Instruction Manual for STARCROSS

The year is 2186. Humanity has established colonies on the moon, Mars, and several of the larger asteroids. Earth's sky is dotted with space habitats, and the spaceways are always busy. As usual, there is the urgent need for energy to power this advanced civilization, one of the primary sources of that energy is quantum black holes.

In STARCROSS, you are a miner of black holes, scouring the asteroid belt in your one-man survey ship. Finding and harnessing a single black hole can make a person's fortune. It's a lonely business, fraught with the known and unknown hazards of space. You've equipped your ship, the M.C.S. STARCROSS, with the best gear you could afford. You've put everything into this venture, and though you've tried before, you somehow sense that this time will be different.

The ship's computer handles the functions of navigation and routine maintenance. You watch the sophisticated mass detector as it unceasingly scans the vicinity for uncharted masses. To assuage the tedium of your long trip, you browse through the compact tape library, a compendium of human knowledge and culture. But the drone of the ship gradually lulls you into a deep sleep.

As you sleep, you dream of the riches which would be yours if your search for a quantum black hole is successful. Little do you suspect that the alarm on your mass detector is about to jolt you out of your dream - but not to grapple with the long-sought black hole. Your quest has taken an unexpected turn, for you are destined to rendezvous with a gargantuan alien spaceship from the outer fringes of the galaxy.

If you're experienced with interactive fiction, you may not feel like reading the entire manual right away, However, you should at least read the appendix of recognized verbs (page 19).

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An Overview

Interactive fiction is a story in which you are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of Infocom's interactive fiction, such as STARCROSS, presents you with a series of locations, items, characters and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you begin your adventure, it's a good idea to become familiar with your surroundings by exploring every location and reading each description carefully. (You may notice that STARCROSS occasionally refers to a location as a „room" even if you are outdoors.) As you explore the alien ship, you should make a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you and then using it in the proper way.

In STARCROSS, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, STARCROSS keeps track of your score. You'll get points for solving puzzles, acquiring treasures, performing certain actions and visiting certain locations. There's also a penalty for getting „killed."

Tips for Novices

1. Draw a map. It should include each location, the directions connecting it to adjoining locations and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 21.) The geography of the alien artifact is quite unusual, and mapping it will make things much less confusing. Note that there are six possible directions, plus IN and OUT.

2. Most objects in the story that you can pick up are important, for either achieving the goal of the story or solving one of the puzzles you'll run into along the way.

3. Save your place often. That way, if you mess up or get „killed", you won't have to start over from the beginning. See page 16 for instructions.

4. Read the story carefully. There are often clues in the descriptions of locations and objects, as well as in labels, books, signs and so on. Even strange or dangerous actions may provide clues and might prove to be fun! You can always save your position first if you want. Here's a nonsense example:

>SHOOT THE BEAST WITH THE DART GUN
The beast stops, realizes it isn't hurt, and then continues toward you.

You've just learned there is something which might stop the beast completely. Maybe the laser gun you saw earlier in the story...?

5. Unlike ordinary „adventure games" you may have played, there are many possible routes to the end of STARCROSS. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

6. You may find it helpful to explore STARCROSS with another person. Different people may find different puzzles easy and can often complement each other.

7. If you really have difficulty, you can order a hint booklet and a complete map using the order form in your STARCROSS package. You don't need the hint booklet to enjoy the story, but it will make solving STARCROSS easier.

8. Read the sample transcript on page 21 to get a feel for how Infocom's interactive fiction works.

9. You can word a command in many different ways. For example, to get out of the bunk, you could use any of the following:

STAND
STAND UP
GET OUT OF THE BUNK
LEAVE BUNK
GET OFF THE BED

Communicating with STARCROSS

When you explore STARCROSS, you type your sentences in plain English each time you see the prompt (>). STARCROSS usually acts as if your sentence begins „I want to...", although you shouldn't actually type those words. You can use words like „THE" if you want, and you can use capital letters if you want; STARCROSS doesn't care either way.

When you have finished typing a sentence, press the RETURN (or ENTER) key and STARCROSS will process your request. STARCROSS will respond, telling you whether your request is possible at this point in the story and what happened as a result.

STARCROSS recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, SPACESuit, SPACEShip and SPACESickness would all be treated as the same word by STARCROSS.

To move around, just type the desired direction: NORTH, SOUTH, EAST or WEST (or N, S, E and W). On board ships, you can use FORE (or F) AFT, PORT (or P), and STARBOARD (or SB). (N, S, E and W will also work.) UP and DOWN will work in certain places, as will IN and OUT.

STARCROSS understands many different kinds of sentences. Here are a few examples. (Note that some of these objects aren't actually useful in STARCROSS.)

WALK AFT
DOWN
SB
U
TAKE BOX
DROP IT
PICK UP THE SPACE SUIT
PUT IT ON
OPEN THE DOOR
PUSH THE RED BUTTON
EXAMINE THE ALIEN STATUE
LOOK AT THE SCREEN
LOOK UNDER THE TABLE
LOOK INSIDE THE BROKEN CAGE
LOOK BEHIND THE PANEL
READ THE PLAQUE THROUGH THE MAGNIFYING GLASS
KILL THE MONSTER WITH THE RAY GUN
SHOOT THE RAY GUN AT THE MONSTER
BREAK GLASS WITH ROCK

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

TAKE THE AIR TANK, PLIERS, AND UNIVERSAL TOOL
DROP THE RAY GUN AND THE TIME MACHINE
PUT THE RADIOACTIVE INGOT AND THE FILM-STRIP IN THE JAR

The word ALL refers to every visible object except those inside something else. If there was an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

TAKE ALL
TAKE ALL THE FILMSTRIPS
TAKE ALL FROM THE FUEL CYLINDER
GIVE ALL BUT WIRE AND JAR TO THE ROBOT
DROP ALL EXCEPT THE TARNISHED PLAQUE

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

TAKE THE LASER. EXAMINE IT. SHOOT LOCK THEN OPEN DOOR. AFT

If STARCROSS doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line (see „STARCROSS Complaints" on page 20).

There are only two kinds of questions that STARCROSS understands: WHAT and WHERE. Here are two examples you can try in STARCROSS:

    WHERE IS THE CHIEF?
    WHAT IS A GRUE?

You will meet other people and creatures in STARCROSS. You can „talk" to some of these beings by typing their names, then a comma, then whatever you want them to do. Here are some examples:

    COMPUTER, LAND ON MARS
    COMPUTER, THETA IS 320
    DOCTOR, WAIT HERE
    COMPUTER, SET COURSE FOR CERES THEN REPORT STATUS
    ROBOT, FORE. TAKE BATTERY. PUT IT IN THE RAY GUN

Notice that in the last two examples, you are giving one person more than one command on the same inputline.

You can use quotes to answer a question or say something „out loud." For example:

    SAY „HELLO COMPUTER"
    ANSWER „A LASER"

STARCROSS tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, STARCROSS will sometimes decide that there is only one possible object that you could mean. When it does so, it will tell you. For example:

    >TURN OFF
    (the force field)
    The shimmering curtain around you fades and vanishes.
    or
    >KILL THE ALIEN
    (with the ray gun)
    The alien dodges the blast, and you end up putting a large hole in the wall.

If your sentence is ambiguous, STARCROSS will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. Some examples:

    >TIE THE SAFETY LINE
    What do you want to tie the safety line to?
    >THE SPACESUIT
    The safety line is now tied to the spacesuit.
    or
    >CLOSE THE PANEL
    Which panel do you mean, the green panel or the blue panel?
    >GREEN
    The green panel is now closed.

STARCROSS uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, „The viewport reveals a staggering panorama of stars and nebulae." However, if STARCROSS doesn't recognize the words STARS or NEBULAE in your input, you can assume that the stars and nebulae are not important to your completion of the story, except to provide you with a more vivid description of where you are or what is going on. STARCROSS recognizes over 600 words, nearly all that you are likely to use in your sentences. If STARCROSS doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in the story.

Starting and Stopping

Starting the Story: Now that you know what to expect in STARCROSS, it's time for you to „boot" your disk. To load STARCROSS, follow the instructions on your Reference Card in your story package.

Following the copyright notice and the release number of the story, you will see a description of the starting location.

Here's a quick exercise to help you get accustomed to interacting with STARCROSS. Try typing the following next to the prompt

GET OUT OF THE BUNK

When you press the RETURN (or ENTER) key, STARCROSS will respond with:

You are on your own feet again. The alarm on the mass detector is ringing stridently.

Now try typing:

TURN OFF THE ALARM

After you press the RETURN (or ENTER) key, STARCROSS will respond:

The alarm is on the bridge, not here.

Saving and Restoring: It will probably take you many days to complete STARCROSS. Using the SAVE feature, you can continue at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a „snapshot" of your place in the story onto another disk. If you are cautious, you may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or „killed" since then.

To save your place in the story, type SAVE at the prompt (>), and then follow the instructions for saving and restoring on your Reference Card. Some systems require a blank disk, initialized and formatted, for saves. Using a disk with data on it (other than STARCROSS saves) may result in the loss of that data, depending on your system.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

Quitting and Restarting: If you want to start over from the beginning of the story, type RESTART. (This is usually faster than re-booting.) Just to make sure, STAR-CROSS will ask if you really want to start over. If you do, type Y or YES.

If you want to stop, type QUIT. Once again, STAR-CROSS will ask if this is really what you want to do.

Remember when you RESTART or QUIT: If you want to be able to return to your current position, you must first do a SAVE.

Appendix A
Quick Reference Guide

The object of *STARCROSS* is to locate, enter and learn to control a giant alien spacecraft.

1. To start the story („boot up"), see the separate Reference Card in your STARCROSS package.

2. When you see the prompt (>) on your screen, STARCROSS is waiting for your input. There are four kinds of sentences or commands that STARCROSS understands:

A. Direction commands: To move from place to place, just type the direction you want to go: PORT, STARBOARD, FORE, AFT (or NORTH, SOUTH, EAST, WEST), UP, DOWN, IN, OUT.

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE VIEWPORT. Once you're familiar with simple commands, you'll want to use more complex ones as described in „Communicating with STARCROSS" on page 14.

C. Commands given to people: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: COMPUTER, SET COURSE TO EARTH or UNCLE FRED, GIVE ME A HAMMER.

D. Special one-word commands such as INVENTORY or DIAGNOSE. A list of these can be found in the „Important Commands" section on page 18.

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before STARCROSS will respond.

4. On most computers, your screen will have a special line called the status line. It tells you the name of your current location, your score and the number of turns you have taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE FLASHLIGHT, you will be carrying it. Type INVENTORY to see a list of everything you are carrying.

6. When you want to stop, save your place for later, or start over, read the „Starting and Stopping" section on page 16.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

Appendix B
Important Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn; others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - STARCROSS will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

BRIEF - This tells STARCROSS to give you the full description of a location only the first time you enter it. On subsequent visits, STARCROSS will tell you only the name of the location and the objects present. This is how STARCROSS will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE - STARCROSS will give you a brief medical report of your physical condition.

INVENTORY - STARCROSS will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK - This tells STARCROSS to describe your location in full detail. You can abbreviate LOOK to L.

QUIT - This lets you stop. If you want to save your position before quitting, follow the instructions in „Starting and Stopping." You can abbreviate QUIT to Q.

RESTART - This stops the story and starts over from the beginning.

RESTORE - This restores a story position made using the SAVE command. See „Starting and Stopping" for more details.

SAVE - This makes a „snapshot" of your current story position onto your storage disk. You can return to a saved position in the future using the RESTORE command. See „Starting and Stopping" for more details.

SCORE - STARCROSS will show your current score and the number of turns you have taken. It will also tell you your rank, which is based on your score.

SCRIPT - This command tells your printer to begin making a transcript of the story as you carry on your adventure. A transcript may aid your memory but is not necessary. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF - This commands STARCROSS to display only the name of a place you have entered, even if you have never been there before. In this mode, STARCROSS will not even mention which objects are present. Of course, you can always get a description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. Also see VERBOSE and BRIEF.

UNSCRIPT - This commands your printer to stop making a transcript.

VERBOSE - This tells STARCROSS that you want a complete description of each location and the objects in it every time you enter a location, even if you've been there before. Also see BRIEF and SUPERBRIEF.

VERSION - This displays the release number and the serial number of your copy of the story. Please include this information if you ever report a „bug" in STAR-CROSS.

WAIT - This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you encounter an alien being, you could WAIT to see what it will do. Or, if you are in a moving vehicle, you could WAIT to see where it will go. You can abbreviate WAIT to Z.

Appendix C
Some Recognized Verbs

These are only some of the verbs that STARCROSS recognizes. There are many more. Remember that you can use a variety of prepositions with them. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT and so on.

ATTACK	FLY	PICK	STAND
BOARD	FOLLOW	POINT	STEP
BREAK	GIVE	PULL	SWIM
CANCEL	JUMP	PUSH	TAKE
CLIMB	KICK	PUT	TELL
CLOSE	KILL	RAISE	THROW
CONFIRM	KNOCK	READ	TIE
DIG	LAND	REMOVE	TOUCH
DRINK	LAUNCH	SEARCH	TURN
DROP	LEAVE	SET	UNLOCK
EAT	LOCK	SHAKE	UNTIE
ENTER	LOOK	SHOOT	WAKE
EXAMINE	LOWER	SLIDE	WALK

Appendix D
STARCROSS Complaints

STARCROSS will complain if you type a sentence that confuses it completely. STARCROSS will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause STARCROSS to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of STARCROSS's complaints:

I DON'T KNOW THE WORD „(your word)." The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, STARCROSS probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD „(your word)" HERE. STARCROSS knows the word you typed, but couldn't use it in that sense. Usually this is because STARCROSS knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but STARCROSS might know LOWER only as a verb, as in LOWER THE BOOM.

I THINK THAT SENTENCE WAS MISSING A NOUN. This usually means that your sentence was incomplete, such as EAT THE BLUE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun „phrases," one more than STARCROSS can digest in a single action.

I CAN'T FIND A VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

I DON'T UNDERSTAND THAT SENTENCE. The sentence you typed may have been gibberish, such as GIVE ANDROID WITH LASER. Or you may have typed a reasonable sentence but used a syntax that STARCROSS does not recognize, such as SMELL UNDER THE ROCK. Try rephrasing the sentence.

I BEG YOUR PARDON? You pressed the RETURN (or ENTER) key without typing anything.

IT'S TOO DARK HERE TO SEE. In the story, there was not enough light to perform your action.

I DON'T SEE WHAT YOU ARE REFERRING TO. You used HIM or IT, but STARCROSS isn't sure what person or object you meant.

YOU CAN'T SEE ANY „(object)" HERE! The item you referred to was not visible. It may be somewhere else, inside a closed container, etc.

YOU CAN'T GO THAT WAY. There was no passage or exit in the direction you tried to move.

I CAN'T USE MULTIPLE (IN)DIRECT OBJECTS WITH „(your verb)". You can refer to several items at the same time only with certain verbs. Among the more useful of these verbs are TAKE, DROP and PUT. This restriction also applies to the use of ALL, as in DROP ALL. For example, ATTACK will not work with multiple objects; you couldn't say ATTACK ALL or ATTACK THE ALIEN AND THE ROBOT.

Appendix E
Sample Transcript and Map

This transcript is not from STARCROSS, but it does show most of the usual things you can do in the story. It contains several simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.
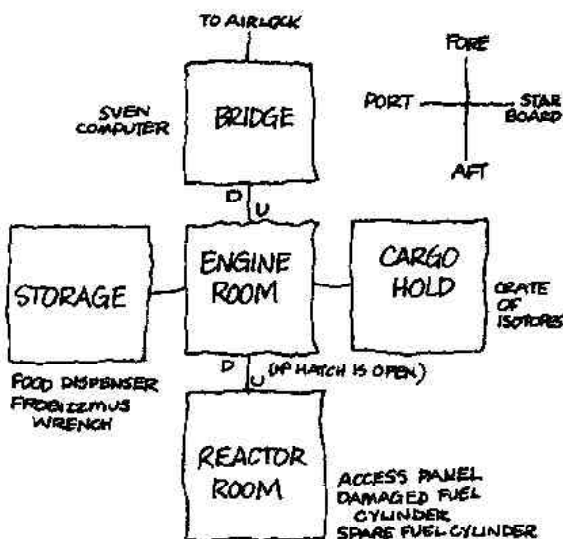
Engine Room

This large, cylindrical area houses the controls for the fusion drive of the ship. The drive itself lies below the deck you're standing on. A hatchway, closed, leads down toward the drive. Open doorways lie to port and starboard, and a ladder leads up through an opening in the deck above.

>PORT

Storage

This is a tiny space for storing tools and supplies. The food dispenser is set into the wall.

There is a Frobizzmus Wrench here.

>TURN ON THE FOOD DISPENSER

A tray of yummy-looking lunch food pops out of the dispenser.

>TAKE IT

The food dispenser is attached to the wall.

>TAKE THE TRAY

Taken.

>EXAMINE IT

The tray is coated with sticky tape to prevent food from floating away during periods of weightlessness.

>STARBOARD

Engine Room

>SB

Cargo Hold

This space is for storing the ship's cargo, which on this particular trip is a large crate containing radioactive isotopes.

>P

Engine Room

From the deck above you hear Sven McGillicuddy, your navigator, calling down to you.

>U

Bridge

This is the bridge of the Moonshine, a trading vessel commissioned nearly a decade ago. A ladder leads to the lower decks, and the ship's airlock is fore of here. Through the viewport you can see the surface of Luna, Earth's moon, sliding by a hundred kilometers below. Beneath the viewport is the ship's navigation computer. Sven is sitting in the navigator's couch; the captain's couch is empty. Sven holds up a print-out from the communications port. „Message from Tycho Station."

>TAKE THE PRINT-OUT. READ IT

Taken.

„Divert to Clavius Station. Cargo urgently needed there."

>SVEN, SET COURSE TO CLAVIUS STATION

„I can give you the coordinates, but you'll have to tell them to the computer yourself. You know that it's keyed only to your voice.

>EXAMINE THE COMPUTER

It is a typical navigational computer with standard features such as the ability to give it verbal commands.

>SVEN, GIVE ME THE COORDINATES

The navigator fiddles with his instruments for a moment. „Coordinates for Clavius Station are: Longitude 15 West, Latitude 58 South."

>COMPUTER, LONGITUDE IS 15 WEST

Lights blink across the front of the computer. „Okay, man," says the computer. „I've got the longitude set. Wanna lay the latitude on me?"

>COMPUTER, LATITUDE IS 58 SOUTH

Lights blink across the front of the computer. „Okay, man," says the computer. „Course set. Great bunch of

coordinates. Totally. Like, awaiting confirmation, you know?"

>COMPUTER, CONFIRM

„Okay. Better buckle up, man. Burn in, like, uh, around 30 seconds."

>GET IN THE COUCH

Which couch do you mean, the navigator's couch or the captain's couch?

>CAPTAIN'S

You are now lying in the couch.

>FASEN HARNESS

I don't know the word „fasen."

>FASTEN HARNESS

You are now belted securely into the couch.

>WAIT

Time passes...

Suddenly you are pressed into the couch as the computer activates the ship's powerful thrusters. The burn lasts around 20 seconds, and then suddenly you are weightless again.

>INVENTORY

You are carrying:
  a print-out
  a tray
    Sitting on the tray is
      a sandwich
      a tube of juice

>GIVE PRINT-OUT TO SVEN

You can't reach him from the couch.

The computer speaks. „Hey, man...I hate to drop something like this on you, but it looks like the reactor has, like, it's gone out. Without the next burn we'll ram into Luna in, uh...Gag me! Just over 3 minutes!"

>DOWN

You'll have to stand up, first.

>UNFASTEN HARNESS. STAND UP. D

Unfastened.

You are on your own feet again.

Engine Room

A red light on the controls is blinking „Reactor Malfunction-Damaged Fuel Cylinder."

>LOOK

Engine Room

This large, cylindrical area houses the controls for the fusion drive of the ship. The drive itself lies below the deck you're standing on. A hatchway, closed, leads down toward the drive. Open doorways lie to port and starboard, and a ladder leads up through an opening in the deck above. A red light on the controls is blinking „Reactor Malfunction-Damaged Fuel Cylinder."

>DOWN

The hatchway is closed.

>OPEN IT

It won't open by hand.

>EXAMINE THE HATCH

The hatchway is closed. You'll need a Frobizzmus Wrench to open it.

>P

Storage

There is a Frobizzmus Wrench here.

>TAKE

(Frobizzmus Wrench)

Taken.

>SB

Engine Room

A red light on the controls is blinking „Reactor Malfunction-Damaged Fuel Cylinder."

>OPEN THE HATCH WITH THE WRENCH

The hatch opens. A steep gangway leads downward.

>D

Reactor Room

This room houses the ship's powerful fusion drive. An access panel, labelled „Fuel Cylinder Housing," is closed. There is a spare fuel cylinder here.

>OPEN THE PANEL

Opening the panel reveals a damaged fuel cylinder. The computer's voice comes over a speaker in a ceiling. „Hate to bug you, man, but only a minute and a half until impact, and all the indicators are still red to the max."

>TAKE DAMAGED CYLINDER.PUT SPARE CYLIN-DER IN PANEL

Taken. There is now a space inside the panel for another cylinder.

You're not holding the spare fuel cylinder.

>TAKE SPARE CYLINDER THEN PUT IT IN THE PANEL

Taken.

The spare fuel cylinder is now mounted in the reactor.

>CLOSE THE PANEL

The panel is now closed.

„Way to go, man! Everything looks cool, now. Final burn in 30 seconds!"

>U. U. GET IN CAPTAIN'S COUCH. FASTEN HARNESS

Engine Room

Bridge

You are now lying in the couch.

You are now belted securely into the couch. The ship's thrusters burn long and hard, pressing you deeply into the cushions of the couch. After what seems like an eternity, the great weight is suddenly lifted from you, leaving you lying comfortably in the one-sixth gravity of Luna.

Appendix F
We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they're „out the door," we're constantly improving, honing and perfecting.

Your feedback is important. No matter how much testing we do, it seems that some „bugs" never crawl into view until thousands of you begin doing all those wild and crazy things to the story. If you find a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, or if you'd just like to tell us your opinion of STARCROSS, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

INFOCOM, INC.

55 Wheeler Street Cambridge, MA 02138

Attn: GURTHARK

You can call the Infocom Technical Support Team to report bugs and technical problems, but not for hints to solve puzzles, at (617) 576-3190. If your disk develops a problem within ninety (90) days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of $5.00 (U.S. currency). If you call to report a bug, please provide your release number, which you can find by typing VERSION. Please return your registration card if you'd like to be on our mailing fist and receive our consumer newsletter, THE NEW ZORK TIMES.

Appendix G
Author Biography

Dave Lebling. Dave Lebling was born in Washington, D.C. and grew up in suburban Maryland. He attended the Massachusetts Institute of Technology and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He was a co-author of the original mainframe ZORK. He has co-authored ZORK I, ZORK II, ZORK III and ENCHANTER, and written STARCROSS on his own. He is married and lives in a suburb of Boston, where his appetite for the printed word is restrained only by the volume of his house.

Appendix H
Warranty and Copyright Information

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