

Disaster on the Good Ship Lethbridge



USER MANUAL

Introduction

Welcome to the adventure of a lifetime! Playing this game will surely be a most rewarding experience. As a captain of the ship Lethbridge you will attempt to avert disaster and save your crew, and the galaxy, from certain doom. Good luck intrepid adventurer. Make good choices.

In this manual you will find information on playing the game, such as what commands are available and how they must be entered for success. There will also be a short breakdown of some of the common things you will run into during play and what those things may mean. Finally, in case you are stuck (or a marker who only has so much time), we have included a full walk through so that you can succeed.

Have Fun Captain!

How to play

Here we have provided you with an explanation of all the actions the player can take and the game commands that are available to you. Followed by a more thorough explanation of how to enter you actions and commands. We finish with a few hints on what kind of information you are likely to encounter when interacting with the game world, and what it might mean.

All actions can be typed with any case you want. Also, except for load, you can just use the first letter of the desired action instead of typing the whole action. This is most helpful with long action names like inventory.

Game Actions

The actions available to the player are:

1. Get
 - Moves an item from the room you are in into your inventory. The item can be in the room or nested inside a container in the room and you will be able to take

it.

- eg) > get box

2. Drop

- Removes an item from your inventory and places it in the room.
- eg) > drop box

3. Use

- Attempts to use an object in the world. If an object is usable you will interact it.
- eg) > use common room door

4. Talk

- Interact with an NPC. Can work in 2 ways.
 1. Brings up a talk menu. Select the number of the option you would like. After making a choice the dialogue will pop back up so you can make another choice without having to retype the command. Enter the number for *Cancel* to exit the dialogue.
 2. The NPC will respond in some way. This may be to say something to you or give you an item, etc. You should not be shy to talk to them again as sometimes they will have more to say, or to do.
- eg) > talk Clem spanner

5. Look

- Gives you information about the room you are in or a specific object in that room.
- eg) > look → gives room information
- eg) > look box → gives info about the box and what is in it.

6. Inventory

- Lists the items in the players inventory.
- eg) > inventory

Game Commands

1. Help

- Lists some information on the available player actions and game commands.
- eg) > help

2. Save

- Saves the current state of the game.
- Creates a file using the player's name or overwrites an existing file. **NOTE** if you want to try a different approach, but keep previous progress use a new name.
- eg) > save

3. Load

- Allows you to load previous progress. Like save this works using the players name. So you must start a game with the name of the player you wish to restore progress for.

4. Quit

- Exits the game. **NOTE** this action is immediate and all unsaved progress will be lost.

Entering commands

The parser for this game is extremely simple. All commands are read as a *verb* followed by a *noun*. This means not all commands will be intuitive to type, and all text after the command or action will be interpreted as the target of that action or command. For example:

> **action** *target*

action → one of the actions listed above

target → the name of the object to apply action to

Typing in actions that don't exist will be met with a message telling you you can't do that. And if you spell a targets name wrong or try to act on something not in the room or your inventory you will be told there isn't one.

Some messages

- You can't *verb*!
 - You have entered an action that is not available. Check your spelling or the help menu and try again.
- For some reason you can't

- This means that you are trying to use an object that is not active yet. There is usually a way to activate it. eg) a lock for a door. If you find yourself stuck in a room with doors that give this message when you try to use them look for other actions to take.
- You don't have what you need
 - This means that you are trying to do something that requires you to have a specific item in your inventory. Like the above message it may result in the activation of something or in new actions. Look around for objects you think might be useful and try again (remember the object might be in another room).

There will be other messages you encounter.

Tips

- Items can be active or inactive. Look for ways to activate them. They may not always let you know when you have done the right thing
- Some items are not obtainable. If you are told you can't get something that means you can't ever get it. You don't need to keep trying
- interaction with NPC is not always the same. Try different things. You never know if an NPC might have more to say or be more responsive if you have something they want in your inventory.
- There is no limit to how much you can carry
- Our apologies, but due to the limited parser you must type full names of any object you wish to interact with. This can get a little cumbersome at times and a little misspelling can ruin the attempt. **NOTE** any extra spaces will also result in failure.
- You do not have to worry about lower and upper case. All input will be fixed so that it can be compared easily. So don't worry about capitalizing names and such. Type it how you want to. If it is spelled correctly it will work.
- All actions except for Load can be entered with just the first letter of the action. eg) get or g will work to get

something.

Walk through (SPOILERS)

Captains room:

There is nothing that you are required to do here. And nothing that you need. The box that says it might contain treasure is useless. Look around a bit but use the common room door to get out there and save your ship.

Don't use the bed!!!

Common room:

Here there are a few things you must do. First get and use the list of crew members that is in the table. This has the names of your crew and their id numbers. You will need Clem spanners id to unlock his door.

Once you have this information use spanner door lock and enter the id. You will now be able to use spanner door. Do so now.

Spanner room:

inside spanner's room there is a tool closet. You will need to get the fuse that is in it. There is nothing else to do here or that you need to get. Look around and then head back to the common room.

Don't use the bed!!!

Common room 2:

Now that you have the fuse you will be able to fix the hall door and gain access to the hall. First use the hall door panel. This requires you to have the fuse, but since you have it the hall door will now be usable.

Take a look around if you want (it is OK to sit in the chair) and then use the hall door to move on.

Hall:

Here you will find two inactive doors and an injured NPC. First get the medkit that is in the room with you. Then talk

to the NPC. This will give you the option of healing here. If you don't have the medkit it will not work.

Once she has been healed the engine control room door will be activated and you can proceed to the engine control room. Take a look around if there is anything you missed, but you don't need to do anything else.

Engine control:

In engine control you will find another NPC. If you talk to him he will have an option to get a core wrench. Do this first. If you want see what else he has to say.

Then get the hazmat suit out of the hazmat closet. Once you have it in your inventory you will be able to use it. This will equip it and protect you from the radiation in the engine bay. Now you can use the engine bay door.

If you go into the engine bay without the suit equipped you will be killed.

Engine bay:

Here you find a reactor. If you use it you will be given a few options. Take Clem's advice and smack it real hard with the core wrench. This will restore power to some systems on the ship and allow you access to the cargo bay from the hall.

Other options will most likely result in death, so be careful.

There is nothing else to do here so proceed to the hall and then use the cargo bay door.

Cargo bay:

In this location there is another NPC. Talking to her will reveal some information about your situation (and a little abuse if you talk too many times). If you want access to one of the endings you will need to talk to her until she gives you a box of cookies.

Then get the space suit out of the space suit closet and like with the hazmat suit once it is in your inventory use it. This will equip it. If you do not have it equipped going through the airlock will kill you.

Once the suit is equipped head out the air lock.

Space:

Out here there is nothing to do except try to talk to Master Yoda. If you have the box of cookies he will give you a light saber. Otherwise it will tell you it is rude to interrupt him. Once this is done head through the bridge airlock.

Command bridge:

You finally made it. This is the end of the game and your actions here determine what kind of outcome you get. Talk to Lars and choose one of his options. If you do not have the light saver you will not be able to choose the option to kill him.

This part is up to you! How would you like the game end? Are you a hero or a coward?

Hope you enjoyed yourself!
Thanks for playing!