run away! Run away!! Run away!!!

Then come back with a Plasma Cannon and blow the bugger away ...

Product Restrictions

INITs that produce sounds (such as SoundMaster and SuperClock!) may sometimes interfere with Mission: THUNDERBOLT, and possibly cause the game to fail. It is recommended that they be disabled while playing.

Monochrome (1-bit), 16 color (4-bit) and 256 color (8-bit) monitors are supported, with all other color depths being mapped into one of these as appropriate. For 8-bit monitors, increase the memory size to 1.3 megabytes.

For optimal performance, increase the application memory size to 2.5 megabytes .

Monitor color depth should not be changed while the game is running.

Refer to the **System Requirements** section for details on the supported hardware and software configurations.

Another quality product ...

You may find that we poke fun at ourselves within the game. In the world of Mission: THUNDERBOLT, MegaCorp has become a globe spanning entity with all of the power and influence of a world government. Unfortunately, with size and diversity comes complexity. Being not always up to the challenge, the monolithic MegaCorp International creates a great many products, and it creates those great many products poorly. Quality control and human factors are sacrificed to satisfy its never ending drive for market share and increased product revenues. Over time the company phrase "another quality product" became a source of derision, rather than pride. *MegaJunk* was heard in the streets more and more often in the years just prior to when this game's story begins. And, oh joy!, your commando character gets to experience those products first hand!!!

Unlike *MegaJunk*, we value your feedback, thoughts, and ideas. And if you have any difficulties with Mission: THUNDERBOLT, please call the folks in Technical Support and we'll do our best to resolve your difficulties.

Technical Support

If you have technical problems with the game, please remove all your INITs (extensions, startup documents, and control panel documents) from your system folder and see if the problem goes away. It is impossible to test all combinations of INITs and unfortunately, they can cause problems. If after removing the INITs, the problem you are experiencing persists, please call or write us at:

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