# SPACE QUEST

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CHAPTER I
THE SARIEN ENCOUNTER

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CHAPTER I
THE SARIEN ENCOUNTER


Designed and Programmed
by Scott Murphy and Mark Crowe


TI99/4A Version
by Martin Mangold

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ABOUT THE GAME

SPACE QUEST I for TI99/4A is a demo
version of the popular Sierra Online
adventure game from the 80s.

The conversion of the whole game would
have been too time consuming. Therefore
the demo covers only the first part of
the game. Some modifications in the
story line were done to make a TI99/4A
stand alone version of the game.

SPACE QUEST is splitted on three disks:
- Disk 1 - SQI Part 1 & Program Files
- Disk 2 - SQI Part 2
- Disk 3 - SQI Part 3

Put Disk 1 in your disk drive and press
option 5 of the Editor/Assembler
cartridge. To start the game type:
DSK#.SQIEXE   (# w.r.t. your disk drive)
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PLAYING THE GAME

The upper part of the display shows the
area in which you are the hero. Use
<FCTN> <D>,<E>,<S> and <X> to move Roger
Wilco (see also hint on page 10).
Messages and Commands are displayed on
the lower part of the screen.

Messages written in RED always have to
be confirmed with <ENTER>.
Messages written in BLUE will not
interrupt gameplay. Except messages that
are too long to fit on one display.

A cursor (underline) is displayed at the
bottom of the screen to indicate that
you can give the computer instructions.
Type a two-word command consisting of an
action verb followed by a noun, and then
press <ENTER>. If necessary,use <FCTN-1>
(backspace) to edit your instruction.

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WELCOME TO THE WORLD OF 3-D ANIMATED
               ADVENTURE

A 3-D animated adventure game is an
illustrated story in which YOU are the
hero. Stepping through an enchanted door
into your computer, you BECOME Roger
Wilco, the main character.

Your own wits and imagination shape the
adventure from start to finish. You
identify problems, then set about
solving them in the most creative way
possible.

Your character is fully animated, but
YOU move him around the scenes. Use the
arrow keys to move in and about the
different areas of the game. Detailed
exploration is one of the keys to
success in any adventure game.

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STARTING THE GAME

After you did start SPACE Quest I with
DSK#.SQIEXE the program asks for the
disk with the files of part 1. Just
type in the number of the disk drive
you used to start the game.

The program starts with the title screen
and the credits. Just type any key to
skip it. Next the first of three screens
about the background story are displayed.
After some time the program will move on
to the next screen unless you press a
key.

Later on in the game the other parts of
the game are needed. if so, the program
will give you a command to put the
requested disk in a disk drive. Just
type in the number of the disk drive
for the requested disk.
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PARSER

Typically the program expects a two-word
command. If more than two words are
provided than only the first and the
last word are analyzed. Furthermore the
program analysis only the first three
characters of each word.

Therefore, in some cases,  the program
has to analyze the context based on the
present situation to perform the correct
action.

So following examples will lead to
equivalent results:

-'LOOk at CEIling' & 'LOO CEI'
-'PUT cartridge in SLOt' & 'PUT SLO'
-'LOOk at KEYboard' & 'LOOk at KEYcard'
-'GO in SHUttle' & 'GO out of SHUttle'

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PARSER - AVAILABLE WORDS                        SAVING AND LOADING A GAME

Use following verbs and nouns to give           To save a game,enter the command <SAVE>.
the computer instructions.                      Next, the program asks you to type the
                                                disk# for saving the game. The filename
VERBS                                           is predefined and cannot be changed. You
buckle,close,enter,examine,go,help,leave        have to use several disks if you want to
look,open,press,pull,put,read,search            save several files.
sit,switch,take,talk,turn(on),unbuckle
unfasten,use,walk,wear                          To load a game,enter the command <LOAD>.
                                                Next, the program asks you to type the
NOUNS                                           disk# for loading the game. Please be
airlock,area,around,bay,belt,body,button        aware that the graphics of the present
cartridge,ceiling,chair,closet,computer         scene is not updated. You have to leave
console,crane,decoder,display,dome,door         a room and enter it again to update the
elevator,floor,gadget,hall,keyboard,            graphics.
keycard,left,light,man,monitor,note,            If necessary, you have to provide the
open,outside,panel,pedestal,platform,           disk with the correct part of the game.
pocket,pod,right,room,scientist,screen,         Just follow the instructions. If so,
shaft,shelves,ship,shuttle,sign,slot,           the game will restart at a predefined
space,step,suit,switch,table,throttle,          position and not exactly at the position
unit,uniform,wall,window                        where you saved the game.
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ADDITIONAL COMMANDS                             EMULATOR - HINT

In the game press <FCTN-7> to get               CLASSIC99:
information about the different                  Use <ALT> <D>,<E>,<S> and <X> to move
commands.                                        Roger Wilco. You can also use the arrow
                                                 keys (ps2keyboard=1 in classic99.ini),
To start the game from the beginning,            but keyboard mapping will change
enter the command <NEW>.                         automatically. You have to press <ENTER>
                                                 before you can type in instructions.
To leave the game, enter the command
<QUIt>.                                          So don't be confused if you have
                                                 problems to type in a command. Press
To change the speed of the game, enter           <ENTER> and try again.
the commands <SLOw>, <NORmal> or <FASt>.
                                                 Contact for comments or if you have any
To show the things you carry with you,           question: martinmangold@gmx.de
type <INVentory>. If you carry nothing
the word <DONE.> will be prompted, only.

Enjoy the game and have fun!


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