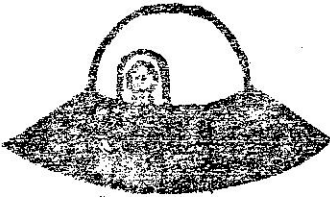


# Stapled



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# STARPLOD - THE STORY

In the year 2088 AD, the world's leaders gathered in Nepal to debate the future of Earth. Measures taken in the late twentieth and early twenty-first centuries to halt the Greenhouse Effect appeared to have been too little, too late, and 90% of the Earth's surface had become covered in a warm, polluted ocean.

To ensure the future of mankind, the Galactic Federation was set up, and its first project was undertaken. Ten thousand would-be colonists signed up to be suspended in cryogenic chambers aboard a vast space ship, which was programmed to find habitable planets, and blasted off into the unknown.

However, soon after that, and by working awfully hard, scientists solved all the world's problems. They also perfected the quark engine, thereby making interstellar travel a doddle.

Soon, the Galactic Federation spread its wings across the entire universe; seeking out new worlds, new civilisations, and blasting them to make way for Gal-Fed colonies.

Meanwhile, the forgotten first colonists continued their slow, silent plod through the stars, until roughly two million years after setting out, the Space-Base detected a likely star-system, and activated its defrost cycle.....

You wake as one of the colonists, to find yourself in a solar system which has long-since been abandoned to pirates by the Gal-Fed explorers.

As you try to come to terms with your two million year sleep, the maintenance team returns from "Life Support" with some bad news....

It transpires that during a freak asteroid shower, not long after leaving Earth, the life-support systems generator was damaged, and the backup supply of moronium fuel was lost. Now that all ten thousand crew members have been revived, there is only sufficient moronium to last a few days, or at most a week.

The only hope for Space-Base is to send out the small Gal-Fed

exploratory craft it carries, in search of the precious mineral, and being the pilot of said craft, the future of space-base now lies in your hands....

As the one-man ship slowly slides from the underbelly of space-base, the commander's words ring in your ears: "Don't mess this one up!" .....

## Getting Started

Firstly, make a backup: it only takes a few minutes, and it is essential, since data will be written to the backup copy.

To do this, set up your QL as normal and place the original copy of "Starplod" in drive 2 (i.e. mdv2\_, flp2\_ or fdk2\_, depending on the format of the media supplied), then place a blank, formatted cartridge/disc in drive 1. Next, enter "LRUN mdv2\_clone" (or the equivalent for your disc interface) and the clone program will load and run. Follow the on-screen prompts, and the working copy will be generated automatically.

Now you can put the original copy of "Starplod" away somewhere safe, and only use it for making backups.

## Booting up

If you own a joystick, plug it into CTRL1 before starting.

To start, reset the QL, then place the backup copy in drive 1 and press F2. A title screen will appear whilst the game loads, then you're in business.....

**IMPORTANT: DO NOT REMOVE THE CARTRIDGE/DISC FROM DRIVE 1, because information will be read from/ written to drive 1 at various points in the game.**

## How to Play Starplod

The action starts aboard your Gal-Fed exploratory craft, with the scene described on the computer screen (see Fig. 1).

### **Graphics window**

The VIDI-SCAN displays a picture of the current location in glorious MODE 8.

### **Text window**

A textual description of your surroundings normally occupies this window, but this will temporarily be replaced by any important information that might crop up.

### **Objects/ Map window**

This window will normally list the objects currently available, as well as indicating possible exits. Occasionally, this will be replaced by the Space-Map when you need to select a planet, more of which later.

### **Icons/ Command window**

Use the cursor keys or joystick to move the white rectangle up and down, and side-to-side, to highlight the picture (icon) depicting the action you would like to carry out. As you highlight different icons, notice how the meaning of that icon is displayed in the command window.

To confirm your choice, press SPACE or FIRE, and depending on the icon chosen, the action will either be carried out immediately or you will be asked to provide some more information.

This is more easily explained by way of a few examples...

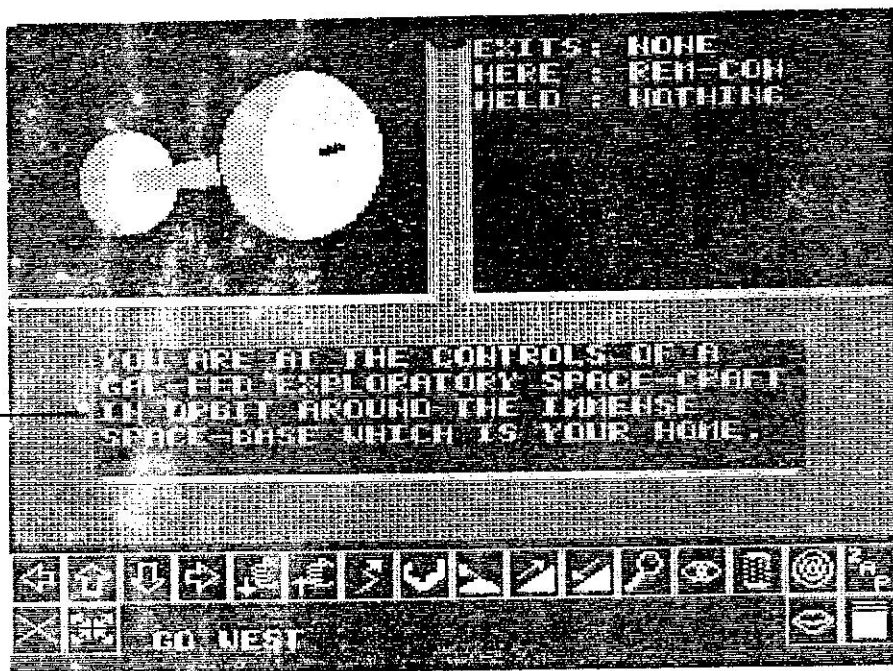
### **EXAMINE REM-CON**

Highlight the EXAMINE icon (magnifying glass) and press SPACE. The icon will then be de-emphasised, and the top of the list of objects in the object window will be highlighted.

At the beginning of the adventure, there is only one object present, namely the REM-CON, so just press SPACE to select it. A description of the REM-CON will now appear in the text window, and will remain until you press SPACE or one of the

Graphics window

Object window



Icons/ Command window

Text window

Figure 1

cursor keys. (If you had selected EXAMINE by mistake, and did not want to examine the REM-CON, you could have pressed the ESC key to go back to the icons.)




### ANALYSE SPACE-BASE

Select the ANALYSE (eye) icon, and after pressing SPACE, the first word of the location description in the text window will light up. Use the left and right cursor keys to move through the text until the word "SPACE-BASE" is highlighted, then press SPACE, and SPACE-BASE will be described in the text window.

### HYPERDRIVE to ZEESTER

Having selected the HYPERDRIVE (circles) icon, the object window will clear to show the space-map. Use the cursor keys to "hop" from one planet to another on the map, until you get to Zeester (the name of the current planet will be shown in the command window). Press SPACE to select the option, and the space-craft will hyperdrive to the planet Zeester.

Having run through these examples, you should now be in a position to experiment with the other icons, and find out how they work. For reference, there follows a complete list of icons, what they do, and what further information they require (if any).

ICON	MEANING	USE	OPERATES ON
	GO WEST	To go west	-
	GO NORTH	To go north	-
	GO SOUTH	To go south	-



GO EAST

To go east

-



DROP

To drop an object

Obj Wind



TAKE

To take an object

Obj Wind



THROW

To throw an  
object at  
something

Obj Wind  
THEN  
Text Wind



UTILISE

To make use of an  
object

Obj Wind



ACTIVATE

To switch an  
object on or off

Obj Wind



ASCEND

To climb up a  
feature mentioned  
in the location text

Text Wind



DESCEND

To climb down a  
feature mentioned  
in the location text

Text Wind



EXAMINE

To examine an  
object

Obj Wind



ANALYSE

To examine a feature described in location text

Text Wind



TRANSPORT

Use transporter to move to/from planet surface

-



HYPERDRIVE

Move space-craft to new planet

Map Wind



FIRE AT

Fire laser bolt at feature described in location text

Text Wind



QUIT

To quit or restart the game

-



MOVE

To push or pull a feature described in location text

Text Wind



GAL-PHONE

To communicate with a planet or space-craft

Map Wind



SAVE/LOAD

To save or load game positions

-

#### Notes on icons:-

1) The THROW icon is unusual in that it requires two pieces of additional information: first an object (from the object window), then a word from the text window, to aim the object at.



2) The SAVE/LOAD icon allows you to save and restore game positions. There are initially five options which appear in the text window once this icon has been chosen, and can be selected by using the up and down cursor keys, followed by SPACE.

a) RETURN: Select this if you suddenly decide not to load or save anything.

b) RAMSAVE

c) RAMLOAD: These save and load game positions in memory. Of course, the information will be lost when you switch off the QL.

d) SAVE

e) LOAD: These options save/load game positions to/ from the cartridge/disc in drive 1. Once you have selected SAVE or LOAD, use the cursor keys to increase or decrease the save id. number (1-5) shown on-screen, then press SPACE when satisfied. The corresponding save or load operation will then be carried out.

## Multitasking

Starplod will multitask if started using "EXEC mdv1\_plod\_obj", but please note the following points:-

- 1) You may lose the text styling, leaving the plain QL fo(u)nt.
- 2) Remember to have the program cartridge/disc in drive 1 when you activate Starplod.
- 3) To redraw the screen, press F1.

## Credits

Starplod was written by Alan Pemberton in SuperBASIC, then compiled using QLiberator, from Liberation Software.

Special thanks also to ace bug-hunter, Rich Mellor!

## **Useful Addresses**

### ***CGI Services / QL Adventurers' Forum***

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Cymru  
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### ***Liberation Software***

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