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EARTHRISE

The Solus Incident: Briefing

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Interstel®
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presents

EARTHRISE™

The Solus Incident

**A GUILD INVESTIGATION
Adventure**

by Matt Gruson

**Instructions for the
IBM PC & Compatibles Version**

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THE TERRAN MINING GUILD

In 2004, the exploration and colonization of space, with its enormous draw on Earth's dwindling supply of metals, pushed the prices of basic ores beyond the reach of most consumers. The plastics industry was unsuccessful in its promise to eliminate or reduce the need for these ores, and advancements in polymer science were hampered by growing concern for environmental issues and a serious lack of innovative progress. With the realization that Earth's supplies of natural materials could no longer support the demands put on them, the eyes of the mining companies turned towards Earth's neighbors in space.

Unfortunately, Earth's attractively close satellite proved to be of little mineralogical value. Mars was a wonderful supplier of iron, as ferrous oxides could essentially be vacuumed off the surface, but there was still a need for lighter ores. The inner planets proved too inhospitable for any kind of mining operation. Since distance was money, the next possible source was the asteroid belt outside Mars' orbit. Though only a small percentage of the asteroids contained the needed ores, there were enough of them to make the venture worthwhile.

The cost of research and exploration was staggering, and the cost of actually mining an asteroid was far too prohibitive for any single company, even with the inflated prices of metals. The price of ores was skyrocketing at a rate that turned even the richest of manufacturers to recycling existing metals, driving all but the strongest mining companies out of business.

In an effort to bring new ores to the market before the complete collapse of the industry, the four largest mining conglomerates combined capital and formed the Terran Mining Guild. As members of the TMG, the companies would still operate individually, but would use combined resources for research and development of asteroid mining. Under the direction of a ruling committee, the companies of the Guild undertook the huge operation of mining the asteroid belt.

A number of anti-trust suits were filed against the Guild in the World Court, but the promise of a new and seemingly limitless supply of ores gave rise to a massive lobbying effort by the people of the major nations. Their governments intervened on behalf of the Guild and defeated the anti-trust action. However, a watchdog committee was appointed to keep an eye on what was to become the largest, and potentially most powerful, business organization ever formed.

Using Mars as a staging area, the asteroid mining operation was launched. As new, more cost-efficient procedures and equipment were developed, ores began flowing back to Earth. Metals prices stabilized, and the Terran Mining Guild was a complete success.

THE ASTRO-PILFER PROGRAM

In 2010, Guild think-tanks produced a plan to increase the efficiency of asteroid mining operations. The advent of larger, more efficient ships and lower-priced fuels made the proposed idea of bringing an asteroid into Earth orbit - Astro-Pilfer - a technological and financial possibility.

In 2011, the plan was announced to the public, with mixed reactions. Most people liked the idea of even cheaper metals, but some were worried. What if something went wrong? Was a collision actually possible? How would a large asteroid in orbit affect the tides? The Guild managed to allay these fears, convincing the technologically illiterate masses that its calculations were infallible, and continued construction and testing of its new mining equipment. The Guild was now quite powerful, and wasn't waiting for public approval before starting its Astro-Pilfer program.

The plan was to set up a base on a targeted asteroid, then move the entire asteroid into Earth orbit. A crew of 20 to 30, mostly mineralogists and technicians, would construct a self-sufficient mining station, then build large engines and small maneuvering jets into the asteroid itself. Once this was accomplished and the asteroid underway, the crews spent the several years it took to reach Earth fulfilling their two secondary functions.

First, before leaving the belt, they would survey other asteroids to find new targets for future missions. Secondly, the crews would core the asteroid, digging short vertical mines to locate mineral deposits that would later be extracted by heavier equipment.

When the asteroid finally arrived at Earth, it would be placed in geostationary orbit and the transfer of raw materials would begin. When the asteroid was stripped of all valuable ores, the base on it would be dismantled and a specially designed tug would push the asteroid out of Earth orbit and into a close orbital path around the Sun. There were some complaints about using space as a junkyard, but they didn't persist.

In late 2012, the first mission was sent to the Tsuru cluster (named for the astronomer who first charted it), a large collection of nickel-rich asteroids. Tsuru II was to be brought back to Earth.

The Astro-Pilfer plan worked like a charm. As crews began bringing in asteroids, their surveys located hundreds of valuable new rocks. It looked like there would be an almost limitless supply of elemental ores.

There was one unexpected result of the program. One of the larger asteroids brought in from the Peanut cluster (named for its discoverer's favorite snack) had minute traces of ribonucleic acids in some of the more unusual rock formations. This discovery revived many theories about the asteroid belt being the remains of a planet which was destroyed and scattered about its orbital path. It also raised questions about what might be found on yet larger asteroids. A few theological questions were raised, but a general lack of enthusiasm contributed to their early demise.

MOONBASE URSULA IX

As a member of the Academy of Space and Science, Class of 2028, with a baccalaureate in extraterrestrial mineralogy, you were offered a job with the Terran Mining Guild even before graduation. Sure, Mom had wanted you to be a doctor, but this job was secure, the money was good, and the Guild had a great dental plan. But your career didn't go quite as planned.

Your first assignment with the Guild was as a lab tech at its Ursula IX base, a small research station built on the edge of the moon's Tycho crater. Research at Ursula IX centered on the study of crystal growth in low gravity and mineralogical metamorphosis in a lunar environment. Not a top-notch assignment, but it seemed like a good start.

In January of 2030, the cooling system of the base's reactor suffered a major malfunction. The suppliers of parts for the back-up system had hedged on the specifications, and consequently all back-up cooling systems had failed.

With the station's reactor nearing critical core temperature, an evacuation was called. The evac went smoothly until the launch of the last escape shuttle - the one you were on. The launch control computer locked up with the shuttle supports still in place, making launch impossible. It occurred to you that maybe you should have been a doctor.

While two technicians also aboard the shuttle started trying to manually disengage the supports, you dashed back inside the station and attempted to reboot the computer. But the only response you could get was the message "Insert disk 2 in drive C".

On the way back to the launch site, you made a quick stop in the bathroom (Mom always said to go before you left the house). Unfortunately, as you flushed, you dropped the roll of paper down the toilet. Watching the water overflowing onto the floor, you suddenly had a brilliant idea. If you could rig all the station's toilets to overflow into the reactor cooling system, it might keep the reactor core below critical temperature long enough for the shuttle supports to be cleared.

With some fancy plumbing (those LifeTime home repair books weren't a waste of money after all) and flushing every 45 seconds, you were able to hold off the meltdown until the shuttle could be cleared for launch.

Back on Earth, the Guild was astounded by your ingenuity in delaying the Ursula IX meltdown and saving the lives of the ten people aboard your shuttle (including the nephew of a TMG Board member). After a few months of bureaucratic muddling, it was decided that you could better serve the Guild in a trouble-shooting capacity. You were promoted to Investigator First Class and given a raise that was too small, an office that was too large, and a secretary that was just right.

Enjoying your new job, you set about solving a strange variety of complaints with vigor, and eventually became the Guild's top Investigator. That was why they called you in for the Solus Incident.

THE SOLUS INCIDENT

Aside from a few isolated mishaps, the Terran Mining Guild's Astro-Pilfer program was very successful. There was a slight tremor in the rare gems market when a deposit of diamonds was found on one asteroid, but it turned out to be a fluke and prices quickly stabilized.

The asteroid Solus was first surveyed in 2032. In a lonely orbit just outside the edge of the asteroid belt, Solus was the largest asteroid yet encountered, and proved to be extremely rich in minerals. It was also said that, when viewed from a certain angle, it bore an uncanny resemblance to the current Guild Chairman, but crewmen did tend to get a little imaginative after a few years in space.

In September of that year, a team was sent to Solus. It took the crew just over a year to reach the asteroid. A base was set up and the engines started, then normal operations began. The team on Solus discovered 16 valuable asteroids, adding to the Guild's wildly expanding list of "hot rocks".

Then there was trouble. The asteroid was just inside Mars' orbit when a distressing radio call was received. The personnel stationed on Solus reported that they had encountered some indigenous lifeforms, and there had been several casualties. The remaining crew were fearful, and requested any kind of help Earth could provide.

Scientists on Earth were fascinated by the discovery of new lifeforms, but being a bureaucracy, the Guild simply called a meeting.

The next day, another message was received reporting substantial casualties. The call came from the station's chef, as the communications officer was among the dead. He reported that, of the station's original crew of 22, only eight remained. The intonations in his voice suggested that the chef was close to panic, and he was certainly in no condition to prepare dinner. Still not ready to take decisive action, the Guild sent a message to Solus requesting more information about the lifeforms and causes of death among the crew.

There was no reply.

Almost immediately, Earth telemetry stations reported that Solus was still moving toward Earth, but was no longer accelerating. This meant that the engines built into the asteroid were not working. The situation was now critical. Without the main engines, the asteroid would not be able to make course adjustments, and would continue to travel directly toward Earth - then directly into Earth!

The possibility of a collision caused a panic among the population, and the Guild was finally forced out of its bureaucratic inaction by continued abuse from the press. The entire Earth turned to the Terran Mining Guild for action, and the Guild turned to its top Investigator - you.

THE ASSIGNMENT

The Mining Guild was holding high-level meetings at its world headquarters in Norwich, England. At 9:00 in the morning, after an all-night meeting, the Guild decided that you were to be sent to Solus. At 9:05, they called you. . .

You're sound asleep in your condominium on Beacon Street in Boston when the phone rings. Of course, it's 4:05 AM Eastern Time, and you are quite perturbed to be awakened by the phone. When the party on the other end identifies himself as the Chairman of the Guild, you wake up fast.

For the last 48 hours, you have been keeping track of the Solus situation and wondering if you're going to draw the short straw on this one. Apparently, the answer is yes.

The Guild Chairman explains that a newly refitted shuttle is fueled and waiting for you at the civil aerospace field at Hanscom Air Force Base. A complete report of the situation and a map of the base on Solus will be in your HSFAX bin by the time you hang up the phone. The Chairman also recommends that you arm yourself.

You hang up the phone and jump in the shower. During the dry cycle it occurs to you that this is probably going to be the most dangerous mission the Guild has ever sent you on.

After dressing, you check the bin under your high-speed FAX machine. Sure enough, a 22-page detailed account of all events leading up to this hour, along with a complete map of the base on Solus, are waiting there for you. You pick them up, but decide to read them after launching, as you had wasted enough time showering.

You walk back to your bedroom, open the closet, and key a special code on a keypad behind one of your winter coats. Silent motors move your wardrobe aside and open a secret panel behind the closet. You survey the meager weapons collection which you hardly ever use. After looking at several energy weapons, you remember how little you trust them and pick up your .45 ACP. You load three clips, stuff it in your belt (you never got around to buying a holster), and head out the door.

Jumping into your car, you put the Guild documents and your pistol in the glovebox. You drive from the lot under your building out into the street, marveling at the amount of traffic on Storrow drive even at this ungodly hour. After closely evading an accident with a taxi on Route 2, you finally make it to Hanscom Air Force Base.

Entering the civil aerospace terminal, you flash your Guild ID at the guard in front of your shuttle, tell him to clear for launch, and park your car. Looking at your watch, you realize it's been over an hour since you were awakened by the phone, and decide to hurry.

You jump out of your car, hop on the conveyor to the shuttle, and climb aboard. The Guild has preset all the controls for you, so you don't need to do much (which is good, since you aren't a very good pilot).

You enter the control room, and quickly verify launch clearance with the tower. Lying down on the gravity couch, you survey the control panel over your head, and launch.

Once clear of Earth's atmosphere, you get up and climb down to the cryofreeze room below. The trip to Solus will take almost six weeks, and you figure the longer you're awake, the more nervous you'll be. You decide to go right into hypersleep.

You set the controls on the cryofreeze unit to awaken you when your shuttle reaches Solus orbit. You lie down and the cryofreeze unit closes automatically. The nitrous oxide used to knock you out before the freezing process finds its way up to your nostrils, and you start to feel a bit giddy.

As the room starts spinning around, you realize that you left your pistol and the Guild documents in the glovebox of your car. Feeling like a complete idiot, you try to get up. Your central nervous system simply refuses to respond, and you fall quickly unconscious, cursing yourself for being in such a hurry.

Time passes. . .

HARDWARE REQUIREMENTS

To play **EARTHRISE**, you need an IBM® PC/XT/AT/PS2, Tandy® 1000, or true compatible, with:

- 512K or more of memory (some memory-resident programs may have to be removed);
- CGA, EGA, or autoswitch VGA graphics card, or the Tandy 1000 built-in graphics; and
- Two floppy disk drives (any size or capacity) or one floppy disk drive and a hard disk. A hard disk is recommended.

A clock speed of 8 megahertz or better is also strongly recommended.

INSTALLING EARTHRISE

FOR EXPERIENCED HARD DISK USERS

You may install **EARTHRISE** yourself by creating a new directory and copying all the files from all the disks into it. You still need to run **INSTALL** to configure the program for your graphics and sound systems. **INSTALL** will not attempt to copy files if you run it from a hard disk.

WORKING COPIES

It is highly recommended that you make copies of all the **EARTHRISE** disks before using them, especially if you don't have a hard disk. If you are working with copies and one of the disks becomes damaged, you will still have the originals from which to make new copies. If you are unfamiliar with the process of copying disks, refer to your DOS manual.

CONFIGURING AND INSTALLING EARTHRISE

NOTE: Please read this entire section before you install the program.

- Turn on your computer and boot DOS as you normally do.
- Insert **EARTHRISE** Disk 1 in your floppy disk drive.
- Make the floppy disk drive the current drive by typing A: or B:, depending on which drive you are using, then pressing [ENTER].
- Type **INSTALL** and press [ENTER]. The **INSTALL** program will then prompt you for information about your computer system.
- Select the type of graphics you have: CGA, EGA/VGA, or Tandy. You must select the correct system for the program to run properly.
- Select the type of sound you have. If you are using a Tandy 1000, select Tandy sound; otherwise select standard PC sound.

- Indicate if you are using a hard disk. If you have a hard disk, answer Yes and follow the directions below for Hard Disk Users; otherwise, follow the Floppy Disk Users instructions.

HARD DISK USERS:

- Select the drive on which you want **EARTHRISE** installed from the displayed list of logical drives on your system. Only drives with enough space to install the program (about 2.2 megabytes) will be listed. If you only have one hard disk, just press [ENTER].
- Select the directory you want **EARTHRISE** installed in. The default is \EARTHRISE. If you want the program in a different directory, type the directory name and press [ENTER].

NOTE: INSTALL will create the directory if it does not already exist, but it will not create parent directories. For example, if you want to install **EARTHRISE** to \GAMES\EARTHRISE, \GAMES must already exist.

- Insert each disk as prompted while the files are copied. Installation takes about 2-5 minutes, depending on the speed of your computer.

FLOPPY DISK USERS:

- Identify what size drives you have. *If both of your floppy disk drives are the same size*, then no file installation is required. You still need to run the INSTALL program to specify your graphics and sound types, and indicate drive sizes.
- *If you have a 3½" A: drive and a 5¼" B: drive*, you should have a blank formatted 3½" disk ready before running INSTALL. *If you have a 5¼" A: drive and a 3½" B: drive*, you should have three blank formatted 3½" disks ready before running INSTALL. Follow the on-screen directions to install the necessary files onto the disk(s).

NOTE: If you don't have a hard disk, you will need an extra formatted disk for your drive B: (whatever size it is) to use as a "save game" disk.

STARTING OR RESUMING A GAME

NOTE: Regardless of your hardware configuration, INSTALL will give you precise instructions for running the game once it is installed. If you follow these instructions, you will not need to read the rest of this section.

If you are using floppy disks, insert Disk 1 in drive A: and Disk 2 in drive B:. Make A: the current drive by typing A: then pressing [ENTER]. If using a hard disk, set the current drive to the drive you selected during INSTALL, then move into the correct directory. If you are not familiar with DOS, the exact commands you need to change directories are given in the INSTALL program.

Type **EARTHRISE** to load the game.

THE SECURITY SYSTEM

Before the game begins, you will be asked to type in a specified word from this manual. When looking up security words, the following rules apply:

1. Page # is as printed at the bottom of the page (e.g., this is page 9).
2. A line is any row with typing on it, including titles (this is line 5).
3. A word is any unbroken string of characters with a blank at either end; i.e., `bexampleb`, where `b` denotes a blank.

EXAMPLE: Word 3 on line 2 of page 13 is "you".

Once you have entered the correct word, the title sequence will run. You will then be asked if you want to restore a saved game. If you are starting a new game, answer No. If you want to resume a previously saved game, this option allows you to go directly to it.

PLAYING THE GAME

EARTHRISE is a graphic role-playing game. It's like a movie, only instead of just watching, you control the main character.

When you first run the game, you will see your character on the screen facing you. You can make him walk to different parts of the room, or to different rooms, using the cursor arrows or numeric keypad on your keyboard. For example, if you want him to walk to the right, press [→] or [6] on the numeric keypad. To make him stop, press the same key again. Make sure you tap the keys; don't hold them down.

You can tell your character what to do by typing in text commands and pressing [ENTER]. For instance, if you want him to look around the room, type "LOOK AROUND" and press [ENTER]. If you want him to examine his space suit, type "EXAMINE MY SUIT" and press [ENTER].

You can make your character move around, pick up objects, solve puzzles, and hopefully complete his mission. Be careful, though - you can also make him do things that will kill him. If this happens, the game is over.

COMMONLY USED AND USEFUL COMMANDS

Some of the most frequently used text commands have been given function key equivalents. You can still type in the entire command, but using the function key is much quicker and easier. Following is a list of function keys, commands, and descriptions of what each command does:

<u>KEY</u>	<u>COMMAND</u>	<u>WHAT IT DOES</u>
[F1]	HELP	Displays a list of important keys and commands, including the ones on this list.
[F2]	INVENTORY	Lists all the items you are carrying. (May be abbreviated to "INV".)
[F3]	(Repeat)	Repeats the last typed command. Useful if you try to do something, but aren't in the right position.
[F4]	PAUSE	Pauses the game. Use when you want to leave the game for a while; otherwise, something important may happen while you aren't looking.
[F5]	SAVE GAME	Saves your current position in the game. This is very important, and is covered in a later section.
[F6]	RESTORE GAME	Restores a previously saved game.
[F7]	DEFINE KEYS	Lets you define your own key commands. More on this later.
[F8]	LOOK WATCH	Displays your wristwatch, which gives you some important information. See the <u>TIPS</u> section for more details.
[F9]	WEAR HELMET	Puts on your space helmet.
[F10]	REMOVE HELMET	Takes off your space helmet.
[F11]*	RESTART GAME	Starts the game over at the beginning.
[F12]*	QUIT	Quits the game.

***NOTE:** [F11] and [F12] only work on the Tandy 1000 family of computers. If not using a Tandy, simply type in these two commands.

In addition to the function keys, the following keystroke and text commands come in quite handy:

<u>KEY/COMMAND</u>	<u>WHAT IT DOES</u>
[Esc]	Clears the command line. For example, if you are typing a long command and realize you have made an error, you don't have to backspace over the entire command. Just press [Esc].

[←],[↑],[↓],[→]	The arrow keys serve two functions. You can use them to move your character up, down, left, and right. You can also use the [↑] and [↓] keys to change the highlighted selection on pop-up menus during the game. When the proper selection is highlighted, press [ENTER].
Numeric Keypad	The eight outer keys on the numeric keypad move your character in the corresponding directions. NUM LOCK must be <u>off</u> when using the keypad.
SPEED	Lets you set the game speed. You can also type in "FAST", "NORMAL", or "SLOW".
CLEAR SAVES	Clears all saved games on your current save game disk (for floppy disk users) or in the current save path (for hard disk users), after verification.
SOUND	Toggles sound on and off. You can also type in "SOUND ON" or "SOUND OFF".
VOLUME	Allows you to select the volume level when using Tandy's sound system.
SCORE	Displays your current score and best possible score.

USER DEFINABLE KEYS

While playing **EARTHRISE**, you may find that there are several commands that you use very frequently. Some of the most common have already been assigned to function keys. For instance, "LOOK WATCH" has been assigned to [F8]. Instead of typing out the entire command, you can just press [F8]. You can even do this in the middle of typing another command.

Ten keystrokes, [Alt][A] through [Alt][J], are available to you to define as whatever commands you want. (To use these two-key keystrokes, hold down the [Alt] key then press one of the keys [A] through [J], the same way you would use the [Shift] key to get an asterisk.)

Type "DEFINE KEYS" or press [F7] to display a menu of the current key definitions. From this menu, you can select which keys (if any) you want to set or change.

For example, say you want to define [Alt][B] as the command "PRESS A BUTTON". Press [F7] to bring up the key definition menu. Then press [↓] once to select [Alt][B], and press [ENTER]. Now type in "PRESS A BUTTON^" and press [ENTER]. Note that the "^" character tells the program that you want the command to be entered as if you had typed it and pressed [ENTER]. If you omit the "^", then [Alt][B] will place "PRESS A BUTTON" on the command line, but you will still have to press [ENTER].

After entering the key definition, you will return to the key definition menu. Note that the new definition for [Alt][B] is shown. Press [Esc] to return to the game. From this point on, pressing [Alt][B] will enter the command "PRESS A BUTTON" as if you had typed it in. Key definitions are saved whenever you save a game. If you restore a game that was saved before you defined a key, that definition will no longer be in effect.

SAVING THE GAME

While playing **EARTHRISE**, it is a very good idea to save the game from time to time. Saving the game preserves your current position, so you can "restore" back to it at any time.

As you will find out, there are many dangers on Solus. The odds are better than good that your character will lose his life a few times. If this happens, and you haven't saved the game, you will have to start all over again. If you have been saving the game regularly, you will only have to redo things from the point at which you last saved.

To save the game, type "SAVE GAME" and press [ENTER], or press [F5]. If you are playing on floppy disks, you will be prompted to insert a formatted save game disk in drive B:. If playing on a hard disk, you will have the opportunity to change the path to the save file (more on this later). If you don't want to change the path, just press [ENTER].

You will be presented with a menu of 15 "slots" in which you can save the game. Choose an empty slot (if this is your first time, they will all be empty) using the [↑] and [↓] keys. Once the slot you want to use is highlighted, press [ENTER].

You will then be asked to type in a note to attach to the slot describing the game saved in it, making it easier to find when you restore. Type a description (like "In computer room") and press [ENTER]. The game will be saved very quickly, then you can continue playing.

Later, if you need to restore a game, type "RESTORE GAME" or press [F6]. Like the save command, floppy users will be prompted to insert a disk, and hard disk users will have a chance to change the path. A menu is then displayed showing the descriptions of each slot in which a game was saved. Highlight the game you want to restore using the [↑] and [↓] keys, then press [ENTER]. If you are playing on floppies, you might be prompted to insert a new disk in drive B:.

If you run out of slots, you can reuse old ones by selecting them from the "Save in which slot" menu. Simply type a new description over the old one, or press [ENTER] to leave the description the same. If you don't want to reuse any slots and need more, you can use a different save game disk (floppy users) or specify a new path (hard disk users). Specifying a new path involves typing in a new path over the default after typing "SAVE". If the path you type is valid, it will become the new default, and you will have 15 new slots to use.

TIPS

NOTE: If you are the sort of person who prefers to play games "blind", with few or no hints, then don't read this section.

PRESSURE

The human body evolved in a pressurized environment. It maintains a certain internal pressure to keep it from being crushed by the outside pressure. Many people take this for granted, but people who work in space certainly do not. Since there is no atmospheric pressure in space, or on the surface of objects with low gravity (like the moon or Solus), humans have to wear pressure suits.

Your pressure suit is not complete without a helmet. While wearing your helmet, your suit will maintain adequate pressure against your body to avoid injury. Should you find yourself in an unpressurized environment without your helmet, you will have a problem. With no pressure outside your body to counter that inside, the effect is like overinflating a balloon. You can check the atmospheric pressure outside your suit by looking at your watch

OXYGEN

You will find that you need to use your pressure suit a great deal on Solus. Your suit is useless without a helmet and oxygen bottle. Once you have these, wearing your helmet lets you consume oxygen from the bottle. Removing your helmet saves the oxygen, and allows you to breathe outside air (if there is any).

You have to keep tabs on the oxygen level in your bottle. Your watch tells you how much oxygen you have left. If you run out while wearing your helmet, you will suffocate.

GRAVITY

Although there is very little gravity on Solus, there is enough to keep you firmly planted on the asteroid. Most falls that would kill you on Earth will be negligible on Solus. Of course, this theory assumes that you land on a safe surface.

MAPPING

There is no way to properly describe how important it is to map any adventure. As you play, draw a map so you always know where you are and how to get back to a particular place. Mark each place you have been on the map, and note anything of interest you found there. This will save you the aggravation of getting lost.

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If you find what you think is a program error, write and tell us about it. Give as much information as possible: what happened, the computer you were using, the command you were executing, etc. After investigating the problem, we will send a reply.

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Interstel will replace your purchased diskette(s) free of charge if it proves defective during the warranty period. To receive a replacement, you must have registered your purchase with **Interstel**, or provide proof of purchase or include the registration card with your claim.

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