First Expedition

by **Steven Englestad**

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History

he wind blew cold from the sea. Braun, son of the island's ruler, stared out at the horizon with strong feelings stirring in his breast . . . a longing to explore beyond the expanse of ocean that surrounded Yorland. It was more than a longing. It was a determination to break from the fatalistic resignation of his fellow islanders. Holm Island was all he had known since childhood except for the tales and legends of a world of long ago called Yorland that had fleets of seagoing vessels carrying trade to the far corners of the planet. Then the Menace had come.

Many years before Braun's birth and during the Dark Years, the ancient race of the Yorax splintered, and the different factions became geographically separated.

The Northern group called themselves the Yorax-Nol. It is believed that this name finds its origins in the first leader that took his band to the North, Yal Nol. The Eastern group became known as the Yorelles after, it is believed, a famous singing group of the time. The third group favored the Southern part of Yorland and came to call themselves the Yorax-Suds after, according to historians of the period, a favorite drink in that part of Yorland. These three factions seemed content to live in relative peace with others unlike the Renegade Yorax who continued to remain hostile to all. This breakup of the original Yorax was in direct response to the coming of the Menace which had terrorized all the people of Yorland.

Legends told of how this evil force had destroyed all sea-going expeditions, had taken over entire islands and reformed them into bases from which they could expand their grip. No one knew from where these beings had come. The people of Yorland had retreated to their own corners in fear and destroyed each other in their crazed paranoia. The Dark Ages had come to Yorland . . . a world of terror and superstition which was Pushed over the brink to total chaos when the glow from Shandola faded one night from the evening sky.

Over the horizon from Holm Island lay the island of Shandola and on this island were the three Sun Spheres, perched on their pedestals of granite and radiating their energies to the heavens. The energy shield generated by this triad served to protect the entire planet from the periodic comet Halistrom whose destructive rays would otherwise destroy all life. These spheres had been in place as far back as the history of the Holmians was recorded; created and left in place by some ancient race. The Great Comet had visited several times within recorded history, each time leaving behind some degree of ill effects but never managing to overcome the protective shield of the Sun Spheres. And now they were no longer there. One night, long before Braun had been born, the glow in the evening sky faded and was gone. And so was the hope of every soul who stared into that dark night sky.

And so the years came and went and the Holmians waited and waited, eyes turned toward the sea, expecting at any moment the silhouette of some great Tlotilla coming to destroy their home. But the years passed and no armada ever came. It was into Yorland that Braun was born. From childhood his curiosity and adventuresome spirit made him seek out all he could learn of the Old Years. The Power Craft that lay in dry dock fascinated him, a remnant of those Old Years. The two ships remained enclosed and in remarkably good condition. As a youth, Braun would sneak into the sheds that held these vessels and spend hours exploring despite the rulings that forbade anyone from entering these buildings. Fears born from years past resulted in laws denying anyone travel on the seas beyond the sight of Holm Island. In truth, the laws were hardly necessary . . . superstition and fear sufficiently quelled any desires for exploration. But not for Braun. Some spark in him threw off the oppression of fear. He was different. From his earliest years a great energy for discovery burned in him. As he grew to manhood, friends, fired by his zeal, gathered about him.

And as a man he stood staring out to the horizon knowing what he had to do. The Great Comet was due to return before the following year would pass. Braun knew that without the Sun Spheres in place on Shandola, his planet would be destroyed. During his years on Holm Island he had listened intently to the tales of the old men. He loved the musty shops where fragments of old maps that had somehow survived the Years of Terror could be found. Slowly he pieced together rough charts showing some island positions. From the Great Library far back in the hills he spent many long hours gathering every piece of information he could about the planet upon which he lived. A Star Chart from an ancient crate of stored documents was a prize he cherished, realizing its importance in any attempt to venture forth on the oceans. He would stare for hours at the figures the stars formed on the chart wondering if he would ever be able to look up at the night sky and actually see those shapes in the heavens themselves. As manhood came, he knew he had to try. Time was running out.

Despite the resignation of those about him, Braun and his friends worked feverishly to restore the Power Craft. His father had finally given permission for this restoration. In time, the smaller of the ships was ready. With one companion Braun would depart on the morrow leaving his friends to continue repairs to the larger craft which they had been given permission to prepare only for purposes of rescue. Braun realized that he was lucky to even get the smaller craft.

Little did Braun realize that his was not the only craft on Yorland . . . that there were untold experiences awaiting him including hostile Yorax pirates that had again taken to the seas in their sailing vessels. On the morrow Braun would depart. As he stared out at the horizon the sun felt warm on his face but the wind blew cold from the sea.

From Braun's Log

Z can't remember the old man's face. It's been too long but the charts that lie before me **euen** now are evidence that I am not merely dreaming. My childhood ended on Holm Zstand on the day that we met. Z think now that he had always wanted me to approach him in that dusty shop of nautical artifacts that lay strewn in such a haphazard fashion. The old torn maps he silently handed me were made up from who knows how many hands. Somehow, he knew those **unfinished** documents would stir in me that passion to set out and explore beyond those regions mapped so crudely on the old parchment. What old tales and scratchings of weather-beaten seafarers went into those pages I'll never know. Now here I am with the salt wind blowing warmly across the white caps, creating tales of my own.

What a wonderful planet Yorland is-and yet so terrible at the same time. Thank God for my First Mate who so heartily applies himself to the work at hand and is ever on the watch, for Yorland can turn on you or offer up its riches at the least expected times.

How can Z truly share with you the feeling of seeing the great soaring birds of Yorland that are always a welcome sight for explorers like us, for they are a sure sign that over the horizon lies one of the white-cliffed islands that set like gems in the deep blue of this ocean. The charts have proven a great help getting started on our voyages but the scanning rockets became vital when we finally left those regions for which we have maps. We have found uncharted places, some with friendly natives that have provided us guidance and warnings. It is the pirates that know these seas and prove to be the thorn in our side. They appear day and night, and without an ample supply of ammunition we would have long ago been at their mercy. Their rascally ways may be the undoing of us yet.

Before Z end this entry Z must share the beauty of the night sky. Myriad stars form the Large and Small Cane constellations, and the isolated ring overhead is the Seven Sisters constellation.

We have miles to go and our food is not plentiful. My companion keeps watch for the great denizens that rise on occasion providing us with food if we are lucky enough to get in a good shot, They are harmless enough and sometimes follow us for hours. He also watches for terrible storms that descend as if out of nowhere and force us from our desired course.

I must go. I hear the surf of an island that must still lie just over the horizon. We are low on supplies and Z hope we find a civilized cove to land at and replenish our stock.

SETTING UP THE ADVENTURE

The Right Computer Hardware

This adventure is designed and written for the IBM PC and all compatibles. It requires 320K RAM, DOS 2, or later, and a color graphics adapter.

Configuration

The configuration file, CONFIG.SYS, must contain the statement FILES = 20 and it is suggested that you set BUFFERS= 10. See your DOS manual for instructions for setting up a configuration file or copy the one on the PROGRAM DISK to your DOS diskette or the root directory of your hard disk.

Floppy Diskette System

If you have a floppy system, use DISKCOPY to make copies of both of the original diskettes (or single $3\frac{1}{2}$ disk). See your DOS manual for the command DISKCOPY. There are F_{irst} Expedition files that cannot be copied using the COPY command.

You should never try to use the original set of diskettes.

- 1. Insert the PROGRAM DISK into drive A.
- 2. Enter the command EX 1.
- 3. When prompted, remove the PROGRAM DISK from drive A.
- 4. Insert the DATA DISK.

The DATA DISK must remain inserted and on-line until you have exited from the adventure completely. The DATA DISK must not be write-protected.

Hard Disk System

Copying files to hard disk requires running the INSTALL program which is on the PROGRAM DISK.

1. Enter MD FE to create a new subdirectory on your hard disk.

- 2. Enter CD \FE to change to the new subdirectory on your hard disk.
- 3. Make sure the DOS file COMMAND.COM is on your hard disk.
- 4. Enter **A:** to change the current drive.
- 5. Insert the First Expedition PROGRAM DISK in drive A.
- 6. Enter **INSTALL n**, where **n** is the letter of your hard disk. This will install the files **on** the hard disk and you will then be prompted through the copy procedure.

NOTE: To use the **INSTALL** utility, your **COMMAND.COM** file, which contains the code to carry **out DOS** commands, must be available while you are running **INSTALL** from drive A. This means that a path must be defined to where your **COMMAND.COM** file is located. For example, if your **COMMAND.COM** file is in the top or root directory of your hard disk, which is where it is often kept, then there needs to be an entry **PATH = C:** in the **AUTOEXEC.BAT** file. If no such file currently exists, you need to add one with the path statement in it.

7. Enter the command **EX1.**

General

The first time you run **First Expedition**, **you** may need to set the speed for your machine. See the **Options** section for details.

The keypad is set upon entry to **First Expedition** so that numbers are produced. If this setting is altered by pressing the NumLock key during the running of the adventure, the keypad keys will not function properly. Pressing the NumLock key will reset the keypad to its proper mode for **First Expedition**. No memory resident routine should be installed before running **First Expedition** so that memory is fully available and key trapping will not occur.

Once set up, you will be asked if you wish to continue an ongoing adventure or delete the current expedition and start a new adventure. The only way to exit the adventure is by using the [S]ave function. Exiting the adventure automatically saves your current position. If you wish to abort or "kill" your current adventure while you are running **First Expedition**, you exit using the [Slave function and choose to start a new adventure when you play again. There is no special function to abort or kill.

Once you have "solved" **First Expedition**, you have the option of playing a random rescue mission generated by the computer. Upon starting a new adventure you can choose from an expedition, a long rescue or a short

rescue mission. A new expedition will function just as your original expedition did allowing you to search out islands and messages that YOU may have missed in your first adventure. The rescue missions provide random rescue assignments which are explained in the section The **Adventure After** The **Adventure**.

First Expedition does not support the capability of taking a snapshot of your current position to which you can return should you have trouble later in your travels. The following data is provided in order to support the user who wishes to accomplish this. Three files are altered as you explore: **STARS.DAT**, **ISLES.DAT**, and **SAVE.DAT**. To make your own snap shot you need to copy these files, using the **DOS COPY** command, to new names on your hard disk or to a separate diskette if you are operating from diskettes. To return to the point of an adventure recorded in these files, you copy them back to their original names on either the **DATA DISK** or on your hard disk. Copies of these files cannot be stored on the **DATA DISK** as there is not sufficient room. Remember, never work with the master disk set

First Expedition Authorization for Exploration

Only authorized explorers are allowed to begin an adventure. You must obtain approval to explore every time you start an adventure. You will be required to enter a validation word obtained from this manual per the instructions given on your screen. the following rules apply when looking up validation words:

- 1. Page # is as printed at the bottom of the page (e.g., this is page 3),
- 2. A line is any row with typing on it, including titles. Lines in figures do not count (i.e., this is line 26).
- 3. A word is any unbroken string of characters with a blank at either end; i.e., bexampleb, where b denotes a blank. Punctuation marks do not count.
- 4. The security words are taken from this **First Expedition** manual. The changes contained in any supplement or change sheets are not $c\ o\ u\ n\ t\ e\ d\ .$

EXAMPLES:

- a.) Find the first word on line 6, on page 1 the correct word is "the".
- b.) Find the first word on line 7, on page 2 the correct word is "through".

INTRODUCTION



Number of Explorers

This adventure is designed for a single explorer.

Adventure Length

First Expedition adventures can last several hours.

Environment

First Expedition is a real-time first-person adventure and takes place on an ocean world called Yorland. You play the role of Braun at the helm of an explorer craft navigating to known islands and searching out unknown islands.

Yorland measures 20,000 by 20,000 units. Longitude and latitude are measured by these coordinates for plotting on the Nautical Charts. You've got a lot of world to explore!

The planet of Yorland has islands at which you can land by bringing your craft up to the shoreline or to a pier. A variety of possible experiences await you at the islands and the section AT AN ISLAND details what can happen when you land on one of them.

Food and Fuel Capacities

The explorer craft has specific food and fuel capacities.

 The food capacity determines the number of days you may continue to explore. Each day is approximately an eight-minute period of daylight and night. Food is taken from supplies every morning, noon, and evening.

First Expedition

• The fuel capacity determines how far you can travel.

Food and fuel can be obtained from some islands. At the beginning of the adventure, cash is provided to purchase your supplies up to the capacity limit of your craft. To make purchases, you must land at the pier of an island. Some islands have piers-others do not. The shoreline of an island may provide food at no cost or may be hostile causing you to lose both food and fuel. You should make note of these conditions as you explore different islands.

Battling the Elements

Yorland has fog and storms that can affect visibility and alter your position.

- Fog can occur at any time, night or day, and last for varying lengths of time. It impairs visibility so that you cannot see the island profiles, birds soaring overhead, or the stars at night.
- Storms will rage for a brief time, during which you can do nothing but watch. Once a storm has passed you can be assured that your craft's position has been altered.

Visitors At Sea

As noted in the **History**, Yorland has sailing craft that will approach you-some friendly and some not so friendly. If the profile of the approaching vessel rises to its full height on the horizon, you may be boarded. If the other craft is hostile, you will incur some loss and damage. Listen to your companion, as his advice will be invaluable to you and he is a good lookout. Still, he is only human and may miss one now and then-keep your eyes open, fore and aft. You will only be approached by these vessels when at sea, not when close to an island (see AT SEA).

Geological Disturbances

You should be aware of certain geological disturbances that can occur at different points on the open seas.

 Magnetic - Points of magnetic disturbance exist where your compass may act erratically. You can choose to pass through them or try to skirt them.

- Whirlpools You can encounter areas where strong current activity forms a whirlpool that can toss your craft about. Rudder correction will be impossible; you can try to work your craft through these areas or navigate around them.
- Seaweed There are also places on Yorland where your craft will be unable to proceed at full speed. Despite full power, your craft will move forward at less than its full twenty-knot capability.

Each of the geological disturbances has a center at which the effect is the greatest. If you pass through the "edge" of a disturbance area, the effects will be minimal. Even without these localized disturbances, there are currents of varying strengths and directions across the face of the world. You will be advised of the current once each day.

Obtaining Money

Your adventure begins at Holm Island with a class-l craft and a sum of money. When docked at a pier, you are able to trade by buying and selling various items needed for your travels. This function is explained in the section **AT AN ISLAND.** You also need money to call on the doctor while at a pier in order to restore your health. There are several ways in which you can obtain money.

Whenever you sink a sailing vessel you are rewarded with a sum of money. The higher your shooting skill level, the greater your reward. You can also obtain money by selling something while at a pier using the Trade function. Another very important way to obtain money is to find allies to your cause on islands you explore. As your travels expand you will discover other sources of funds to finance your explorations.

Nautical Chart

A Nautical Chart consisting of pieces of old maps is your primary navigation tool. It is not a complete chart of the world's surface. Part of your adventure is seeking out and finding islands in the regions that are not shown on the chart map pieces. The units of longitude and latitude are given along the edges of the charts in thousands of units. Each small square is $100\ X\ 100$ units.

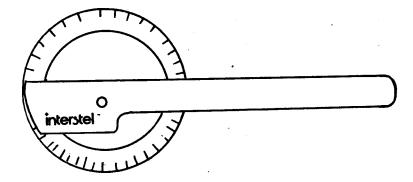
Star Chart/Star Catalogue

Your Star Chart gives the star configuration over the planet and the Star Catalogue provides the longitude and latitude of the stars. These are used

with the Nautical Chart to navigate. The **AT SEA** section of this manual provides more detail.

Compass

The circular compass is used to plot the heading for traveling from one point to another on the surface of the world. The compass is marked with the four compass directions and is also marked in degrees (where 0 is north, 90 is east, 180 is south, and 2'70 is west). It is important that the compass always be properly aligned with the grid on the Nautical Chart with North at the top. By placing the compass centered at your current position and swinging the arm about to align with your desired destination, you can determine the necessary heading by reading the compass direction under the arm. The compass is also used to determine your position at night using the Night Sky view. **At Sea** provides more detail.



Termination of Exploration

As Braun, your task is to save your world as outlined in the **History sec**tion. Of course, no one will blame you if you also become rich and powerful as the result of your noble quest! Although **First Expedition** was designed so that some terrible event will not "kill" you suddenly and unexpectedly, it is important for you to realize that there are ways in which your exploration can be terminated.

• If your food supply is diminished to a value less than minus two (that is, you are without food for more than two days), **First** Expedition will advise you that you are a goner at sunrise.

Note that if you run out'of fuel at an island while on a rescue mission and are unable to buy more, you are essentially dead and might as well exit (Save [S]) and start a new adventure. There is no reason to stick around

for days waiting for the food to run out. If you run out of fuel at sea there is a possibility of some help from those other seafarers that ply the seas (if you haven't alienated them).

- If you are on a rescue mission and the days allowed are exceeded, the adventure is terminated. (Your first mate, armed with a smattering of astronomical knowledge, will warn you of the number of days you have left to accomplish your mission.)
- If the Great and Terrible Comet Ilalistrom returns before you have successfully carried out your quest, the adventure is terminated. Your first mate, armed with a smattering of astronomical knowledge, will warn you of the number remaining to accomplish your mission.

Of course, each ending is a new beginning, and you can start a new exploration armed with the knowledge gained from previous outings.



Adventure Finesse

To become a skillful explorer, it is suggested that you read the compilation of works entitled "The Years of Terror - A Chronicle". It is included in your First Expedition package and contains information that is vital to the success of your quest.

CRAFT INSTRUMENTATION AND CONTROL

INSTRUMENTATION

Reference the following illustration of the instrument panel during the explanations below. Following the name of each instrument are the keys that affect it.

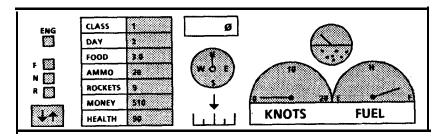


Figure 1: Craft Instruments

Engine: [El

The engine light indicates when the engine is running. Press the [E] key a couple of times and watch it go on and off. The gear must be in neutral to start the engine. Fuel is consumed when the engine light is on. The first time the engine is started for a given session, you will be prompted for a word from the user's manual. You will be given a page and line number. You are to enter the first word of the specified line from the manual.

Gears: [F5], [F7], and [F9]

[F5] **is forward,** [F7] is neutral, and [F9] is reverse. You must be in gear before moving. The light shows which gear you are in. You must go through neutral when going from one gear to another.

Anchor: [A]

The anchor is up (up blue arrow), down (down blue arrow) or down and touching bottom (down red arrow). To move, the anchor must not be touching bottom.

Class

This indicator shows the current classification of the boat: Class-1, 2,3, or Rescue. Higher class boats carry more food, fuel, ammo, and rockets.

Day

The count of days into your expedition is shown here. While on a rescue mission, a red number shows the number of days you have left to complete your "adventure" or "task" and return to Holm Island.

Food

This is the number of days of food remaining. The maximum capacity is determined by the class of the boat. A second number, in red, will appear while you are carrying out a Rescue. It shows the number of days left to successfully complete the rescue mission by returning to Holm Island with the lost Braun.

Ammo

This shows the count of cannon ammunition remaining.

Rockets: [F1], [V]

This portion of the instrumentation shows the number of rockets remaining for long-range scanning. The [V] key is used to recall the last long-range scan you have taken during your current session.

Money

This number shows the amount of money you have with you aboard the craft. As you buy, sell, and cache money this number changes accordingly.

Health

This number shows the status of your health. 100 is perfect health and 0 is terrible-not dead, but you had better see a doctor.

Compass/Heading

Both an analog dial and a digital readout provide data on the heading of the boat. The heading is based on a 360" circle just like your circular compass. The left and right arrow keys change the rudder position, thus changing the boat's heading (see Rudder).

Rudder: Right- and Left-Arrow ([5])

The rudder has seven positions to left and right, The left and right arrow keys alter the rudder setting. The [5] key centers the rudder. Note, your craft has a very useful characteristic . . . it can turn while standing still as long as the engine is on. A red pointer on the instrument panel shows the setting of the rudder. Full rudder should be used for making a turn. Full left or right rudder can be applied by holding down the shift key with the right and left arrows. Partial rudder settings are useful for offsetting currents that are slowly pulling your craft off course, or making gentle turns.

Knots: Up- and Down-Arrow

The speed of the craft is shown here. Up and down arrow keys accelerate and decelerate the craft, These are toggle keys. For example, hitting the up key starts acceleration. Hit it again and the speed stops increasing. Play with them while at sea and you'll get the hang of it. The engine must be on, anchor not touching bottom, and gear in forward or reverse (four knots maximum in reverse).

Clock

The clock shows day in the upper half and night in the lower half. A line indicates your current relative time.

Fuel

This shows the amount of fuel left. A red indicator light appears when less than 1/8 of a tank is remaining. The faster the craft is moving, the faster the fuel is consumed.

Messages: [+]

Messages appear across the bottom of the instrument panel when there is information for you or when your first mate is talking to you. Each message is announced by rising tones.

At nightfall and daybreak, a message will give you the strength and direction of the sea current. The direction is the compass heading from which the current is coming. This information will be useful in helping you set the rudder to compensate for drift.

If the instrument panel is not being displayed when a message comes (maybe you are using the aft or Night Sky view), the tones indicate that you have received a message. Call up the front view ([F6]), and recall the last message by entering the large [+] key on the keypad. This will recall the latest message.

The [+] key also allows you to review your five most recent messages. The space bar kills a scrolling message so that if you are not interested in the message, you do not have to wait for it to finish.

CONTROLS

First Expedition controls are shown on the keyboard layout for your computer on the First Expedition QUICK REFERENCE CARD. Please refer to it as your become familiar with the following functions.

Pause

Since this is a real-time adventure, you cannot leave it running unattended for any length of time. There is no "Pause" function but several functions "stop" the progress of time. The SAVE function, [S] key, permits you to continue rather than exit and serves as an effective way to pause the adventure.

Options: [ESC]

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The Option Screen is displayed by hitting the escape key **[ESC]**. This screen allows you to alter features of First Expedition. Boxes appear on the screen with a title at the top of the box and the options for that feature listed within the box. The current option is shown in red, the others are green. Each feature box can be selected in turn by hitting the **[Return]** key. The current option for a feature can be toggled by pressing the space bar. Each feature is listed below.

 $\underline{Shooting\ Skill}$ - This option determines the accuracy needed to hit both sailing ships and **sea beasts** with the cannon. The higher the skill level, the more money you obtain after sinking a pirate. The setting for this option is saved.-

 \underline{Sound} - This option allows you to turn sound on and off. Sound is very important in First Expedition. It is used to note

- your approach to an island,
- messages from your companion which may warn of approaching pirates,
- a successful hit from a cannon shot, or
- hostile natives removing supplies from your boat, etc.

Sound is **ON** each time you start up First Expedition.

<u>Speed</u> - This value is used by **First** <u>Expedition</u> to alter the speed at which the adventure runs. The higher this value, the slower the adventure. The speed ranges from zero to 200, and each pressing of the space bar raises the value by five. A value of zero works best for a standard IBM PC (8088, 4.77 MHZ CPU). A value of 15 works well for a Turbo-type processor. Higher **values** should be used for faster processors. Be careful-running the adventure too fast will result in pirates approaching before you have a chance to fire upon them. The day/night period is intended to last eight minutes. The setting for this option is saved.

Trading: [T]

When the boat is at an island pier, the [T] key activates the Trade function. The trade function permits you to buy and sell fuel, ammunition and even your boat, moving up to a higher class craft. Food can never be sold.

Even though island bases of the Menace have piers, you cannot trade as there is no one there to trade with. But, there may be fuel on the pier. Use this function to try to "buy" fuel. If there is any, you will get it at no cost.

Cache: [Cl

When you land at a pier or island, you are advised of its status and given a chance to store or retrieve any money. You can cache (store) money but not supplies. This is important because if you are boarded by pirates, they take some of the money you have with you. This function can be reentered anytime you are at an island by entering the [C] key. A rescue boat can only retrieve money-it cannot cache any.

Cannon: [F8]

Each class of craft is able to carry a number of rounds for the cannon. The cannon permits you to shoot sea beasts for food and pirates that might be coming to board and relieve you of fuel, food, or money. The cannon is operational only when the craft is at open sea and not close to an island. **[F8]** activates the cannon crosshairs. The [J] and **[L]** keys move the sights left and right. The [I] and [M] keys move the sights up and down. Use the [R] key to shoot the cannon. Holding down the **[Shift] key moves the can**non sights in larger increments. The higher the sights, the further one shoots. This weapon fires with a ballistic trajectory so at larger distances you must place the crosshairs above the target to reach it.

A red dot appears in the water when the shot falls short. You must either raise the sights or, if the sights are already at their highest point, wait until the target comes closer. If the red dot does not align with the sights, your sights have been knocked out of alignment by pirates that have boarded your craft. Landing at any pier will repair your cannon sights.

Successfully hitting a sea beast provides three days of food up to the maximum capacity of the craft. Successfully sinking a sailing craft yields money, the amount determined by the skill level you have set on the Option Screen.

Playback: [PI

As you land and disembark on islands with villages or some structure, full screen experience messages will **be** displayed providing you with information and descriptive scenarios. Each experience message is numbered and the number is shown at the top of the message screen. The playback function provides recall of any experience messages you have seen during your explorations. You can scan messages by first pressing [P] for playback. Holding the [Shift] key down, use the left and right arrows on the keypad to move through the messages that have been shown at previous landings at islands. Alternately, you can enter the message number to have a specific message replayed.

As messages are first displayed on islands, you should note the message number and associate it with the island so that the playback function can serve to refresh your memory later in the adventure.

Flag: [F]

Different flags are flown by the various factions of the Yorax that share the seas with you. There are three factions that are initially friendly. They are introduced in the **History** section and their flags are shown below.

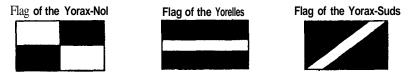


Figure 2: Friendly Flags of Yorland

In addition to these three factions, there are the Renegade Yorax who fly no flag and are always hostile. This poses the problem of identifying what type of ship is approaching from the horizon.

Pressing the **[F]** key will display a circular window that shows the mast of the approaching ship along with a flag if one is present and you are close enough to see it. Ah, there's the rub! A flag, if present, will always be shown at some point, but the <u>distance</u> at which you can see it varies with each encounter. This puts the decision of when to fire on a possible renegade in your hands.

The **[F]** key must be pressed once for each "look" . . . a flag will not automatically appear in the circle as a craft approaches.

Doctor: [D]

The **[D]** key calls on the doctor, During the course of your adventure, certain events can compromise your health. While at a pier you can call upon a doctor to restore your health. The cost for this service will depend on how poor your health is.

Night Sky: [N]

This feature provides the key to navigating across the expanse of Yorland. When night is upon the land, you can select the Night Sky view by pressing the [N] key. This can be selected while at sea or anchored near an island and in top view. Note that if in top view, the boat must be anchored (red down arrow for anchor) for the [N] key to function. While in the Night Sky function, all other key functions are inactive until you exit the function. The [ESC] key exits you from the Night Sky.

The Night Sky appears showing the star pattern immediately above the craft. If moving at sea, this pattern slowly moves based on the craft's heading and speed. If the Night Sky is on the screen and either day comes or the craft approaches close enough to an island to activate the top view, the screen will automatically switch as necessary.

See the AT SEA section for an explanation of how to use the Night Sky for navigation.

Long Range Scanning: [F1][V]

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The capability to scan the area about the vessel is very important. You can send a rocket aloft to take a long range scan of the surrounding area. The scan covers an area approximately 2000 by 2000 units. The launching of the rocket is accomplished by pressing [F1].

Once a rocket has been sent aloft, the screen will display a full 2000 X 2000 unit area about the craft. Your craft is at the very center of the display where the solid axes cross. Islands are shown as green dots. The data is displayed in a standard north (upward) and east (to the right) configuration, regardless of the direction the craft is facing. This data is stored and can be redisplayed at any time, although it may become obsolete as the craft moves across the world. The [V] key recalls the most recent scan that was taken. Saving the adventure does not preserve the long range scan.

While the long range scan data is displayed, the adventure is halted. Pressing any key exits from the long range display.

In the Rescue mode, rockets can only be sent aloft if you are within range of the audible beacon generated by the lost craft. This is not true for random rescue missions (see The Adventure After The Adventure). The position of the lost boat is shown as a red mark.

Radio/Rescue: [R]

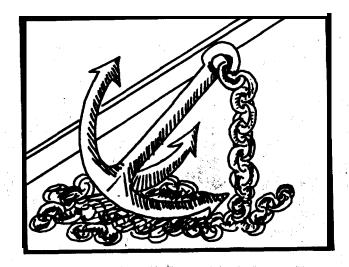
The radio function is selected by the [R]key. Use the radio to report your current coordinates whenever you use the stars to calculate your position. These coordinates are displayed on experience message screens. This permits you to make a hard copy of the screen ([Shift] [PrtSc]) and have the printout reflect where you were at the occurrence of the message. Your most recently reported coordinates are shown each time you use the Radio. This provides a convenient way to record your position before saving the session, and provides a reminder at the start of your next session.

If the unfortunate situation of low food supplies should occur and there seems to be no choice but to expire, this same function can be used to call for a Rescue.

Save: [S]

First Expedition provides an escape into a world of new sights and surprises. It is designed to provide an ongoing adventure and toward this end. each session of ex loring is saved when you exit with the [S] -key. Upon restarting First Expedition, the user can choose to continue the adventure or start over. Starting over destroys any previously saved adventure.

Continuing a saved adventure restores your adventure just as it was when you used the [S] key. Upon restoring, the craft will be stationary, facing north with the engine off and in neutral. It is up to you to start the engine and continue your adventure!



VENTURING OUT

We suggest that the entire **First Expedition** manual be read before you attempt your first adventure. But, if you would like to just "get your feet wet," use the following steps. Keep in mind that nothing you do will ever result in a quick and terrible death.

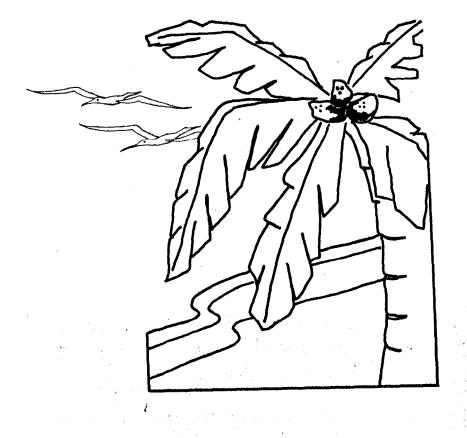
- 1. Before leaving Holm Island, some money should be spent for fuel and food. If you plan to stray very far from the island, ammunition should also be purchased. The [T] key activates the Trade Screen.
- 2. Decide which direction you would like to travel (consult the nautical chart).
- 3. Turn you engine [E] on.
- 4. Using the rudder (right- and left-arrow and [S], steer your craft until the compass on the instrument panel shows you are pointed in the desired direction.
- 5. Lift the anchor [A].
- 6. Put the craft in forward gear [F5].
- 7. Accelerate/decelerate by using the up- and down-arrow keys. Note the increase or decrease in speed is indicated on the instrument panel labeled "Knots".

After you have left the island for a certain distance, the scene will automatically change to the front view. Remember that the front view gives a forward horizon perspective. Select the stern view [F10] and see Holm Island as a profile receding behind you. Use the rudder and watch the compass and heading change. You might want to head in a fixed direction (such as 90") so that even if the island is out of view you can turn around and head back at 270' to return to the island.

Note the occasional bird. This is a sure sign that you are near an island. As you head back to Holm Island it will reappear over the horizon. When out on open seas the sight of the birds and ultimately the peak of an island over the horizon will become a welcome sight.

As you approach Holm Island, a low-key sound will be heard. This is the sound of waves breaking on a distant shoreline and it indicates the presence of the island. The sound of waves is especially useful at night when the skies are black except for the stars overhead, and neither an island on

the horizon or birds can be seen. The pitch of wave sound increases as you near an island, and decreases as you leave an island. The screen reverts to a top-view as the boat approaches the island. Guide your craft back into the harbor and up to the pier. Landing on the shore of an island or at a pier at a speed of greater than five knots will cause the loss of health.



First Expedition

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First Expedition

AT SEA

When you move your craft away from an island, the scene will change from a top view to a first-person view from the boat. You can look forward by pressing the [F6] key, or toward the stern by pressing the [F10] key. The forward and aft views each encompass 180 degrees. Any image that slides off of the side of the screen is moving about to the other view. Thus there is no explicit view to the left or right as these views are incorporated into the fore and aft views.

While at sea, you can see profiles of islands as you approach them. The sight of birds indicate that an island is near. When there is fog, the sky is white during the day and island profiles and birds cannot be seen. Luckily, the sound of waves on the beach can be heard whenever you approach an island. The pitch of these "wave sounds" rises as you get closer to the island. At night, stars can be seen above the horizon. If there is fog, there are no stars visible.

The Night Sky is accessed by the [N] key and shows the stars overhead. These star patterns will match up with the stars on the Star Chart. The Night Sky is used for celestial navigation. The Night Sky is available both while at sea or at an island but will usually be used while at sea to navigate from island to island.

Celestial Navigation

Celestial Navigation provides the key to maneuvering across the expanse of Yorland. At nighttime, you can select the Night Sky view by pressing [N]. The Night Sky section (p. 14) contains more information on this function.

The Night Sky shows the star pattern immediately above the craft, and the stars can be used to triangulate your position.

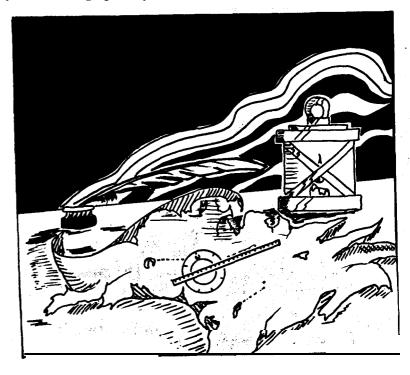
Use the following steps to determine your position on the world by triangulating between two stars with your First Expedition compass.

- 1. Using the Star Chart, match the patterns on the screen to the stars on the chart. The distinct constellations should make this easy.
- 2. Find a star on the screen that matches a named star on the chart.
- 3. Move the crosshairs to center on the star.

To move the crosshairs, use the keypad arrow keys as well as the [7], [9], [1], and [3] keys for diagonal movement. Holding the shift key down at the same time moves the crosshairs in larger steps.

- 4. With the desired star within the crosshairs, press the [5] key on the keypad. Your direction from this star will be displayed in degrees.
- 5. Jot down the direction and repeat this procedure for another star on the screen. You should choose a second star that is not too close to the original.

You are now through with the Night Sky and can use the chart to plot your current position, To exit the Night Sky function, press the [ESC] key. Do not remain in the Night Sky function too long as pirates can approach and board your craft while you are star gazing. Use the Night Sky to get the necessary readings then return to the horizon view and take a look for anyone "sneaking up" on your craft.



Now use the Nautical Chart with the two directions you recorded to triangulate your position.

- 1. Use the Star Catalogue to find the latitude and longitude of the two stars.
- 2. Find and mark the coordinates on the Nautical Chart for one of the stars you found.
- 3. Center the compass on that point (with north on the compass pointing to north on the map), and rotate the arm to your direction from that star. Your craft is somewhere along this line.
- 4. Repeat steps 2 and 3 with the second star and plot another line. Your position lies where the two lines cross.

After a couple of plottings, the procedure will become simple. For more accuracy, stop the craft before going to Night Sky and taking your readings. This is especially important if you feel you are close to an island and need to establish one last heading. Plotting your position is strongly suggested whenever a new island is found. Dock or land, anchor and when night arrives, determine your position, then plot your newly found island on the Nautical Chart. Further explanation of triangulation is available in Appendix A.

Dead Reckoning

Once you know where you are and where you want to go, you can place the compass centered at your current position and aligned with the N, S, E, and W lines, swing the arm to align with your destination, and read the heading needed to reach your goal. Knowing your speed and the time traveled in a given direction you can estimate your future location. Note that storms can put you into a new and unknown position and you may need to take another reading from the stars.

Autoplot

Autoplot is an alternative means of plotting your position. This option can be turned on via the Option Screen ([ESC] key). With Autoplot, the procedure for plotting your position is simplified and does not require the use of the compass.

- 1. Using Autoplot, center the crosshairs on a star that is named on the Star Chart and press the [5] key to register your selection.
- 2. When prompted for the star's latitude, read and enter the latitude from the Star Catalogue and press the [Return] key.

- 3, When prompted for the star's longitude, enter it from the Star Catalogue and press the [Return] key, A mistake results in a low-pitched tone. A successful entry results in a high-pitched tone.
- 4. Repeat the first three steps to enter the position of a second star.

Once you have correctly entered two stars in this way, your craft's latitude and longitude are automatically displayed at the right of the screen. Note your position on the Nautical Chart before exiting the Night Sky function.

Beasts

There are beasts that roam these seas. Edible sea beasts. By using the cannon you can shoot these beasts as they rise out of the sea. A successful hit yields you some food.



Storms

Storms can arise while at sea. Usually there is a bit of a warning but if you are at sea when they hit, you will be displaced from your current location. While they rage you are at their mercy and must wait them out. Food an&or fuel may be lost while in a storm.

Other Craft

Various sects of the Yorax sail the seas. The Flag function (p. 15) tells you how to identify them. Some are friendly and some are hostile renegades (pirates), The friendly ones have flags. If you sink a friendly vessel or fail to be friendly, that particular Yorax sect will become less friendly toward you. Friendship can be regained with time and acts of friendship, should the opportunity arise. You will know if it does.

Renegades (those vessels flying no flag) will always be renegades and deserve nothing better than a shot or two to send them to the bottom.

In most cases, your mate will advise when there are other vessels approaching. Unfortunately, he is only human and may fail to notice their approach. Thus, you should be sure to glance back and forth at the stern and bow views now and then and not remain in the Night Sky function too long.

AT AN ISLAND

When your craft is near an island, a top view showing the outline of the island appears on the screen. The position of your craft is shown as a red mark. The speed and direction of your craft are controlled by the keypad the same as while at sea. By guiding the red mark up to the island shore or to a pier, you can land at the island. Be sure to reduce your speed to less than five knots when landing or you will lose some health due to impact.

Shore Landing

Landing at the shore implies that you are landing on the beach **and not at** the settlement that the pier represents. Upon contact with the shore you may be given a message from your companion which scrolls past on your instrument panel. This message should be noted as it will provide you with useful information that you will need for further exploration.

Landing at an island initiates the automatic display of a Cache Screen. This screen lists the current status of the island, along with a record of when and how often you have landed at this island.



Holm Island

The [Cl key can be used to recall the Cache Screen at any time (described further in **CRAFT INSTRUMENTATION AND CONTROL**). **Islands** may or may not have food. This means that a shore landing may provide you with food. Some islands may be hostile which means that if you stay at the shore, you are bound to lose food and fuel. An alarm denotes a loss of supplies. In such a case, you had best leave the island or disembark.

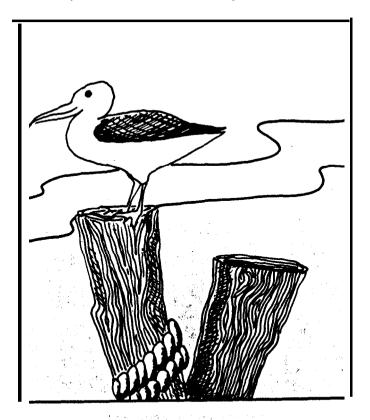
Once disembarked, you can move about the island without losing any food or fuel. The hostile natives are curious and follow you. Once you return to your craft, you must break contact with the shore or you will once again lose food and fuel to hostile natives.

Pier Laxiding

Landing at a pier will also call the Cache Screen. Once you exit from the Cache Screen, the Trading Screen will appear, permitting you to sell or buy the various items you carry on your craft. If you have the funds and the island happens to have a higher level craft, you may buy it.

As **described in CRAFT INSTRUMENTATION AND CONTROL, the** [T] key will recall the Trading Screen anytime you are at a pier.

Note that there is always food for purchase at a pier, regardless of what the Cache Screen says about the island, and a pier is never hostile.



First Expedition

Disembarking

Once you are at a dock or on the shore of an island, you can press the [I] key to disembark.

- You cannot disembark from a rescue craft,
- You cannot disembark if your health is less than fifty.
- The boat's clock is halted while you are on an island.

Crosshairs representing your position appear next to the boat when you have disembarked. The keypad controls these crosshairs. Moving the crosshairs over the boat returns you to the boat. Moving the crosshairs to the red area of a structure or city on the island takes you to that structure or city where you will get an Experience Message or enter a building, Moving the crosshairs into the water will just get you wet and return you to the boat and your health will deteriorate by 10 points. Other than to just get out of the boat and stretch your legs, there is no real point to moving about on an island unless there is a structure or city present.

The crosshairs may be placed toward the end of the pier so that you will have to go through your boat to get to the island, thus always returning you to the boat. To avoid this, you can "jump over" the boat by holding the shift key down and hitting the keypad key to move the crosshairs.

Buildings/Mazes

A solid rectangular area on the island represents a building. Once in a building, you are presented with a top view of the interior. Your position and direction are denoted by the green arrow. The keypad arrows alter your direction and movement. All movement is up, down, left, or right, . . no diagonal movement. The black areas are solid and cannot be passed or seen through.

• Every building you enter will contain one artifact/treasure box.

When the box comes into line of sight it will appear as a green square. Move onto it to get the **box** and then head for the exit. On the status screen a green box will appear by the word **BOX** when you have retrieved the box. To exit, move back to the lower right where you entered and move right or down through the wall of the building. Once outside, the crosshairs are **used** to move you back to the boat where you open the box to discover its contents. Once you have taken a box from a building, it will not be replaced. However, if you fall into the

water returning with a box, the box is lost and you have to return to the building to get it again.

It is possible that, while trying to retrieve a **box**, you will be asked to enter a code. If you enter an improper code, you will be in trouble. If you do not wish to try a code, you can press the [Enter] key and then move off the box. With enough exploring, you should be able to figure **out** what codes are needed to get these protected **boxes**.

• You have a weapon that you can fire with the [5] key.

A box may be hidden behind solid walls of the maze so your search may require you to blast your way through some walls to investigate. Do not waste your ammunition indiscriminately. Maze ammunition is resupplied each time you disembark onto an island from your boat.

Every building you enter will contain stalking Biobotic robots.

If one comes within your line of sight it will appear as a red arrow. If it is facing in your direction, it can see you, too. If one robot sees you, your position is communicated to all robots and they will slowly converge on your position. Being seen by a robot will trigger a debilitating force to **be** generated by all robots. If close to a robot while this force is being generated, your health will degenerate.

Readings on the panel to the left of the screen reflect the state of your health (0 to 100 is healthy). The [5] key will fire your weapon in the direction you are facing destroying a robot if it is in your path or one block of the maze, thus partially clearing your path.

• Watch out for trap doors!

A trap door will swallow you up if you step on it. Trap doors are not visible if you keep moving quickly. If you proceed with caution (about one second per move) it will appear as a red square when you are right next to it. From then on, you will see it when it is in line of sight. Remember, GREEN for the box you want to pick up and RED for the trap door which you really don't want to try to pick up! As you would expect, the position of a trap door changes on each entry to a maze. Ah, those tricky Biobotics, always rearranging things.

If, while in a building, your health is reduced to zero, you will not die but rather. . well, just be careful. To restore your health, you need to call on the doctor-accomplished by pressing the [D] key while landed at a pier. See CRAFT INSTRUMENTATION AND CONTROL for further details.

Villages/Ruins and Experience Messages

If the object on the island is an irregular shape, it represents a village or ruin. Going to the bottom right corner (the red spot) of the object will result in a full-screen message describing your experience. These Experience Messages provide data that will help you on your quest. Returning to such a point after the passage of time (two to seven days) will often result in a new experience. There can be multiple messages for an island so it pays to revisit an island until you are sure you have learned all there is to know. Each Experience Message resulting from your disembarking at an island is numbered. You can recall experience messages at a later time using the [P] key and the message number.

When the last experience message for an island is displayed, a notice to this effect is given at the bottom of the screen. This indicates to you that the messages for an island have been exhausted. This last message will be redisplayed on subsequent visits. When you return to an island, you are permitted to see the next message only after a certain number of days have passed. If you return too soon, an appropriate message will then be given on the screen.

NOTE: As you progress through your adventure you will want to keep track of what you have learned about each island you visit. Using a felt-tip pen, you can make some notes directly on the Nautical Chart. You will want to note the:

- hostility of natives,
- food availability,
- boat availability,
- presence of a pier,
- companion's comments upon landing, and
- the number of the experience message received on the island.

If you just rove about without maintaining this data, you will end up confused as to where you have been and where you should go next.

RESCUE

The Adventure Within The Adventure

The capability to rescue yourself makes **First Expedition** a most unique adventure. If, during your quest to save the world, you should find yourself running out of food or fuel, you can call for a Rescue with the [R] key. Upon confirmation, this action moves you back to Holm Island in a rescue craft along with funds to stock that craft.

Your immediate goal is to rescue Braun (which, up until the moment **you** called for a **rescue**, was yourself) within the allotted time. Failing to do **so** terminates the adventure.

- As you search for the lost craft, you will continue to meet sailing craft and beasts.
- You can land at islands but will not be able to disembark on them.,
- You can retrieve any cached money left on an island but cannot leave any money on an island. (Note that any funds you had before your rescue are lost.)
- When you come within a certain range of the lost craft, an audible tone will announce that you are close. The pitch of the tone rises as you approach the lost craft. The two survey rockets you are carrying can only be tired while within range of this sound and will show the lost craft as a red dot. Once you approach the lost craft and retrieve the lost explorers, you must return to Holm Island. Any items from the lost craft that fit within the capacity of the rescue craft are transferred to the rescue craft land are lost to you as an explorer).

Once the rescue craft returns to Holm Island, you are once again Braun, the explorer, and you are given your current class level craft and an initial sum of money to continue your exploration. Any money you have cached on islands remains there for you. Any Spheres you found are still with you.

Note that only one rescue is permitted every twenty days.

The Adventure After The Adventure

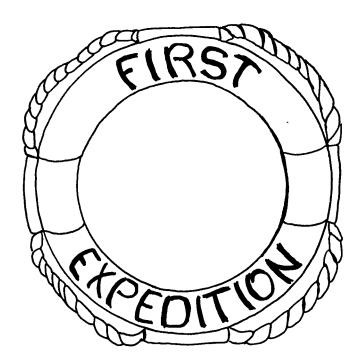
Once you have saved the world, **First Expedition** reinitializes itself. Upon subsequent entries to a reinitialized **First Expedition**, you are given the

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option to select a random rescue mission. This means that First Expedition will place a lost craft at a random position and give you the task of rescuing it. You are told the quadrant of the world the lost craft is in and its distance from Holm Island. You must then rescue the lost craft within the given number of days. This provides you with an infinite variety of situations for further adventure.

The random-type rescue mission functions in similar fashion to the rescue capability within an expedition with the following differences:

- You are given more money than when rescuing from within an expedition. This is because you will have no cached money to retrieve. Also, remember that on any rescue mission you cannot disembark on an island. This means you cannot obtain money from villages and other "on land" sources. The only way to gain money is by shooting pirates.
- You can have a larger number of survey rockets and these can be fired at any time. Unlike the rescue from within an expedition (where you should have a good idea of where the lost craft is), in this rescue you are searching for the lost craft and will have the support of the rockets for that search. Recall that the lost craft shows up as a red dot on the survey screen.



First Expedition

FINAL WORD

Credits

Adventure Author: Steve Englestad Documentation: Steve Englestad Project Manager: Jeannie Hieb

Editing: Jeff Bertsch, Karen Smith

Cover Art: James McDermott Typesetting/Graphics: Karen Smith

Box Design/Layouts: Erin Green, Cora Whitacre

Illustrations: Cora Whitacre
Box Manufacture: Carton-Sales, Inc.
Printing: Wetmore and Company

Biography



Steven Englestad was born in Oklahoma City on July 5, 1945 and grew up in the west Los Angeles area. He attended the University of Oregon for one year and then returned to Los Angeles to attend UCLA. While attending school, he played guitar in a rock band, which apparently detracted just enough from his studies to make him eligible for the draft (an ancient means of conscripting unwilling youth into the Armed Forces).

Not being one to shirk his duty, Steve enlisted, took the proper examinations and went to Officers' Candidate School. There, he became a lieutenant in the Engineer Corps. He was stationed in Virginia for the duration of his obligation and upon retiring in 1970 (with three years of military service under his belt), Steve settled in San Diego where he still resides.

Free to pursue his college career and no longer preoccupied with rock n^{\prime} roll, Steve attended San Diego State University to complete his B.A. in

math. It was during this effort that Steve took a FORTRAN course and discovered his aptitude for programming. He was so enraptured with his new-found direction that he earned an M.S. degree in computer science. Finally in 1972, he had no choice but to go out and get a job.

Since that time, Steve has worked as a programmer and systems analyst in San Diego. He loves problem solving and when the problems get too frustrating, he still pulls out his guitar for a song or two.



Yo ho!

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First Expedition

Appendix A

TRIANGULATION

First **Expedition** offers two ways to determine your position on the world you are exploring. The manual method which uses the principle of triangulation is the more challenging and permits the user to actually plot the boat's position using the circular compass and the Island Charts. The Autoplot Feature is provided to permit the user to enjoy **First Expedition** without reverting to manual plotting. This brief account is intended to explain the process of triangulation for those interested in understanding the principle.

The process of triangulation, as used in **First Expedition**, is a technique to determine one's position by knowing the location of two landmarks and the angle of one's position relative to those two landmarks. Given the coordinate environment of **First Expedition** your position is always at some point on a 20,000 X 20,000 unit grid.

Say that we know the exact position of points A and B. In particular, let us say that A is at 2000 latitude and 1000 longitude, and B is at 3000 latitude and 3000 longitude as shown on Diagram 1. We need to know our position on the grid relative to each of these points. This can be given in degrees. We find out that we are lying 170 degrees from point A. We can center the compass on point A with North aligned upward. Swinging the arm of the compass so that it is aligned with 170, we draw a line running 170 degrees from point A. If our data is correct, we can be sure we lie somewhere along that line. To find out exactly where, we need to repeat the above with another point.

Say that we find that we are 230 degrees in relation to B's position. We center our compass on point B and swing the arm to align with 230. We draw that line. The point where the two lines intersect denotes our position on the grid. This is not a mathematical process which returns our coordinates numerically but is a manual process which yields our position graphically. The accuracy of the point where the two lines intersect is dependent on the accuracy of the data we are working with (the coordinates of the two points and the degree readings denoting our position relative to the two points) and the accuracy with which we plot this data onto our chart. The coordinates of the plotted position can then be read by tracing lines to the latitudinal and longitudinal axes on the Nautical Chart edges.

Because the stars are in fixed positions over the surface of the world and are charted in the same units as that used for the surface of the world, it is easy to find fixed points on the world whose coordinates are known to us. Using the Night Sky view, we identify two stars from the heavens that are identified by the Star Catalogue. The coordinates given in this catalogue

are points on the world's surface. Thus, from the stars we can derive our two points, A and B. The Night Sky function will tell us in what direction we lie with respect to any point we choose from the heavens. Choosing two stars to plot on the Nautical Chart, we can determine out direction from each star using the Night Sky function.

With the Nautical Chart before us we can now plot the two points derived From the two stars we selected and can then draw our two lines. Where they intersect is the position of our craft on the world.

As a final note, you will discover that more accurate readings will be possible from the proper selection of stars in the heavens. In the example of Diagram 1, we can obtain a fairly good reading, If, on the other hand, the stars you select are on opposite sides of your position or are close together on the same side of your position, you may get readings like those shown in diagrams 2 and 3. In either case, the angle between the two lines is too small to be sure you are plotting accurately.

The triangulation method of plotting your position introduces an element of human involvement with the adventure which provides one the opportunity to more realistically play a role in your exploration. On the other hand Autoplot is available for those who want to explore in a simpler environment. Whichever method you choose to use for your explorations, we wish you the best of weather and success in reaching your goal.

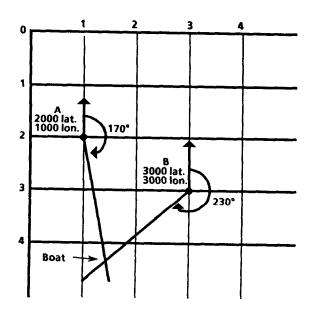


Diagram 1: Good Selection

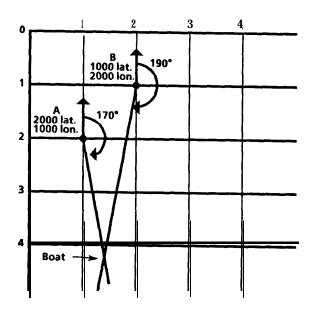


Diagram 2: Side-by-Side Poor Selection

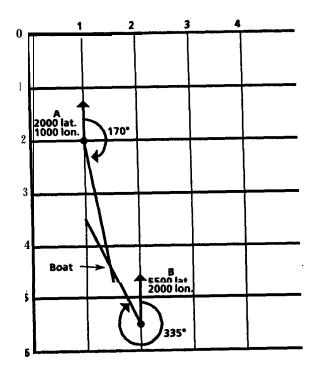


Diagram 3: Opposite Sides - Poor Selection

First Expedition

Appendix B

First Expedition

First Expedition

KEYBOARD

Escape Key [ESC]: Options Screen

Function Keys

- Long Range Scanning/Rockets
- [F5] · Forward Gear
- [F6] Bow (Instrument) View
- Neutral Gear
- [F8] Cannon ON/OFF
- [F9] Reverse Gear
- Stern View

Keypad

- ↑ Up Arrow or [8] Accelerate ON/OFF (speed up)
 ↓ Down Arrow or [2] Decelerate ON/OFF (lower speed)
 ← Left Arrow or [4] Left Rudder
- → Right Arrow or [6] Right Rudder
 - 5 Key - Center Rudder

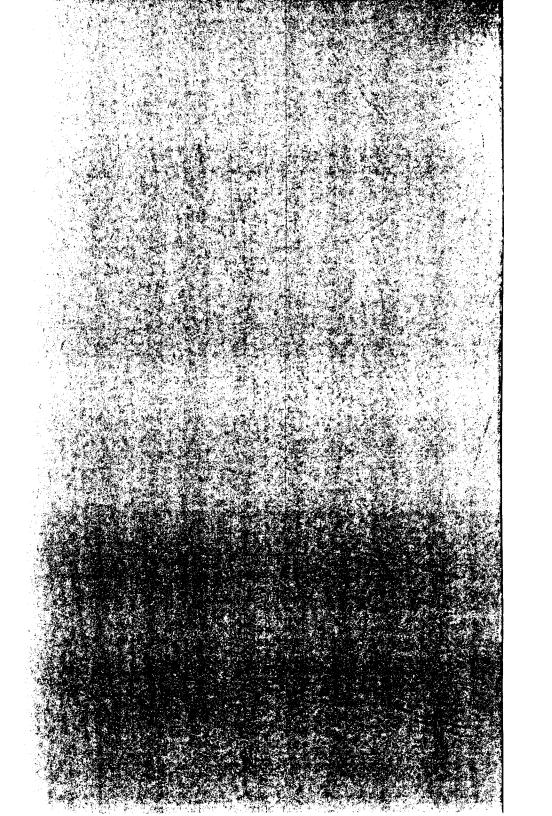
[+] Plus - Redisplays most recent message

Night Sky Keypad

- [1]. [2]. [3], [4], [6], [7], [8], [9] Move crosshairs
 - [5] Calculate degrees [RETURN] Exit Night Sky

Letter Keys

- A Anchor UP/DOWN M- Cannon Down
- N Night Sky c - Cache Money P - Playback Seen Messages D - Doctor
- E Engine ON/OFF R - Radio/Rescue S - Save/Exit I - Cannon Up/Disembark
- . T Trade J - Cannon Left V - View of Radar Data K - Fire Cannon
- L Cannon Right



THE YEARS OF TERROR - A Chronicle

By
Steve Englestad

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First Expedition THE YEARS OF TERROR

Preface

This collection has been compiled in an effort to educate the people of Yorland to a better understanding of the holocaust that brought such horror years ago-Years of Terror brought on by the invasion of the Menace. Hopefully, with a clearer understanding of these times we will be better able to rebuild our world to its Pre-Menace splendor' a time when the people across all the seas were trusting and adventurous. Rraun's <code>First Epedition</code> played a major role in opening our eyes, eyes that have been closed in fear for so many years. It is our hope that the truth will serve to chase away the goblins from our past . . will chase the shadowy remains of that terrible time much as the rising sun dispels the gloom of night.

Our thanks to the many who have helped research and gather the several chronicles and documents that have gone into this collection. An attempt has been made to present the material in a chronological order.

May the Spheres of Shandola Shine on Forever.

F⁷tst Expedition THE YEARS OF TERROR

"Our World"

From a Pre-Menace Holmian Textbook

Oceans cover the greatest part of the beautiful planet of Yorland. Over the seas and on the many islands range a variety of people living in fair harmony. Natives of different tribes and different cultures carry on life in their own little corners of the world. Two major cultures connect the islands of our world with their trade and with their seagoing excursions. These two primary cultures are known as the Yorax and Holmians.

The Yorax are a vagabond people who call no particular island their home, or call all of them their home if you ask some. They are a people with rich traditions and a lineage reaching far back into the distant history of our world. They are sailors whose great sailing vessels cut through the oceans as they carry on trade with the islanders all over the world. They provide the bulk of trade. The crafts of the Kaloans to our east are carried to other islands. On Holm Island, we are able to enjoy the delightful carvings of the islanders of Shkolo-Koa who live far to the south. The humorous figures cut from the dried tuber Sono-Walla-Kei have long been a treasure among the children of our island and, certainly, the children on many other islands. The crafts of the Mandorians are treasured world-wide. These are but a few of the people with whom we share this world and whose goods are transported by the Yorax.

In contrast to the Yorax, the Holmians are the more technologically advanced culture. Their power craft are much smaller than the Yorax vessels but are equipped with a number of devices which assist them in their travels about our world. The Holmians can scan an area about their craft far beyond the range of sight thus helping to pinpoint islands that may be lost in fog or to reestablish their position day or night after a storm has forced them off of their course. These vessels also have a navigational device permitting the reading of the stars to plot the craft's position. A cannon which fires small explosive projectiles permits them to obtain food while at sea. The Holmian craft do not have the capacity for food that the Yorax vessels have; hence, those traveling any great distance need the ability to obtain food from the sea as they travel.

The Holmians population is considerably less than that of the Yorax who, it is believed, have assimilated other seagoing races in the distant past. Unlike the Yorax, the Holmians have an island, appropriately called Holm Island, as their base. Over the years a number of adventurers have set forth in their power craft to various islands and have conducted minor

trade from their newly adopted ports. Thus, it is not at all uncommon to find several Holmian type craft far from Holm island.

A symbiosis exists between the Yorax and Holmians, for the Yorax carry fuel to the various points where Holmian vessels have found port. The Yorax can use the trade and the Holmians can use the fuel. With their smaller vessels, the Holmians concentrate on exploration rather than trade and offer no real threat to the vast fleet of Yorax ships.

Some historians have attributed the Yorax's lack of a more technological culture to their not having a true land base to call their own. Others who have addressed this issue feel the strong cultural ties to nature have created a resistance to anything that seems artificial. Though there is a peaceful coexistence between the two cultures, it is safe to say that the Yorax have a degree of contempt for the Holmians and their vessels that are so dependent on fuel and can carry so little compared to the Yorax's beautiful vessels that are propelled by nature's own wind across the free nnd open seas.

In either case, the world is at peace. Native villages are, for the most part, friendly with the settlements of Holmians scattered amongst the islands.

Early Chronicle from the Years of Terror

Author Unknown

It is not clear, and I am sure never will be, how those that have come to be known as the Menace came to this world. I am not even sure that it matters at this point. Many of this world are being killed as islands fall into the invaders hands. Their influence and appearance on this world seems to have started in the north and spread southward. I have retreated from my home island to come here to Mandor, a place of refuge that I hope will remain safe for some time. But, I am getting ahead of myself.

The first indication that something was wrong was the appearance of the refugees that straggled in from the north. They came with stories of tall beings, each telling their own version of how these beings actually looked. Islands have been literally broken down and rebuilt, the beings that lived there being either destroyed or fleeing with their lives. Most of those fleeing did not travel far for no island has sufficient craft to take but a few dozen persons to sea at a time.

The trickle of refugees was slight. Those that did manage to make it to my island were so in shock that it was difficult to get an accurate picture of what was happening. I suppose that this was the very start of the hysteria that was later to spread from island to island. In the weeks that followed the landings of these refugees, fewer and fewer Yorax vessels came from out of the north. Word spreads fast among the Yorax, and the word apparently was to avoid the northern seas.

It was about two months later that the structure went up. Those that lived nearer to the sea thought they had heard sounds, but the fear that was gnawing away at all of us had made us impotent to take any action. No one was about to investigate.

After several moonless nights, the structure was found by a youth who either didn't know enough to be afraid or was showing more courage than the rest of us. In any case, once the word was out, several of us ventured to the building. It stood cold and gray in the morning light, obviously not a structure put up by the hands of those inhabiting this island. We all knew where it had come from without a word being said. An opening was apparent at one corner of the building and several more adventurous than me entered. The darkness of the interior made it impossible to see what they found. We would never find out for without so much as a cry, they were swallowed by that terrible building. It was that very evening that I set off in a private craft. At the time, the few of us who were pulling out like cowards had no idea where we were going. We just knew we had to

get away. From what $\ \$ have been able to learn in the time that has followed that escape, the island that I once called home was taken over completely for what $\$ suppose has become another base from which they can work their evil. That island is under what we as children called the Bow Constellation. It is in the northwestern portion of our world and I suggest that all who read these notes avoid that area at all costs.

The Years of Terror - A Chronology

Extracts from the work by Simon Filagree (Written post-Braun Exploration)

Prom the Preface

Before we proceed with this chronology, it might serve us well to briefly introduce to the reader the cast of beings that played major roles in this history. The accuracy of the following may be questionable but it will provide the basis for a better understanding of the events presented herein.

YORAX:

Yal Nol Yorax leader who led one of the bands after the

Yorax breakup.

Yorad Yorax leader who led one of the bands after the

Yorax breakup.

HOLMIAN:

Governor Stern A Holmian who made one of the islands to the

west his home before and during the Years of Terror. He was in possession of one of the Sun

Spheres for a period of time.

Emmanual Caster A member of Governor Stern's staff who was of

Holmian lineage. He gained infamy by betraying his world to the invaders and stealing the Sun Sphere from Governor Stern for the

invaders.

Braun..... The individual who carried out the First

Expedition after the Years of Terror to restore the Sun Spheres to their place on Shandola Island, thus saving the world. He was to come years after the invaders had left our planet.

INVADERS:

Zeniba

Dox Commander-in-Chief of the Invaders. Leader of the second wave, following Zurb.

Zurb Commander of First Fleet. His fleet took the Sun Spheres from Shandola and was wrecked by the Great Storm.

Xorax . . . Captain of one ship in Zurb's fleet.

Doze Captain of one ship in Zurb's fleet.

Zarn Member of Invasion force. Exact role unknown.

I. The Early Years

plan.

It is guessed that he/she (?) was a council-person

involved with decision making who apparently

came to question the feasibility of the invasion

Studies of the first several years of what has almost universally been called the Years of Terror, show that people fled from the northwestern portion of our world. From what we can gather, the number of refugees was very small considering the probable population of that region. By word of mouth, the stories spread to most parts of the world. The stories told may have been greatly exaggerated, yet from the evidence of what was left behind by the Menace, truth may have been more grisly than legend. Suffice it to say, our world went through a radical transformation.

Within the space of a couple of years, the Yorax fell to warring amongst themselves. The Holmians being naturally of a less pugnacious spirit, quickly abandoned the seas. Thus it was that Holmian people and craft were isolated in pockets about the world, stranded so to speak by their fears on whatever island they found succor. So deep was the world's terror that, for literally hundreds of years, people established themselves on the islands where they had taken refuge and made new lives for themselves. The seas were abandoned and left to the Yorax.

Now, the Yorax weren't having such a good time either. It is an indication of how terribly efficient those of the Menace were to note that no one ever saw a sea craft of theirs and lived to report it. Yet it is clear that they must have had some heavily armed seagoing craft for they managed to

conquer a sizable portion of this planet without so much as one reported skirmish. Any Yorax who may have set eyes on a Menace craft coming over the horizon never lived to tell of it. It is no wonder that the Yorax fell to fighting amongst themselves. And where did they go while the seas were becoming less and less safe?

II. The Yorax Split

We find the following excerpt from an old log written early in what we now call the Years of Terror.

I, Yal Nol, enter this log to record events that will, I am sure, alter the Yorax People's way of life forever, A great terror has arrived to take this world from our hands and there is nothing that we seem to be able to do to fight it. Of the leaders among us, I am for pulling away from the western parts of our world, for to try to resist is futile. We have lost many to the power of those others that slowly, yet steadily, devour island after island for their evil purpose, whatever that may be. One thing must be clear, they mean to take over this world.

Yorad, that crazy youth that sings those popular songs of the Yorelles and has such a following, wants to go toward Holm Island, hoping, I suppose, that their superior technologies will save him. I favor the north, for the thrust of the Menace seems to be to the south and then east. Others seem to favor the south for it is the farthest point from the first attack of the l'errible Ones. It is all crazy. Many of our people are so crazed that they would probably attack even their own kind. I fear for our people. A split is clearly happening as each side gathers strength, and I fear we will never come to an agreement.

III. The Routes of the Invaders

1. The Menace Begins

The Menace began their reign of terror at the northwestern islands. Within the first couple of months, they conquered a number of islands setting up Bases I, II, and III. It probably wasn't too hard to do so since those islands were not as populated as the other parts of the world. That could very well be the reason that this was the point of entry for them.

The goal of these beings was certainly the taking over of Yorland. Several documents makes that clear, but what is not so clear is how they originally planned to go about this takeover. So powerful were these invaders that they could have, with time, easily overcome the entire planet and made it their own. The irony that saved the people of our world is that the very Sun Spheres that protect us from the comet Halistrom generate a field that debilitated the invaders. It is very possible that they altered their invasion plans shortly after coming here.

Once the invaders learned, as it is believed they must have, that the Sphcrcs protected the world from the periodic comet Ilalistrom, they figured that they would hastily steal the Spheres, hide them by burying them in their transformed bases and leave the world only to return years later to a planet whose beings had all been killed by the comet. Then, the Spheres would be retrieved and replaced to protect the invaders from further visits of that comet only as it came near the planet. Then the spheres would be buried again so as to not continuously expose the invaders to those energies that were harmful to them. They would have a planet to resurrect with their own kind. A neat plan, only it didn't come off, as we shall see.

While some of the invaders were expanding the island bases to Bases IV, V, and VI, Zurb was sent as head of the expedition to retrieve the Spheres. He headed southward. By this time the world was already caught in the grip of terror. The seas were abandoned for the most part for fear of coming in contact with the invaders. Yorland was in no way prepared to offer resistance to such an invasion. And so, with the seas quite devoid of Yorax and Holmian vessels, Zurb's fleet traveled to the south.

Along the way these beings set up their strange mazes which served as safe places to store stolen monies, messages, and, ullimately, the Spheres until they could be properly disposed of (which, luckily for the people of this world, they never were). Their travels were slowed a bit as they took time to establish a chain of these structures.

2. Zurb's Expedition

Once Zurb realized that he was too far south, Zurb turned east. He left a message for Dox who, it turns out, was to follow him. Dox never got this far south as we will see later. After some days of setting up structures and dealing with natives here and there, Zurb turned north, thus traveling in a large "U", now heading northward. Ifc was heading for Shandola Island, though he did not know of it at that time.

Shortly after turning northward, he ran into Dormot's Exodus and eliminated most of those poor folk. Just before reaching Shandola, Zurb left a message for Dox which advised that, though it had been a tiring trip, the goal was in sight. As close as they were to the three Sun Spheres at this time, it is believed that the radiating energies were taking their toll of the invaders.

Zurb reached Shandola and boxed the Spheres for travel. This must have been an ordeal for his men. He left another note for Dox and this time it was clear that his men were almost mutinying. All were exhausted but he had the Spheres and would return to the Bases where, apparently, they were to be buried. He headed back in a more direct westerly direction and was hit by the famous storm that may have been the one and only event between the people of our world and extermination. That Great Storm broke up Zurb's fleet, scattering the craft in different directions. It was at this point that the Spheres, too, headed in different directions. It is believed that Zurb's fleet carried only one Sphere per craft so as not to have their debilitating energies combined on one craft.

Sphere 1. Xorax had one of the Spheres on his boat. He left a note on an island to the north of the Great Storm and began to head west. As we will see later, Dox did get this note and tried to follow him. By this time, all of the invaders must have been worn pretty thin by the months of Sun Sphere energy they had been exposed to. Being so close to the one boxed Sphere was too debilitating to continue transporting it and Xorax left the Sphere in one of the maze structures. He later left a note for Dox advising that he had left the Sphere behind apparently with hopes that Dox would be able to retrieve it and carry on the mission to its completion. That is the last we hear of Xorax and it is very probable that he and his crew died at sea trying to make it back to home base.

Sphere 2. Meanwhile, Doze, in charge of yet another craft that made it through the Great Storm and had one of the Spheres on it, had headed to the southeast. It is not certain if he was trying to just get away from the storm and ended up heading away from his bases, or if the power of the storm drove him inexorably in that direction. In any case, there he left a note for Dox stating that he would be heading directly west.

The next time we pick up Doze's trail, he is far to the west. A note not addressed to anyone in particular mentions that he had left the Sphere in one of the structures but had decided to return to get it because he had become convinced that the structures were not sufficient to keep the Sphere hidden for the number of years that must pass before the next coming of the comet Ifalistrom. And, so it is supposed, that he turned about to retrieve the Sphere though he never seemed to have made it back and was not heard from again.

Sphere 3. The tale of the third sphere is probably the most intriguing. It apparently was separated from the craft carrying it in the Great Storm and eventually was washed up on the shore of an island about mid-latitude and a bit into the western half of the world. *One* Governor Stern or his people found it. Not being aware of what it was or possibly unable to do anything with it under the duress of invasion going on all about his island, he kept it in his home. Emmanual Caster, who was on his staff, somehow entered into league with the invaders. The reason for this collusion has never been fathomed. Nevertheless, here was the one person who could possibly provide the greatest insights to the appearance and nature of these beings but, alas, no writings of this man have ever been found (except his suicide note).

For some reason known only to himself and which he took to the grave, he stole the Sphere from the governor and turned it over to the invaders. This probably occurred during the latter period of the invasion because the invaders would have been too debilitated at that time to overpower the island. Caster apparently received money for his efforts. He also lived in terrible guilt for what months of life remained to him.

A note was left for Zarn (an unknown member of the invasion team until this point), by an unknown invader who apparently received the Sphere from Caster. So weakened were these once terrible beings that this Sphere was left behind like the others and Zarn was entrusted to complete the mission. Zarn clearly failed to do so.

And so, we have followed Zurb on his journey to obtain the Spheres, and reconstructed, as best we can, the fate of each Sphere after they were lost in the Great Storm.

3. Dox's Expedition

It is believed that Dox was supposed to follow Zurb's expedition. Dox never managed to do so. It appears that Dox's Expedition never got as far south as Zurb's, although, from the notes left for Dox, those who ended up in the southern portion of our world thought he would. In fact, it is believed that Dox never even got to Shandola but could have been held up by the Great Storm that ravaged Zurb's fleet. Searching with his fleet, Dox did manage to find Yorax's note, mentioned earlier, and followed after him to the west. He may have searched north of where the Great Storm was, which some speculate was roughly about latitude 9000, longitude 12000. But, failing to find anything and continuing to deteriorate in health, he returned to Base IV, possibly read Zeniba's note and, the last

we know of him, left his farewell note to the people of our world at the point it is believed the Menace must have first initiated their invasion.

Zeniba was one of the invader leaders who came to feel that the cost was too great to continue the invasion and wanted the invasion to be terminated. It is believed that the stiff corpse found by Braun was the remains of Zeniba.

IV. After the Fall

It is impossible to know just how long the Menace were present on Yorland. They came to take over the world but were effectively driven from it by the energies released by the Sun Spheres. Unfortunately, before they finally succumbed to these forces, they managed, as we have seen, to scatter the Spheres over the surface of the world effectively eliminating the protective shield they generated in defense against the comet Halistrom. It is not an exaggeration to say that the world they left was frozen in fear. No one had the slightest intention of setting out on seas that promised only death to the foolish venturer. Even the Yorax were holed up on islands before they finally set forth on the seas again. As the years went by, it was only natural that the Yorax would be the first to venture forth. Still, it was a good number of years before even this happened. Picture, if you will, the islands holding all the people of Yorland while the seas lay abandoned. For years, those seas rose and fell without so much as a single craft cresting their swells. It was a dark time but at some point, as the feared fleets of Menace vessels failed to appear, some of the Yorax did set out. It was probably these first Yorax venturing forth that came to be known as Renegades.

A Holmian sociologist makes the following observations.

Even after the different sects of the Yorax had taken to the sea, the Holmians remained island bound. Their culture was not as deeply tied to the seas as was the Yorax. They seemed to be broken by the fears instilled by the Years of Terror more than the Yorar. It seems the more a society is dependent on the advancements of technology, the greater they are at the mercy of the vagaries of nature and the world about them. The Holmians were shuken to their very roots by those years of fear and it wasn't to be until Braun appeared on the scene that the outlook of the Holmians changed. A new hope was born, the spell of generations of fear was broken.

The irony of this behavioral phenomenon is that it takes the more technologically advanced society to imbibe confidence in others. Thus, it was the culture that was the slowest to break out of the bleakness of the Years of Terror that was the one most needed to truly awaken the world from its long withdrawal.

The Yorax had taken to the seas by the time that Braun took off on his Expedition but, partially due to the fact that the Yoran were now split into different subcultures, they did not serve as the world's major vehicle for trade and communication as they had prior to the Years of Terror. Their seagoing excursions were more cautious now, even their own kind could not be trusted on the open seas. Thus, when Braun would come into contact with others on the seas, he could never be sure if they would be friendly to his presence or be hostile.

The Yorax tribes must have **had** islands where they would land to restock but those islands were most probably not the population centers of our world. Braun found many islands whose inhabitants were not accustomed to visitors of any kind. So, despite the return of the Yorax to the seas, much of the world remained isolated. It was the world finally spread by Braun as he ventured about the world that began to return confidence to the people. His final act of replacing the three Sun Spheres and restoring the shieldagainst the coming comet was the act needed to give the world new hope.

V. Braun's First Expedition

The wind blew cold from the sea. Braun, son of the island's ruler, stared out at the horizon with strong feelings stirring in his breast . . . a longing to explore beyond the expanse of ocean that surrounded his world. It was more than a longing. It was a determination to break from the fatalistic resignation of his fellow islanders. Ho/m Island was all he had known since childhood except for the tales and legends of a world of long ago that had fleets of seagoing vessels carrying trade to the far corners of this world. Then, the Menace had come.

Legends told of how this evil force had destroyed all seagoing expeditions, had taken over entire islands and reformed them into bases from which they could expand their grip. No one knew from where these beings had come. The peoples of this world had retreated to their own corners in fear and destroyed each other in their crazed paranoia. The

Dark Ages had come to this world. . . a world of terror and superstition which was pushed over the brink to total chaos when the glow from Shandola faded one night from the evening sky.

Over the horizon from Holm Island lay the island of Shandola and on this island were the three Sun Spheres, perched on their pedestals of granite and radiating their energies to the heavens. The energy shield generated by this triad served to protect the entire planet from the periodic comet Halistrom whose destructive rays would otherwise destroy all life on the planet. These spheres had been in place as far back as the history of the Holmians was recorded, created and left in place by some ancient race. The Great Comet had visited several times within recorded history, each time leaving behind some degree of ill effects but never managing to overcome the protective shield of the Sun Spheres. And now they were no longer there. One night, long before Braun had been born, the glow in the evening sky faded and was gone. And so was the hope of every living soul who stared into that dark night sky.

Thus begins a work describing the background leading up to Rraun's entry into the history of our world. Years passed. The world that Braun was born into was one of impotent people cut off from the rest of their world by their own fear. By the time Braun came upon the scene this fear had broken the people so that it was more from resignation than from terror that they went about their lives accepting their plight rather than questioning it. Braun was different.

With help from followers that were stirred by his sense of adventure and curiosity, Braun repaired an old Holmian craft and, with one companion, set out onto the seas in quest of the Sun Spheres of Shandola. (You who read this are a part of this adventure as it is your adventure, too.) The details of this quest can only be provided by those who actually made a First Expedition but some particulars can be related here.

• The maze structures of the invaders contained Biobotic beings that were left there to protect the mazes from being penetrated. Braun found entry into these mazes to be harmful to his health. The degree of debilitation seemed to be related to how close these artificial beings were able to approach him. The problem was that he could not tell if he was coming into close proximity of these beings until he felt himself getting weaker and weaker. An artifact that was clearly left behind by the invaders helped him greatly in monitoring the status of how close he was to any of the Biobotics while he was in a maze. This artifact was found on a hostile island to the southwest of Holm Island. It was a surprise to Braun and his companion to find anything of value on this island. It is said to be quite a pretty island with a good bay opening to the north. Lacking a settlement, no fuel is available but

Braun's experience there proves that even hostile islands can prove worth visiting.

- Braun learned that hostile islands can be visited without loss of any food or fuel but once back on their craft, they had to set off from the shore or they would be set upon and then lose something.
- During their travels, Braun and his mate found peculiar disturbances on the seas which either altered the craft's course or affected the compass adversely. Such disturbances were not found close to Holm Island but seemed to be located quite randomly elsewhere.

It is believed that such disturbances protect a particularly important island somewhere in the Great Sea. The intensity of the disturbances and the fact that his island does not seem to show up on rocket scans may support the belief that this was an island being transformed into a base by the invaders. Great energies radiating from it must affect the seas in the immediate area and jam the scanning rockets. It must have been their last effort to transform an island to a base which was abandoned as they fled from our world.

- During his travels, Braun also learned that repeated visits to the islands would provide him with additional information. He would return to some islands three or four times as he explored.
- When he finally found each Sphere, he realized that each one had been coded for pickup by a particular invader; he needed to know which invader so that he could provide the proper name. Messages left in other mazes finally provided the clues to which name to enter in order to retrieve each Sphere.

Obviously, Braun was finally successful in returning the Sun Spheres in the me or this document would not exist. The comet llalistrom is still visible in the night sky as it heads away from us. Its visit resulted in minimal effect to those of us on this world. The shielding of the Spheres was again successful against the harmful energies of the comet. The warm glow in the night sky is a welcome sight to all on Holm Island.

With the comet having come and gone, our thoughts and energies can be spent on more constructive efforts. An effort is being made to reestablish our contact with the other parts of the world. In fact, Braun has set off once again to visit old friends that he made on his earlier excursions and, of course, he has with him his "faithful companion".

And so, I end with this ancient benediction:

May the Spheres of Shandola Shine on Forever

