

Space Quest 2 Script

INTRO

By Two Guys From Andromeda
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As you will recall in our last chapter, you had just foiled the Sariens fiendish plot to rule the galaxy by using the Star Generator as their weapon of destruction. You became a hero by saving countless lives and returning the Star Generator technology into safe hands.

Life Was Beautiful

But heroes come and go and people soon forget. Your celebrated herodom slowly fades leaving you, once again, a janitor.

The promotion to head janitor was no consolation. (Especially since you are the ONLY member of the janitorial staff.) Nor was the transfer to Orbital Station 4.

Sweating like a pork-beast in a pressure suit while relocating space debris in zero-gravity, just wasn't your idea of a good time.

Life Sucks.....Again

Welcome Aboard XOS 4

To log on for duty

please enter your name below

(up to 18 characters):

Name:

Roger Wilco

ANY LOCATION / INVENTORY

(...) MINUTES UNTIL MELTDOWN, a synthesized voice cheerfully announces.
1 MINUTE LEFT. IT'S BEEN NICE KNOWING YOU.

This is one of the unopened spores.

It's a relatively short rope made from rough hemp.

The whistle is usual looking.

This is a standard issue plunger.

This key looks to be made rather crudely.

The dialect translator is a small device. It is on.

The strange red berries pack a very pungent aroma.

RUB BERRIES

You rub the berries all over your body. You now smell like a walking ammonia inhalant.

Not right now.

You don't have those.

FEEL BERRIES

You'll have to be more specific.

SMELL BERRIES

Phew! These babies are pungent. You'll get no dates with these.

EAT BERRIES

You get them near your mouth and notice the pungent scent. Wisely, you change your mind

CRUSH BERRIES

Don't waste your time

The Sic lighter is almost empty.

USE LIGHTER

There isn't much fuel. You might want to save it.

This is an order form you removed from a magazine for a free Labion Terror Beast Mating Whistle. It's ready to be mailed.

FILL IN FORM

That's been done.

It looks like your average keycard.

READ KEYCARD:

Don't waste your time.

The glass cutter looks like it's seen a lot of use.

USE CUTTER

That doesn't seem to be the correct action in this case.

SMELL AIR

You can trust me to let you know when something stinks.

SMELL SELF

You bear your normal manly scent.

Not to mention what could be a powerful skunk repellent.

This is your athletic supporter. Without close inspection you notice it to be well used.

WEAR SUPPORTER

Everything is already snug and secure. No need to wear it now.

SMELL SUPPORTER

I'll act like I didn't hear that.

DROP ANYWORD SUPPORTER

That act would lack any serious gratification.

The Cubix Rube puzzle has made you look stupid more than usual.

USE CUBE

You pull the puzzle out and give it a few spins. Instead of improving, it seems to be worse. Irritated, you stash it and go on with the adventure.

OPEN CUBE / BREAK CUBE

That isn't what you should do with it.

The glowing gem provides a gentle illumination.

DROP GEM

It's fine where it is.

GIVE GEM

Nobody is interested in your stupid gem.

BREAK GEM

There is no need to mess with that.

FEEL GEM

That was pleasant.

This is one of the unopened spores.

This is one of the opened spores.

BREAK SPORE

That would not be advisable at this time.

DROP SPORE

You would endanger yourself by doing that.

THROW SPORE

That wouldn't be helpful now.

It looks like an ordinary stone.

THROW STONE

That isn't what you should do with it.

BREAK STONE

There is no need to mess with that.

LOOK CLOTHES

You are dressed in the standard issue excursion garment

You are attired in the smart-looking uniform of a Xenon Orbital Station employee.

TAKE OFF CLOTHES

I'll get naked if you get naked. You go first.

These are a few sheets of pumice-quality toilet paper.

This is an empty waste basket.

The waste basket has some paper in it.

DROP PAPER BASKET

Ok.

You don't have the paper.

You don't have the basket.

EMPTY BASKET

The paper in the basket is just fine.

This is an emergency oxygen mask.

PUT ON MASK

You don't need to do that now.

POWER UP DEVICE

There is no need to mess with that.

WHO AM I

(...) Don't you remember?

}

PRAY

1 MINUTE LEFT. IT'S BEEN NICE KNOWING YOU.

LOOK FLOOR

There is nothing there that you can't already see.

GET ALL

Not right now.

RUN

You can't run.

NAP

No way! You've already gotten in enough trouble in the past doing that.

LOOK

You'll have to be more specific.

LOOK ALIEN

You see no one of interest.

LOOK NEXT AREA

You'll have to go there to do that.

ASSHOLE

Would you want your mother to hear you say that?

You foul-mouthed slime bucket. You're a living garbage skow.

DROP ANYWORD

Let's don't, and say we did.

GIVE ANYWORD

That doesn't seem to be the correct action in this case.

CAST ANYWORD

That is not currently one of your options.

OPEN ANYWORD

That doesn't seem to be the correct action in this case.

WAIT

This isn't a text adventure!

JUMP

Sorry. This game is in a NO JUMPING zone.

LOOK IN ANYWORD

You learn nothing new through this act.

EAT ANYWORD

That isn't necessary in this game.

CUT ANYWORD

You possess nothing that could help you accomplish this.

You'll have to be more specific.

Due to paralysis, you are only capable of displacing air.

Not right now.

(...) seem to be in your sight now.

(...) appear to be here to view.

I don't think that is in view right now.

(...) seem to be available at this time.

Your legs will take you where you want to go (in most cases, anyway).

LOOK FLOOR

The walls and deck are made of a very strong composite material commonly used in spacecraft.

LOOK COMMUNICATOR

You don't own one.

It's a nice wrist, manly, yet supple.

LOOK PNEUMATIC TRANSPORT

The pneumatic transport is a large plexiglass tube in which a small transport unit rides. When completed, it will link all areas of the station.

LOOK IN PNEUMATIC TRANSPORT

Besides a door and seat, the inside of the transport is fairly plain since all control is handled remotely.

LOOK CEILING

You stare at the ceiling which, as usual, is overhead. Nothing exciting is learned through this act.

SPIT

You hack up a good one from way down deep. You, carefully, draw in some air and let it fly. Using relatively poor judgement... Oh, let's face it... You're an idiot. You have stuccoed the inside of your helmet's face mask with a large, and rather viscous, quantity of throat balm. Nice going.

Unfortunately, it proves to be a rather viscous one. That being the case, it is unable to clear your lip and strings its way down the front of your uniform leaving an unsightly mess.

LOOK CRAFT

Do it yourself.

LOOK TREE

Yes. You see before you a tree.

LOOK IN TREE

Too many leaves in the way.

LOOK BUSH

The bushes seem to be composed of leaves and small branches. Nothing interesting about them.

CLIMB BRUSH

It's too thick in there.

LOOK IN BRUSH

You peer into the dense thicket, but see only denser thicket.

PUSH DOWN TREE

Hey, you're no 6 Million Buckazoid man!

LOOK FLOOR

The ground is soiled.

CLIMB TREE

The tree is coated with a thin slimy film making it unclimbable.

CUT BRANCH

The tree is very solid. You have no implement with which to penetrate it and you're no beaver.

GET TREE

What ever you say, Mr. Atlas.

LOOK BARK

The juicy bark appears fibrous beneath the slick coating.

GET BARK

You can't remove the bark.

LOOK VINE

The vines appear to be very thin and fragile.

GET VINE

You are unable to reach the vines.

LOOK SKY

Sunlight filters through the dense, leafy crown of the forest. The sky appears to be clear.

GET BRANCH

They're all in use right now. Sorry.

DIG

Trying to dig a hole in this solid ground is a waste of time.

GET DIRT

Leave the dirt alone.

LISTEN

You hear the soft music of a million leaves in the gentle breeze.

LOOK ROCK

The rocks in this region are all gray and fairly rounded. There appears to be nothing of interest about them.

LOOK UNDER ROCK

You can't move them to look under them.

GET ROCK

The rocks here are too large to move.

CLIMB ROCK

That wouldn't be helpful.

LOOK BANK

The bank is an exposed section of packed brown dirt. There isn't much to see, as you may have noticed.

CLIMB BANK

The bank is too steep to climb.

CLIMB

Be more specific.

CLIMB IN BRUSH

The foliage is too dense to travel through.

LOOK MOSS

The moss on the trees is thick, green, and slimey.

GET MOSS

The moss is too slimey to get.

LOOK ROOT

The roots of the trees are very uninteresting.

CUT ROOT

Leave the root alone.

LOOK FOREST

You can't see the forest for the trees.

LOOK EYES

You must be seeing things.

CHEAT

Congratulations!!! You're the most bitchen adventure game player in the world! No, make that the entire Universe!! While all those other silly saps struggle and toil through puzzle after puzzle, you have found a way to cheat yourself to the end. Is America great, or what?!

More bad news, (...). The asteroid's orbit has finally decayed to the point where contact with the molecular contents of Labion's upper atmosphere has been achieved. The result of this friction is a tremendous heat build-up. Despite being a very dense chunk of matter, the asteroid flames out, broiling you with it. Another victim in the heartless universe of adventure.

Bad news, (...). The clone launch has progressed flawlessly. Life is now hopeless, your civilization doomed. There is no need to go on.

Keep up the good work, (...)

Because you are terminally weak above the shoulders, you guide the ship into the ground.

Thank you for playing Space Quest][

DEATH MESSAGES

Another senseless tragedy. You can help prevent this. Vote Yes on Lobotomies for Adventure Game Designers. Thank you for playing Space Quest][, (...). You've been most entertaining.

Way to go, wing nut! Once again, you've demonstrated your inability to sustain life. You quickly glance around the room to see if anyone saw you blow it. Thank you for playing Space Quest][, (...). You've been swell to watch. Have a nice day."

It has been a pleasure watching you play Space Quest][.
Thanks for playing. You've been very entertaining.
Thank you for playing Space Quest][.

Space Quest was designed and created by Scott Murphy and Mark Crowe. We hope you're not looking for someone to blame just because you died.

You are dead! You can only restore, restart, or quit the game.

Space Quest was designed and created by Mark Crowe and Scott Murphy.

XENON ORBITAL SPACE STATION

Orbital Station 4 is one of many orbiting Xenon, your home planet. It is a transfer point for travelers seeking transportation to the various planets in the Earnon system.

As we begin this chapter of our story, we find you, (...), ace janitor, doing what you do best.

A beep emanates from your wrist watch. You release your grip on the broom.

The broom floats away, never to be used again. That makes the third one this week. Wait till your boss finds out.

Due to an obvious lack of common sense you have stepped off the edge, lost your magnetic grip of the ship, and drifted to your death.

You are whisked away to the airlock chamber.

Since you have no messages waiting, there is no response.

YOUR HOROSCOPE FOR TODAY: Keep up the good work! Today could bring that big promotion you think you deserve! Don't take any wooden buckazoids!

Get in here on the double! You've got a mess to clean up in the shuttle which just returned. One of the passengers got space sick on the way down. Besides, you should have been done out there an hour ago. Get a move on!

With that, the image disappears.

LOOK

You are staring at your wrist and, apparently, awaiting some divine guidance.

You are working outside Xenon Orbital Station 4. This area hasn't been completed yet. You have been sent out here to remove construction debris and space dust.

LOOK COMMUNICATOR

Good idea!

LOOK COMMUNICATOR LIGHT

A light flashes on the watch's upper left corner. It means you have a caller waiting.
It doesn't glow at this time.

LOOK BUTTON

There are three: H, C, & T.

LOOK GALAXY

You gaze out into the near nothingness. The billions and billions of worlds apparent to the eye make you realize how truly insignificant you are.

LOOK CLOTHES

You are wearing the latest in EVA (Extra-Vehicular Activity) wear. The suit provides an oxygenated atmosphere. It is designed to protect the wearer from the extreme temperature differences the suns and shadows can cause, as well as providing a barrier for micrometeoroid traffic.

TAKE OFF CLOTHES

Didn't you learn anything in the last game? You can't expose bare human to the harshness of space!

LOOK BROOM

Too late for that. You lost it.

LOOK AIRLOCK

The airlock is not much to look at. It is activated when the small platform is stepped on.

OPEN AIRLOCK

Stand on the small platform.

LOOK RAIL

The rails and beams all lead to the unfinished end of the Orbital Station.

GET BROOM

Go ahead. You control movement.

LOOK WALLS

The walls and deck are made of a very strong composite material commonly used in space craft.

AIRLOCK CHAMBER

Stand by for decontamination.

LOOK

This is the airlock chamber. From here you can gain extra-vehicular access. Spare suits hang on the back wall. Some lockers are mounted on the side wall.

Take clothes

This one is not your size.

You can't reach it from this position.

TAKE OFF HELMET

It's all attached. You have to change your suit.

My, that could hurt.

SEARCH ATTIRE

You find nothing.

You'll need to get closer to the one you want to search.

LOOK CEILING

On the ceiling is mounted the decontamination mechanism. It cleans any unwanted matter from crewpersons entering the ship through the airlock. Otherwise, the ceiling is plain.

GET CONDOM

Sorry. The used Nancy Reagan autographed "Just Say No" condom had to be removed for the shipping version.

LOOK CONSOLE

There are no controls here. All systems are monitored centrally elsewhere in the orbital station.

LOOK FLOOR

The floor looks average except for the non-stationary disk in the middle which is composed of the two halves of the airlock port. It is currently closed.

SMELL CLOTHES

The suit smells as if the wearer's personal hygiene leaves something to be desired.

OPEN CLOSET

It's already open.

You'll need to get closer.

CLOSE CLOSET

It's already closed.

You'll need to get closer.

SMELL CLOSET

What, you haven't smelled enough mold, mildew, or fungus in your life?

TAKE CLOSET

Just say what you want to get.

TAKE ALL

There is nothing to get.

Ok.

You'll need to change suits first.

You'll need to get closer.

You've already performed that act.

LOOK IN CABINET

You bravely peer into the locker to find

 a cubix rube puzzle and your athletic supporter.

 your athletic supporter.

 a cubix rube puzzle.

 it empty. You can only wonder what left behind such a foul fragrance.

You'll need to get closer.

The lockers are all closed. There is nothing too interesting about them.

You'll need x-ray vision for that since they are closed.

CLIMB OUT

You can't go back outside. You are expected in the shuttle bay.

GET COMMUNICATOR

It is permanently attached to the EVA suit. You will find it useless inside.
You don't own one.

OPEN DOOR

Just walk on through the other door.

OPEN AIRLOCK

You can't open the airlock.
You open the only locker for which you have a combination. Phew! Putrid waves of stench waft forth. You can't recall the last cleaning it received.

TRANSPORTATION CONTROL ROOM

It's about time you got in here, (...). Head for the shuttle bay on the double. I'm warning you. You're on your last leg around here, bud. One more screw-up and you're history.
He then orders the transportation officer to send you directly to the shuttle bay and nowhere else until the job has been completed.

You've got a lot of nerve coming in here with your EVA suit on, (...)" screams your boss. "That's the last straw. Turn in your mop. YOU'RE FIRED!"
Well, (...), you certainly didn't get off to a very good start. Better luck next shift.

You're into the game barely (..._ minutes and already you've nimbly stepped to your death. How far down your family tree did knuckles last play an important role in locomotion? Watch your step next time.

LOOK

You are in the transportation control room of the orbital station. The room is abuzz with activity as technicians monitor XOS 4 operations. A pneumatic transport tube is accessible from the walkway above.

LOOK MAN / LOOK GIRL

The technicians are seated in front of monitoring consoles. They look like your average crew types."

CALL BOSS

Don't bother.
He's not available for that. Besides, if he sees you, your dead meat. Get to the shuttle bay.

LOOK BOSS

He's a balding man. Luminous veins stand in bold defiance to the planes of his temples. Funny, you think. He looked much healthier when you first came aboard.
The boss doesn't appear to be too happy with you. You'd better steer clear for awhile.

ASK MAN

The chief's not happy with you, (...)" the man says. "You'd better get over to the shuttle bay soon."
"By the way. You still owe me twenty buckazoids. You'd best cough it up soon.

"You'd better get moving, (...)"

"And don't forget that twenty buckazoids you owe me!"

No one pays you any attention.

LOOK CONSOLE

The consoles contain much monitoring equipment, none of which you understand.

LOOK ELEVATOR

There is nothing special about it. You stand on it and it moves.

LOOK CATWALK

It looks like a small floor, only higher.

LOOK TUBE

A pneumatic transport tube is accessible from the walkway above. The tube is made of plexiglass with a transporter inside it. The physical principles involved are not unlike those which transport a spit wad through a straw.

CLIMB IN TUBE

Just get in.

There is only a pile of useless dust here.

SHUTTLE ROOM

You enter the shuttle and start sniffing around for the mess you must clean. You are surprised to find that the shuttle is not empty. There are two extremely ugly suckers walking toward you."

"Hey! What the (your favorite expletive here)..."

POW!!

THWACK!!

BINCK!!

THUD!!!

Your protest is cut short as two interstellar ruffians proceed to thump you unconscious. Everything fades.

Time Passes...

More Time Passes...

A strange dream turns into the realization that you are being shaken and talked to by a voice unfamiliar to you. A dull ache triggers a distant memory of a scuffle in which you were the focal point.

Upon awakening from your forced rest, it becomes quite apparent that you aren't in Kansas, er, Xenon anymore. You find that you are being held upright and under physical restraint from both sides by, you guess, the galactic goons you met on the shuttle.

As you try to struggle free, you notice that your hands are tied behind your back.

LOOK

You are in the Orbital Station's shuttle bay. A shuttle, fresh from a passenger drop-off on Xenon, is refueling for its next trip. A pneumatic transport tube is accessible from the walkway. A refueler

replenishes the shuttle's supply.

LOOK CRAFT

The shuttle craft is your standard 10 passenger short commute vehicle. It was primarily designed to ferry people and supplies between Orbital Stations, Xenon, and other orbiting spacecraft.

LOOK STAIRS

The stairs are a series of evenly-spaced horizontal planes used for the gradual adjustment of one's relative elevation.

LOOK FUEL PUMP

It's not much to look at. The refueler is just a rectangular structure which bears a pressure gauge and a hose outlet for the transfer of fuel. The hose is currently hooked to a shuttle.

You don't have a good view from here.

USE FUEL PUMP

Don't mess with it. It's automatic. Besides, if you can't be trusted with a broom, highly volatile liquids are definitely out of the question.

LOOK HOSE

Nothing special about the hose. It merely provides a means of routing fuel from the refueler to the vessel.

You don't have a good view from here.

LOOK GAUGE

The gauge seems to register about 3/4 full. The refueling is nearly complete. That's not your job to worry about, though.

You don't have a good view from here.

LOOK RAMP

The ramp leads into the underbelly of the shuttle.

LOOK LANDING GEAR

You look at the landing gear and notice that it is doing an admirable job of holding the main body of the shuttle off the floor.

LOOK NOZZLE

The rocket nozzles on the back of the shuttle clearly show the wear of many flights.

You don't have a good view from here.

GET HOSE

That's not a good idea. Being as unskilled as you are, you would probably cause some sort of fiery catastrophe. Leave it alone. It's automatic anyway.

LOOK CAKEWALK

The walkway looks like the floor, only smaller and higher.

LOOK TUBE

A pneumatic transport tube is accessible from the walkway above. The tube is made of plexiglass with a transporter inside it. The physical principles involved are not unlike those which transport a spit wad through a straw.

GET IN TUBE

Just get in.

CLEAN MESS

It's in the shuttle.

VOHAUL FIRST ENCOUNTER

As the eyes dial into focus, you make out an oddly disfigured being seated before you.

A sagging mass of flesh that appears to have been human at one time. Tubes and wires extend from his body leading to machines which keep him alive. Suddenly, his visage stirs and he begins to speak.

"Well, well. Did we have a nice nap? I thought we would have to resort to drastic measures to wake you. (sigh) Oh, well."

"Welcome to my humble fortress, (...). The name's Vohaul, Sludge Vohaul. I was the genius behind the Star Generator when it was still in the concept stages."

"It was to be my ultimate war weapon until some sissy pants scientists decided it would be better used saving lives rather than destroying them. What a waste of technology! Excuse me if I sound bitter."

"Anyway, you ruined my Sarien operation. I was going to use the Star Generator to make Xenon pay for what they did to me. They were going to know my wrath in a big way. You somehow managed to change all that."

"Oh, I suppose I should have known better than to use those mental midget Sariens. That's not the point, however. You are responsible and you shall pay. Besides, I have another plan. And you'll not be around to foil it."

"I have devised a plan so horrible, so frightening, so diabolical, that no one will be able to stop me. Observe my latest creation."

"I intend to infest your planet with thousands of these genetically engineered door-to-door life insurance salesmen. I will at last reap sweet revenge from the scientific community that mocked me."

"My plan was to kill you, but I've had a change of heart. ha, ha, ha... Get it? He peers down at the hoses protruding from his chest and connected to a life support system. "Forgive me. I'm a kidder."

"I've decided I would get much more enjoyment watching you suffer. My associates will escort you to the surface of Labion where you will perform many painful hours of manual labor in my mines. Be seeing you."

You are injected with something which renders you unconscious and carried away to a shuttle. When you awake you look through the viewing port and see Vohaul's massive asteroid fortress.

SHUTTLE PLATFORM

After touching down on a giant landing platform, you are ushered to a hovercraft waiting to transport you to the mining site. Utter despair sets in.

Ugghh!

After surviving to this point, you are still prone to acts typical of the mentally absent.

You head back down to the lower level. Unfortunately, you are met by an armed guard. You have been quite a headache. To make it up to them, you are strung between two hovercraft. On the command GO, life leaves you (in two different directions).

LOOK

You are at some kind of landing platform. The guards are transferring you to another mode of transportation for the remainder of the trip to the mine.

You are on a landing platform. A shuttle sits quietly nearby. You see lush growth all around.

LOOK CRAFT

It looks just like the shuttle that brought you here.

LOOK IN CRAFT

Through the heavily tinted viewport you see two empty pilot seats. You don't have a clear view from here.

CLIMB IN

You open the hatch and head on in.

You recall from when you landed, the entry hatch being on the rear-left of the shuttle. You'll have to move a little.

LOOK FOREST

You can't see the forest for the trees.

LOOK SKY

The sky is quite clear and blue.

LOOK BRUSH

Things look small down there.

"Uh Oh."

"Oh, great. I suppose we're out of fuel. Way to go, Gorf breath!"

"Don't blame me. It was your turn to fill up. You're always forgetting to do it! Wait till the Master finds out. You're in big trouble."

"Hey! Don't talk to me that way, you slime bucket! I filled it last time, dip..." The argument between the two guards is cut short as gravity reasserts itself.

CRASH !!!

CRASH SITE

Aaaghh! You fall to the bottom of a concealed pit. You might have survived the fall had you not come in contact with the several 30 centimeter long spikes planted vertically along the bottom of the pit.

Good thing that guard broke your fall. He doesn't look too happy about it, though.

LOOK

Nearby are the bodies of your former captors.

LOOK IN CRAFT

Everything inside is twisted and bent.

You do notice a button with a flashing light next to it. It seems to be emitting a high pitched beep.

You are not where you should be to do that.

LOOK CRAFT

The hovercraft has been reduced to a mound of twisted wreckage. Everything that was straight is bent. Everything that was bent is benter. There appear to be no salvageable parts.

GET CRAFT

You attempt to lift the hovercraft. As you heave and grunt you feel something give way in the groin region. You wisely give up.

You are not where you should be to do that.

CLIMB IN CRAFT

The hovercraft is a twisted wreck. Jagged metal protrudes in such a way that entry would be hazardous.

You are not where you should be to do that.

PRESS BUTTON

The light goes dark and you no longer notice the high pitched beep.

Nothing happens.

You are not where you should be to do that.

LOOK BUTTON

You see a normal button and light. The light is currently off.

You see a normal button and light. The light is currently on. You didn't notice it during the flight. It must have come on as a result of the crash.

You can't see that from here.

READ BUTTON

There is nothing there to read.

LOOK SMOKE

You notice that some smoke is escaping from a fractured energy cell in the wrecked hovercraft.

SMELL SMOKE

The smoke smells like something that might be emitted from a burning object.

SMELL MAN

You detect no unusual fragrance, at least not yet. Soon though, these bodies may be generating some serious bouquet.

GET GLOW

That isn't necessary.

LOOK MAN

The guard appears to be less thick than you remember him. Many of his formerly contained body fluids seem to be at large.

This guard's body has been fatally damaged by the fall.

You are not where you should be to do that.

GET MAN

You are not strong enough to carry the guard. Besides, in his present state, it would be quite a challenge.

MOVE BODY

Not necessary. There is nothing important under him.

You are not where you should be to do that.

KISS BODY

What an amusing idea. Pardon me while I liberate my most recent meal.

STRIP BODY

You have no need for the uniform as it is damaged beyond use. Many of the seams are split and most of the fabric is soaked with a generous cross section of body fluids.

You are not where you should be to do that.

FUCK BODY

You're one twisted mofo. The only other person I know who would try that is Mark Crowe.

Get closer!

TALK MAN

The sounds of escaping gases are the only audible offerings from these two.

SEARCH BODY

You search the grotesque body and find a small, thin magnetic card. It looks like a keycard. You seem to recall seeing one somewhere in the past.

You search the grotesque body and find nothing.

You are not where you should be to do that.

GET CARD

Ok.

That's not here.

LISTEN

You hear a high pitched beep. It seems to be emanating from the wrecked hovercraft.

LOOK TRAP

Trap? Trap? What trap? I don't see a trap! Hey, do you guys see a trap? I didn't think so! You must be mistaken! None of us sees a trap!

The foliage here is much too dense for you to pass through.

MUSHROOMS

Holy geez, boy! That mushroom thing sucked you clean up! You can't move a muscle nor see a speck of light.

You begin feeling waves of tingling, warmth, and moisture. Suddenly, it's not so bad in here. Wow.

Check out the colors, dude.

Your body and mind enjoy the short-lived buzz that is a side effect of the lethal poison you now marinate in. You are oblivious to the end. Not a bad way to go, actually.

But it sure is early in the game. I had high hopes for you. They said "Who? (...)?" Not a chance! That chump? He'll fold in twenty minutes."

I said "No way! He's not THAT lame!" So anyway, don't make ME look stupid TOO.

LOOK

You are standing in a dark and damp portion of the forest. There are some very large mushroom-like growths here.

LOOK FUNGI

Aside from their enormous size, they appear to be your average garden variety mushrooms.

LOOK IN FUNGI

You'll need to get closer.

GET FUNGI

Ambitious aren't we? These things are heavy and well rooted and would, most likely, tear you a new one.

TALK FUNGI

It's a good listener and that's about it.

OPEN FUNGI

You'll need to get closer.

The foliage here is much too dense for you to pass through.

THREE TREES

Suddenly, from somewhere to the east you hear a TWANG followed by a high pitched shriek.

You see a hovercraft much like the one you rode earlier. You hope not to be spotted.

Drats! Vohaul's troops have tracked you down and passed sentence for your escape. Tough luck, eh?

You hear something. It sounds not unlike the hovercraft you rode in.

Whew! That was a tense moment. Vohaul's thug failed to spot you and is off to search elsewhere.

CLIMB TREE

This is uncool. It looks like you've adhered yourself to this tree like a fly to fly paper. And speaking of insects, here comes a swarm now.

You'll be proud to know that you have filled today's nutritional requirements for many of the local carnivorous insects. Adventuring is not always pretty.

You are not in a good place to do that.

LOOK

You are in a strange looking stand of woods.

The trees around the perimeter of the area have a shiny, slick look. The two in the middle have a duller kind of sheen.

The foliage here is much too dense for you to pass through.

TRAPPED PINKUN

It might be a good idea to leave before the individual who set this trap returns.

FREE CREATURE

Before disappearing through a tiny hole in the brush, the little creature gives you a long glance. You're too far away.

LOOK

You are in another area of forest. The growth seems to be getting heavier here.

LOOK ROPE

The rope looks brown and long.

CLIMB ROPE

The rope is in use right now.

Without the weight of the little creature on the rope, it is not within your reach.

ATTACK CREATURE

There is no need to do that. It poses no threat at this time.

LOOK CREATURE

The little creature caught in the snare has thick-looking pinkish skin. He looks to be less than a meter tall. He doesn't seem too thrilled with his predicament.

SWING CREATURE

This isn't a playground.

TALK CREATURE

He doesn't respond.

KISS CREATURE

You really aren't attracted to it.

HELP CREATURE

In what way?

GET CREATURE

You really aren't attracted to it.

JUMP

What do you think this is, Lovers Leap?

GET ROPE

Without the weight of the little creature on the rope, it is not within your reach.
That's ineffective here.

The foliage here is much too dense for you to pass through.

SPORES/MAILBOX SCENE

Thanks to some fancy footwork, you are now picking yourself up off the ground after barely surviving a fall down a small cliff.

You seem to have kicked one of these strange little spores.

Your kick caused some spores to open and spray a fine powder into the air. As a result you are paralyzed from head to toe, unable to move a single muscle.

Fortunately, the paralysis wears off and you seem to be back to normal.

LOOK

This is another clearing in the otherwise heavily wooded area of the forest. There is a plateau near the back.

LOOK HILL

It is like the other areas, only raised a little. A mail box sits up there.

LOOK FLOOR

The ground looks like everywhere else, with the exception of some growths which look like spores or pods.

LOOK SPORE

The spores are light blue and bulb shaped. They seem to be loosely attached to the ground.

Some appear to have been popped.

You need to be closer.

GET SPORE

You take possession of one of the spores being careful not to mistakenly break it open.

You need to be closer.

You can't safely carry more than one of the fragile spores.

MAIL ORDER FORM

You drop the order form into the box.

The mailbox hums and buzzes for awhile. Then, an object of some sort drops into the tray at the base of the box. The machine goes silent.

You don't have that.

You need to be closer.

LOOK MAILBOX

The mailbox looks typical for a mailbox. There is a slot, a tray, and a sign.

You need to be closer.

READ SIGN

The sign says Radical Express - When it totally, no doubt for sure has to be there awhile previously.

You need to be closer.

LOOK MAILBOX SLOT

The slot looks much like an opening in the exterior of the mailbox through which a thin piece of mail might pass.

You need to be closer.

LOOK TRAY

The tray is actually a small indentation in the lower part of the machine. It is currently bearing what looks to be a whistle.

The tray is actually a small indentation in the lower part of the machine. It is currently empty.

You need to be closer.

GET TRAY

You don't need that.

GET WHISTLE

Ok.

There is nothing there.

You need to be closer.

REACH CARTRIDGE SLOT

It's too small for that.

You need to be closer.

JUMP

Get closer to the edge.

The foliage here is much too dense for you to pass through.

MONSTER MAZE

Good. You've succeeded in establishing contact with one of this planet's life forms, and it looks like you'll get to examine it up close and personal. The giant root-looking thing is giving you a guided tour of its digestive system.

What you experience next is too horrible to describe. Let's just say that you die as a result. You are dead. Trust me.

It may please you to know that, during the night, you didn't digest well. For awhile, gastric distress made it extremely unpopular with the other root monsters.

GET BERRIES

You snag some of the odoriferous red berries.

You already bear a quantity of the pungent foliage.

You are not in a suitable location for that.

LOOK

You are in another clearing in the forest. This one seems to be occupied by a type of growth you are not familiar with.

LOOK CREATURE

You can see a little guy across the clearing picking some sort of berries from a bush.

The odd little pink dude is running away.

TALK CREATURE

You startle the small creature causing him to bolt into the underbrush.

DUCK

Get closer.

LOOK GROWTH

It appears to be some kind of over-developed root. There is a pulsating growth near the middle which is connected to several meters of root-like appendages.

GET GROWTH

Get real.

GIVE GROWTH BERRY

That's a waste of time.

TALK GROWTH

It doesn't respond.

ATTACK GROWTH

You should be more specific about how you want to do that.

JUMP GROWTH

That would be too hazardous.

LOOK BUSH

All the bushes look the same except for the one at the far end of the clearing which has small berries growing on it.

LOOK BERRIES

The berries hanging on the bush look quite juicy and smell very pungent.

The foliage here is much too dense for you to pass through.

THE SWAMP

You feel something slimy clamp down on your leg and, almost as suddenly, spit you back out. You distinctly hear the sounds of aquatic gagging and retching. Evidently, you had a bad after taste from the berries.

You feel something slimy clamp down on your leg and pull you beneath the surface! You struggle in vain to free yourself. Unfortunately, your desire to breathe results in the intake of a large quantity of swamp water. If the lack of oxygen hadn't killed you the taste of the putrid water would have. You're dead. Better luck next time, (...)

LOOK TREE

The trees in this area are of two distinct types. Wet ones, and dry ones.

CLIMB TREE

The trees are not climable.

LOOK BRUSH

It's too dense to see anything of form.

LOOK SLIME SLUG

Those eyes say it all. You're in deep stuff buddy!

TALK SLIME SLUG

Funny. No response.

LOOK BUBBLE

Those are the tell tale bubbles of an unfriendly slime slug.

LOOK UNDERWATER

You are unable to see very far into the murky liquid. It doesn't look too appealing.

DRINK WATER

You take a swig of the murky water. The taste is not unlike the squeezings of 100 moist gym socks. You shiver in disgust. Hopefully, no intestinal discomfort is in your future.

GET WATER

You grab some water, but it gets away.

CLIMB IN WATER

Go on in.

DIVE

(COMING ATTRACTION!!) You duck under the surface of the water and begin to swim downward.

Who are you, Lloyd Bridges? You don't know what's down there.

LOOK SWAMP

That yields nothing.

LOOK FLOOR

As one might expect, the packed part of the planet directly near your feet is composed of the more broken-down elements of this planet's construct. It might be known as dirt to some. It's real hard if come at from a distance. Not desirable stuff.

SWIM

It's not deep enough to require swimming.

RUB BERRIES ON SELF

You can't do that while in the water.

FEED SPORE TO SLIME SLUG

That wouldn't be successful.

LOOK

You are standing at the edge of an eerie swamp. You can hear the croaks and moans of swamp life, none of which you are eager to encounter.

LOOK CREATURE

You see a small fleshy being. He appears to be rubbing something on his body.

You see a small fleshy being. He seems to be in a hurry to leave.

TALK CREATURE

He doesn't seem interested in what you say.

The foliage here is much too dense for you to pass through.

You startle the small creature causing him to bolt into the underbrush.

You notice some odd eyes barely protruding from the water.

MIDDLE SWAMP

You have stepped into a deeper area of the swamp. You are forced to swim.

You have gotten out of the deep spot and are back on your soggy feet.

LOOK SWAMP

You are hip deep in swamp. Murky water surrounds you on all sides. A few slimey trees reach from the quagmire.

DIVE

It's too darn shallow here.

HOLD BREATH

You take a deep breath, filling your lungs to near bursting, and head for the depths below.

SWIM

You already are.

It's too darn shallow here.

LOOK UNDERWATER

Dive down there if you want to see.

It's too darn shallow here. Nothing to see.

The foliage on the edges is much too dense for you to pass through.

UNDERWATER CAVERN

LOOK

To your amazement, you find yourself in an underwater cavern. The water here is much clearer here than in the swamp above.

LOOK BUSH

They look like a normal plant, only wet.

GET BUSH

You wouldn't impress the babes with those. Do something constructive.

You know the way.

You can't go on. You do not have enough oxygen in your lungs. You panic! The need for oxygen causes you to become irrational.

Your desire for air causes you to inhale large quantities of water, which results in suffocation.

GEM GROTTO

LOOK

You have paddled into another portion of the underwater cavern. Your lungs tell you that you'll be in need of air darn soon.

You are in a small grotto below the swamp.

A strange light dances off the walls of this cave. Its origin -- a glowing gem situated on top of a boulder.

LOOK BOULDER

The boulder just sits there staunchly.

A glowing gem gently spreads light throughout the cave.

SWIM

C'mon!

Get closer.

DIVE

Where are you now?

Get in first.

HOLD BREATH

Once again, you wisely take in a load of air and head below.

CLIMB OUT

Just swim on out.

LOOK WALL

The walls of the room radiate a gentle light.

GET GEM

You take the glowing gem.

You already have one.

Get closer.

MOVE BOULDER

That wouldn't be the correct action now.

LOOK UNDERWATER

Dive down there and give it a look.
It looks wet down there.

LOOK GLOW

It seems to be coming from that gem.
The walls of the room radiate a gentle light.

SWAMP END

LOOK

You are at the east end of swamp area. Forest extends to the east.

The foliage here is much too dense for you to pass through.

FISSURE

You have climbed back up the rope from the fissure below.

You head over the edge and down the rope.

Being less than careful, you lose your balance and slide off the log. Gravity has its way with you and you are sucked to the depths of the fissure at a very high rate of speed. Needless to say, you hit the bottom and your mortal remains are redimensioned to the point where life is no longer an option.

You smoothly step off the edge of the fissure. Gravity has its way with you and you are sucked to the depths of the fissure at a very high rate of speed. Needless to say, you hit the bottom and your mortal remains are redimensioned to the point where life is no longer an option. Will you ever learn?

CLIMB TREE

This tree is dead and seems to be free of the slick secretions some of the others generate. You begin to shinny your way up the snag.

CRACK!!!

Holy logjams, Batman! You almost ate the big one!

LOOK

You are in a lightly forested area. A large fissure nearby seems to lead straight down.
You are in a lightly forested area. A large fissure nearby seems to lead straight down. A log lies across it. A stump stands guard at the edge.

MOVE STOMP

That would advance the game in no way.

TIE ROPE TO BRUSH

That would advance the game in no way.

LOOK DEAD TREE

This tree is dead. The bark must have fallen off years ago. It bears no foliage.

CLIMB TREE

This tree is too slick for that.
You can't do that from here.

LOOK SNAG

You'll have to specify whether you want to look at the stump or the log.

LOOK STUMP

The rotted stump is only a reminder of the healthy tree which once stood here. There is a rope tied to it.

The rotted stump is only a reminder of the healthy tree which once stood here.

LOOK LOG

The log is firmly seated between the sides of the fissure. There is a rope tied to it.

The log is firmly seated between the sides of the fissure.

LOOK IN STUMP

It looks rotted and empty.

CLIMB STUMP

That would advance the game in no way.

TIE ROPE

You'll have to specify whether you want to attach the rope to the stump or the log.

You are not near a good place to tie the rope.

TIE ROPE TO STUMP

You are not near a good place to tie the rope.

TIE ROPE TO SNAG

You'll have to decide between the stump and the log.

The rope is already tied to something.

GET ROPE / CLIMB ROPE

You can't do that from here.

CLIMB ROPE

You have to secure the rope to something first.

LOOK FISSURE

The fissure appears to be very deep with sheer sides. You can make out no detail as it darkens toward the bottom.

CLIMB DOWN CANYON

You do not possess the skills or equipment to achieve such a feat safely.

The foliage here is much too dense for you to pass through.

SNARE

Intrigued with gravity, you take another terminal ride to solid ground. Watch your step, (...)

TWANG!

Yikes! You have been snared. Suspended above the ground you are unable to move freely." After awhile, the cerebral fireworks begin. Capillaries begin to burst under the strain. You pass out. Once again, time passes...

And then, some more time passes...

While unconscious, you have the strangest of dreams.

You imagine that your name is Larry. You are wearing something known as a "Leisure Suit", apparently made of 100% synthetic materials and proven to generate large amounts of static electricity.

While prowling a locale known as "The Land of the Lounge Lizards", you spend your time badgering women of the area to participate in bizarre mating rituals such as...

Just then, consciousness begins to creep in.

LOOK

You are in a thinly forested area just east of the fissure.

LOOK CLIFF

It's a long way down and you can't see anything of note.

CLIMB CLIFF

Forget it.

JUMP

Get closer.

SWING

Swinging the rope while hanging upside down would only promote nausea.

CLIMB

You are unable to climb the rope hanging like this.

BREAK VINE

Forget it.

PLATFORM OVERLOOK

Drats! Vohaul's troops have tracked you down and passed sentence for your escape. Tough luck, eh? Way to go, pathfinder! As you plunge toward the base of the cliff, "mommy" escapes your lips.

LOOK

You are at the edge of a forest. The boundary is a sheer cliff at the east side of the area. In the distance you see a landing platform, possibly the one which welcomed you to this strange, lush world."

LOOK BASE

The landing platform, raised slightly above the nearby tree tops, appears to be an active place with

shuttles coming and going. The forest between the base of the cliff and the platform is densely populated with all manner of flora.

LOOK CLIFF

The cliff is sheer. There looks to be no way down without the direct aid of gravity.

JUMP

You'll need to be closer to the edge.

TIE ROPE TO BUSH

There is nothing solid enough to anchor the rope to. Besides, it would be too short.

LOOK CRAFT

The shuttle in the distance looks like it would be a nice thing to have right now.

HUNTER

Your head begins to clear and you realize that you have been imprisoned. Your captor appears to be that large oaf sitting near the fire.

THROW SPORE

Upon impact with the ground, the spore opens and spews its dust into the air. The hunter falls to the ground paralyzed.

You have caused the guard to be paralyzed. I don't think he's too pleased with you.

The hunter has decided that it's a perfect day for a barbecue. As he slowly turns you over the fire, you begin to turn a beautiful golden brown. Death follows at an agonizingly long distance.

TALK MAN

The hunter stands and takes a long look in your direction. His face, though strange in its own right, bears an expression one might see on a freak show patron. He moves closer.

LOOK

You are in a well hidden clearing. It is surrounded on three sides by large, smooth rock formations with brush to the north. A cage is below one of the formations.

(You are currently in it.)

You are in a well hidden clearing. It is surrounded on three sides by large, smooth rock formations with brush to the north. A cage is below one of the formations.

In the center a campfire burns. One has to wonder about the purpose of a fire during a warm day such as this.

A campfire ring, fire extinguished, is located in the center.

A large beast is nearby.

A large beast is lying on the ground.

LOOK CAGE

The cage is made of some very hard branches. They might as well be welded steel bars.

LOOK KEY

It's crude looking but effective. The rust would prevent anything but the correct key from turning it.

LOOK HUNTER

The hunter looks hungry.

The hunter is looking right at you, and he's salivating just a tad.

The hunter is lying on the ground unable to move. It looks as though the spore proved quite effective in this instance.

The hunter is lying on the ground unable to move. A feeling you can relate to.

The hunter is lying on the ground unable to move.

TIE HUNTER

What a waste of a perfectly good rope. In his state, he will not prove an impedence.

HIT HUNTER

Nice guy you are!

THROW SPORE

Too late.

You should be closer to the door.

Don't you wish you had one to throw?

CALL HUNTER

The hunter seems to ignore you.

That's not helpful now.

GET KEY

You reach through the bars and take possession of the key.

You already have it.

You can't reach it. The hunter is too far away.

How are you going to manage that?

OPEN CAGE

You open the cage door.

Too late.

You need to be closer.

The door is locked.

That's been done already.

CLOSE CAGE

You close the cage door.

You need to be closer.

That's been done already.

UNLOCK CAGE

You slip the key into the lock and give it a turn. The lock snaps open.

You need to be closer.

You don't have anything to do that with.

That's been done already.

That wouldn't be helpful now.

LOCK CAGE

You snap the lock closed.

You need to be closer.
You don't have anything to do that with.
That's been done already.
That wouldn't be helpful now.

GET ROPE

You grab the rope.
It's not available to you from here.

THROW GEM AT HUNTER

It's too heavy for you to get any power behind.

SLING GEM AT HUNTER

It's too cramped in here.

BREAK CAGE

The cage is made of some very hard branches. They might as well be welded steel bars.

THROW ROPE

Who do you think you are, Roy Rogers?

PUT KEYCARD IN LOCK

An interesting idea, but no good here.

GIVE PUZZLE TO HUNTER

He'd soon figure out that it wasn't food, and you'd be in trouble.

SEARCH BODY

You search the large, not to mention uncleansed, body of the hunter. You find a key which might unlock the cage. Other than that, you find only a few assorted parasites clinging to him.
You search the large, not to mention uncleansed, body of the hunter. There is nothing of interest unless tiny parasites do something for you.
That's not to be accomplished from here.
You'll have to get his permission first.

GET SPORE

The spent spore would be of no use to you now.
It's not available to you from here.

LOOK FIRE

There are flames dancing above the embers of the fire.
You see just an empty fire ring.

BREAK LOCK WITH GEM

Interesting, but wrong.

RATTLE CAGE

Pretty darn solid construction, eh?
Don't bother now.

EXTINGUISH FIRE

Who are you, Smokey the Bear? Leave it alone. It won't help.

GET FIRE

Don't bother now.

DROP HUNTER IN CAGE

Leave the hunter alone and get on with the adventure.

CLIMB CAGE

That would accomplish nothing.

STRIP HUNTER

I think I speak for everyone when I say that's a bad idea.

The foliage here is much too dense for you to pass through.

DINOSAUR CANYON

F6 to release grip on rope

SWING

You need to be further down the rope to cause a good swing.

You've done that.

He who hesitates is lost. You gave that guy one chance too many and he seized the opportunity, not to mention you. You are consumed in two quick bites.

Your timing causes you to jump when the rope is at its least helpful point. Gravity beckons.

You release your grip on the rope. This has a negative effect on your resistance to the urging of gravity.

You reach the end of the rope. This has a negative effect on your resistance to the urging of gravity. Due to the unyielding nature of solid ground, especially when struck from 50 meters, you now bear the dimensions of a manhole cover.

You carelessly step from the ledge to the bottom of the fissure. As should be expected from such a stupid stunt, you die.

It looks like that stump wasn't a good thing to tie on to.

LOOK

You are in a sheer-sided gorge suspended on a rope between the two rock faces. standing on a small ledge.

There is a mammoth member of the local fauna to the right. It looks to be in constant need of nourishment, hence the look being cast you.

LOOK DINOSAUR

He's a hearty sized fellow. You would guess him to be quite an energy guzzler. His stare suggests serious caloric lust.

LOOK AREA

There is a cave entrance on the west ledge.

LOOK IN AREA

You can see nothing but darkness in there.

LOOK DOWN

You see nothing reassuring down there.

LOOK ROPE

It hasn't changed lately. It's still long and thin.

TALK DINOSAUR

The only response from it is a stomach growl.

ATTACK DINOSAUR

How do you intend to do that?

LOOK LEDGE

It just kinda sticks out.

LOOK CLIFF

The towering cliff walls are sheer and unclimbable.

SLING CUBE

That won't do any good here.

CLIMB CLIFF

The rocks and cliffs are too sheer to attempt a climb. Give up.

CLIMB BOULDER

You've no time for that. There's adventuring to be done.

LOOK BOULDER

It looks hard and useless.

CAVE

Once back in the light, you put the gem away.

You hear the sound of many small, scratchy footsteps moving toward you!

Owww!!

GNASH!

GROWL!

CRUNCH!

SNAP!

You have just been felled by a killer Cave Beaver! You now know the meaning of excruciating when used in reference to level of pain.

The ground below your feet disappears! You tumble down through the darkness.

LOOK

The glow of the gem allows you to make out the rough walls of the cave and not much else. It is brighter to the east.

Being as dark as it is in here, there isn't much to see. You do see light coming from the east.", 2, 3,

CALL

That helps nothing.

DIG

You're not equipped for such an undertaking.

HOLD GEM IN MOUTH

That's not how to do it.

You don't have that.

LOOK UNDER BOULDER

That will help you not.

FEEL WALL

The walls feel rough.

HOLD GEM

You take out the gem and hold it in your palm. The room is illuminated by its glow. You hear a small shriek and the sound of many footsteps moving away from you.

You already are.

You don't have that.

LOOK WALL

Not much to see except dark cave.

DROP GEM

That's not a good idea now.

It already is.

You don't have that.

USE GEM

That's not how to do it.

PINKUN CANYON

That was a rather spectacular entrance. All systems seem to be intact, though.

The dwellers mumble something.

The translator responds with "Follow us, beanpole!" They hurry away.

Yow! These guys seem to dislike you intensely. Using slings and very hard and sharp rocks, they have reduced you to a battered corpse.

While tumbling to the base of the canyon, the spore you were carrying is crushed releasing the disabling powder. You are paralyzed.

You are paralyzed. Until that changes, you can do nothing but displace air.

LOOK CANYON

You are at the bottom of the steep gorge almost totally surrounded by impassable rock. There is an

opening to the south-east. The walls extend up a great distance.
There are two more of those pink guys here. You wonder what they are up to.

LOOK CREATURE

These guys are quite fleshy and pink looking.

TALK CREATURE

They don't respond.

LOOK GROUND

You see a glowing gem.
You notice nothing special here.

LOOK BOULDER

It kind of looks like a boulder dam.... get it? Boulder Dam!? Sorry, bad joke.

LOOK GEM

You notice the glowing gem lying near the cave opening.

GET BOULDER

These rocks can't be gotten. We're talking hernia material here.

CLIMB BOULDER

The rocks and cliffs are too tall and steep for you to climb. Give up.

LOOK WALL

The towering cliff walls are sheer and unclimbable.

GET GEM

Got it.
You're not near it.

The cave becomes much too steep to continue further.

SOUTHERN CANYON

"Welcome to our canyon. You look to be from out of town."

"On behalf of all of us, I would like to thank you for saving our compadre from the hunters."

"You are welcome to stay in the canyon as long as you like. When you are ready to leave, simply say the word and my assistants will show you the only way out for a being of your size."

"When you leave, however, we must seal the exit behind you for our own protection. Goodbye and good luck!"

LOOK AREA

You are at the south end of the gorge bottom. There are more odd rock formations here. There are still more of those little pink folks.

A rock moved to the side reveals an underground exit.

You are at the south end of the gorge bottom. There are more odd rock formations here. There are still more of those little pink folks.

LOOK ENTRYWAY

You see a ladder descending into a featureless abyss. Not much one can say to describe a black hole.

You don't have much of a view from here.

I'm sorry. You must be mistaken.

CLIMB DOWN

There is a huge boulder in the way.

You are.

You need to be closer to the top of the ladder.

HOLD GEM

You don't need that just yet.

Besides, you can barely walk and wink at the same time. Climbing the ladder while holding something would be certain death for you.

You don't possess that.

SAY THE WORD

There is a huge boulder in the way.

TALK CREATURES

They don't speak, they just giggle.

LOOK CREATURES

These guys are quite fleshy and pink looking.

MOVE BOULDER

You are not constructed in a manner that will allow you to do anything to the boulders. You might get those little pink guys to move one of them.

LOOK WALL

The towering cliff walls are sheer and unclimbable.

CLIMB WALL

The rocks and cliffs are too tall and steep for you to climb. Give up.

SIT ON BOULDER

I wouldn't be sitting back on my keister if I were you.

TAKE CREATURES

Control your hormones!

ATTACK CREATURE

How typical. The simple mind resorting to violence in time of frustration.

EXPLORE CREATURE

That will not be helpful.

LOOK FLOOR

You see hard-packed dirt.

The rock walls are too tall and solid to pass through.

CAVE SYSTEM

HOLD GEM IN MOUTH

Ah. Better. Not a great deal better, but better.

Suddenly, an inhuman guttural moan echoes through the narrow caves. You're not sure which direction it came from. The only thing you do know for sure is that you've just soiled your undergarment.

Yuck! A horrible aroma permeates the air. The sounds of suction and slithering reverberate throughout the tunnel.

Oh crud! The warm and inviting feel of suction cup laden tentacles encompasses you. A sharp, probing pain is your introduction to death.

LOOK

No, don't adjust your monitor. We have taken control. There is no light source in the vicinity. You couldn't see guano if it was pasted to your proboscis.

HOLD GEM

You can't maneuver with the gem in your hand.

Wise up! You're holding it in your mouth already.

MOVE GEM

That's not the right move now.

Apparently, you weren't paying attention when the chief cliff dweller explained that they would need to seal the opening behind you. You can no longer travel in that direction as a result.

Oh my. Now you know why they wanted to close the hole behind you. You have become the unwilling victim of the dreaded Cave Squid! Tough luck.

LOOK ENTRYWAY

You see rock walls. The glowing rock is barely effective in cutting the darkness.

LOOK LADDER

The ladder is made of very strong, welded metal.

MOVE LADDER

Leave the ladder alone.

CALL

That proves unrewarding.

SUBTERRANEAN

You have an opportunity to stand and spare your tender knees. The crystal clear water gives off a gentle glow. In abundance, it is able to light the room. You take the glowing gem from between your aching jaws. You notice it is overly moist as you slip it into your pocket.

Aaahh! This is better than a shower massage.

You pop the gem between your teeth while dropping down onto the raw tissue which covers your knees.

LOOK AREA

This place is amazing. Beautiful subterranean waterfalls and cascades drop before you filling the air with billions and billions of tiny misty droplets which tickle the cilia. The air is thick with a revitalizing humid freshness. This message is also getting a little thick.

SWIM

You're not fooling me with that phoney stupid act. You know you're in the water already. You see the water. Head for it.

CLIMB OUT

Just swim out.
There is no place to get a hand hold.

DIVE

There is nothing of interest below the surface of the water. Besides, the undercurrent might drown you.

LOOK WATER

The water is clear except for a very slight cloudiness. It appears to be luminous. In fact, the water's soft glow seems to be providing the light here.

LOOK CASCADE

Beautiful subterranean waterfalls and cascades drop before. The luminous liquid churns at the base before flowing downstream.

CLIMB BOULDER

Attempting to scale the sharp, moisture laden walls of rock would be too dangerous.

RIVER FORK

LOOK

You are swimming in the swiftly moving water of this underground river. The river forks near the back of the cave. The glow from the water softly illuminates the room.

You can no longer continue swimming due to exhaustion. You slip beneath the surface.

You grow quite weary swimming against the currents.

CLIMB OUT

There is no place to get a hand hold.

DIVE

There is nothing of interest below the surface of the water. Besides, the undercurrent might drown you.

SWIM

You're not fooling me with that phoney stupid act. You know you're in the water already. You see the water. Head for it.

DRINK WATER

While it looks refreshing in a way, you are slightly reluctant to drink water that glows. Maybe some other time.

LOOK WATER

The water is clear except for a very slight cloudiness. It appears to be luminous. In fact the water's soft glow seems to be providing the light here.

LOOK WALL

The walls are composed of rock.

CASCADE

SPLAT

After caroming off of a pair of rock outcroppings, you find a final resting place at the base of the falls.

LOOK

You are in another chamber of the underground river. This area seems a little more alive with sights and sounds of falling water. However, you don't detect much noise at all coming from the back of the cave.

WHIRLPOOL

As you enter another of the mysterious subterranean chambers you realize that the water is now racing toward a giant whirlpool in the middle of the area. You are caught in the strong current, powerless to alter your course!

Your body is sucked down until, finally, you are able to resist no more and must yield to the overwhelming force.

LOOK

This cave is large. A whirlpool is attracting you, and all the water around you, to the center. You are feverishly attempting to resist it but to no avail.

DIVE

There is nothing of interest below the surface of the water. Besides, I don't think I could bare to see that underwater free-style of yours again.

CLIMB OUT

There is no place to get a hand hold.

You swirl toward the center of the whirlpool.

POOL

Geez! That was quite a trip. Peering around, you find yourself back in the open again.

LOOK

You are in a pool. It is fed by a waterfall which spews from a strange rock face. An actual face, an ugly one at that, is carved into the rock. It must be hundreds of years old.

LOOK CARVING

The strange ugly face has a look of disgust etched into it. The waterfall streams from the open, contorted mouth. This must have been carved by members of an early civilization. If this was their god, imagine how ugly the common man looked!

TALK CARVING

The only reply is a stony stare.

LOOK BOULDER

Other rocks in view include some large, square boulders. They are unusual looking, but not significant.

They are strangely square, but not significant.

LOOK BLOCK

They are strangely square, but not significant.

MOVE BLOCK

Messing with the rocks will yield nothing.

CLIMB OUT

There is no place to get a hand hold.

DIVE

There is nothing of interest below the surface of the water. Besides, the undercurrent might drown you.

SWIM

You're not fooling me with that phoney stupid act. You know you're in the water already.

You see the water. Head for it.

DRINK

While it looks refreshing in a way, you are slightly reluctant to drink water that glows. Maybe some other time.

LOOK WATER

The water is clear except for a very slight cloudiness. It appears to be luminous. In fact the water's soft glow seems to be providing the light here.

CLIMB

You can't pull yourself out of the water here.

LOOK CASCADE

The waterfall races from the face to collide with the relatively smooth surface of the pool.

LABION TERROR BEAST WALL

Suddenly, a Labion Terror Beast buzzes into the room like a tornado! And he looks like he could do as much damage as one.

THROW PUZZLE AT BEAST

You can't do that while swimming. You're lucky if you can think and breathe simultaneously.

A good idea, but not just yet.

You don't possess it.

You chuck the Cubix Rube puzzle over to the beast.

He seems quite perplexed by the puzzling plastic polyhedron.

The beast appears interested in your offering.

Curiosity gets the better of him as he reaches down for it.

Well, ain't that a hoot. That guy reduced you to a multi-colored mound of cole slaw-like matter. Better than a Murphco Slice-O-Matic. You are dead, however.

LOOK

You are in a little clearing which is surrounded by large boulders and impenetrable brush. There is water, in which you entered, at the bottom left. You can just see a landing platform in the distance.

There is a hole bored in one of the boulders with a small pile of debris beneath it.

A bizarre beast is nearby.

You notice some writing on one of the left-most boulders.

LOOK POOL

It looks wet.

DIVE

There is nothing down there to mess with.

DRINK

That's not necessary now.

READ LETTERS

The writing says "BEWARE: Labion Terror Best zone. Use extreme caution!"

You can't make it out from here.

LOOK STONE

Other rocks in view include many large boulders, one with a hole bored through it.

LOOK BEAST

Boy! He certainly seems interested in that puzzle.

The ugly beast seems to be surveying the area.

TALK BEAST

It's not much of a talker.

LOOK LANDING

If only you could make it to that platform. You might have a chance of stopping Vohaul.

LOOK GROUND

It looks kind of wet.

The ground looks quite ordinary except for the pile of debris near one of the boulders.

GET STONE

You pick up a small rock generated during the terror beast's grand entrance.

There is only a pile of dust left.

You've got one already.

You need to be closer.

GET DEBRIS

The debris that is left won't help you.

You leave the rest alone.

You need to be closer.

LOOK DEBRIS

There is only a pile of dust left.

In the pile of debris lies a stone.

You need to be closer.

LOOK ENTRY

There seems to be a nice, cleanly bored shaft running through the boulder.

ATTACK ANIMAL

You'd better come up with a brighter idea than that. He'll chew you up and spit you out in 2 seconds.

BLOW WHISTLE

You give the whistle a toot. It makes an odd sound.

Maybe the acoustics are bad in this spot.

You hear an incredible whirring and grinding sound coming from the north.

You don't possess it.

The foliage is too dense for you to go through.

PLATFORM BASE

SLING ROCK

You cleverly use the athletic supporter to sling the rock at the guard. It makes serious contact with the side of his head. (We like the way you think.)

He drops like a lead parakeet. The ripe thud of impact is momentarily sickening. He is perfectly still.

"Hey!. What the heck's the deal here? As the guard wonders, the elevator begins moving you

upward.

Strolling south you run into the guard from the tower. He doesn't seem to appreciate your comments regarding today's weather.

BANG!

It was pretty dumb to follow a non-friend bearing a lethal weapon. As you should have expected, he still desired you non-functional. Keep trying, (...).

The being fires in the general direction of the sound. Unfortunately, that happens to be where you are. You know the rest.

Doesn't that bite!?. The guard caught a glimpse when you chucked the rock and, with impressive accuracy, wasted you.

Dang. Allowing the guard to observe you was not very swift. He has disassembled you, probably adding a little excitement to his otherwise dull day.

As soon as the elevator door closes behind you, the platform on which you rest begins to rise.

With the guard being out of your line of sight, the rock sails harmlessly into the brush.

You send the rock flying into the bushes. You hear it land.

LOOK

You are in a small clearing. Before you stands a large elevated platform, much like the one on which you landed when arriving on this planet. On one leg of the platform is an elevator door.

A guard patrols nearby.

A guard patrols the midlevel.

An unconscious guard lies at the base of the platform.

LOOK BASE

It's a tall impressive structure.

There's a guard posted on the lower level.

LOOK

You are in a cramped elevator. The door is closed and you are moving.

LOOK MAN

The guard is quite unconscious. It looks like he'll be out for awhile.

From here the guard looks quite similar to the ones which you traveled with.

You don't see one here.

SEARCH MAN

You find nothing.

You find a small, thin magnetic card. It looks like a keycard. You seem to recall seeing one somewhere in the past.

You can't do that from here.

GET CARD

From where do you wish to get another one of those?.

Ok.

You can't do that from here.

THROW GEM

You just can't bear to part with your glowing gem. It's too heavy anyway. If only you had a small stone.

THROW STONE

You send the stone flying into the bushes. You hear it land.

You throw the rock in the direction of the guard. Unfortunately, it falls well short of its target. The guard responds by firing in the direction he thought it came from.

You can't do that from here.

That would not be effective now.

SLING STONE

He's too near. You would be shot before you could let it go. Keep quiet.

That would not be effective now.

You don't have anything to sling with.

Good idea! If only you had a small stone to sling.

ATTACK MAN

Be more specific about that.

LOOK ELEVATOR

The elevator is nothing spectacular to look at. On the left side is a thin slot.

You should be a little closer for that.

PUT CARD IN SLOT

You slide the keycard into the slot, then remove it.

It appears, however, that the elevator is in use at this time.

Nothing happens.

You don't have one of those.

You should be a little closer for that.

OPEN DOOR

The only visible means of opening the door is a keycard slot.

You should be a little closer for that.

That doesn't seem necessary right now.

CALL MAN

You call out a universal expletive.

That would not be effective now.

LOOK CARD SLOT

It's very narrow.

You should be a little closer for that.

DUCK

That won't help.

The growth is too thick for you to travel through.

ABOARD THE SHIP

The shuttle begins to vibrate as the ascent thrusters ignite.

SET ATTITUDE DIAL

The Attitude dial is now set to HAC

The Attitude dial is now set to VAC

That has no effect now.

As Vohaul stated, nothing works.

Vertical controls are now ineffective.

There is no horizontal control until minimum altitude has been achieved.

The screens are suddenly splashed with the incredibly horrible image of Sludge Vohaul!

Hello, (...)! I've been waiting for you. Once again my subordinates have failed me. Anyway, it looks like you'll be visiting me again soon."

"Don't bother trying to pilot the vehicle. I have taken control. You will be arriving at my command post shortly. I anxiously await your arrival." He closes with a chilling laugh.

His image is frozen on the screens. The ship change course as if it had a life of its own. All you can do is hang on.

You feel the ship bank.

Through the window you see your apparent destination, Vohaul's asteroid.

ASCENT THRUSTERS

Ready

Not Ready

MINIMUM ALTITUDE

Achieved

ATTITUDE SYSTEM

Vertical Control

Forward = Descend

Back = Ascend

Horizontal Control

Forward = Ahead

Back = Reverse

Press a Key

It is blank.

At this point it will yield no important info.

LOOK

You are inside a shuttle cockpit. There is an instrument panel before you. Between your legs is a throttle. You can see the local tree tops

Everything looks automatic. The panel is loaded with clusters of system status indicators. There is a POWER button, an Attitude dial, and an Ascent Thruster button. A monitor glows on the left third of the console.

LOOK LEVER

The throttle between your legs is positioned for easy reach. It controls ascent/descent or advance/reverse, depending upon the position of the Attitude dial.

LOOK POWER

The Power button is merely of the push-type.

LOOK ASCENT BUTTON

The Ascent button is merely of the push-type.

LOOK PANE

You can see the local tree tops.

The deep, clear sky is disturbed only by the occasional brilliance of a cloud.

You can see a variety of celestial bodies neatly placed in the cold black of space.

Not now.

It's there already!

ASCENT

That's been done already.

Ascent is already in progress!

CHANGE CHAIR

That won't help. Stay seated.

PRESS LEVER

It's up as far as it goes!

You're off the planet! Good work, (...)!

A tone sounds. A soft, synthesized voice notes that adequate altitude has been achieved. Ascent thrusters are now ineffective. The monitor draws your attention again.

LOOK

This is the outside of a modified asteroid. A large diaphragm-type door stands open, ready to accept the shuttle.

VOHAUL ENTRANCE

The massive bay doors meet, jarring the entire vehicle bay.

As you step down, the shuttle door slams shut behind you.

You are quite surprised not to find several of Vohaul's guards waiting to greet you. You begin to ponder what the twisted scientist might have in store for you.

It's a short step to the end of the game for you. You're no Buddy Ebsen.

LOOK

You are standing on a suspended platform inside the cavernous vehicle bay which has been carved out of the asteroid. Narrow walkways lead off in almost all directions. Watch your step!

LOOK CATWALK

The platform is somehow suspended in the vehicle bay. It's a long drop over the edge.

LOOK STAIRS

As is common, they lead up or down.

CLIMB OUT CRAFT

Don't be a geek!

CLIMB IN CRAFT

The door is locked. You cannot enter the shuttle.

You are not close enough.

LOOK BAY DOOR

The bay doors are securely sealed.

LOOK EDGE

It's a long way down, but it seems short if you're falling.

LOOK CRAFT

Nothing new about it. It just sits there unuseable.

OPEN BAY DOOR

Sorry, Can't do.

LOOK IN CRAFT

Through the heavily tinted viewport you see two empty pilot seats.

You don't have a clear view from here.

CUT GLASS

Obviously, we didn't learn our lesson in the first chapter about the effects of vacuum on the human body. There are other ways to kill yourself. Try one of them if you want to end it all.

You are not close enough.

Please do not exit the vehicle until it has come to a complete stop and the bay doors are closed.

You climb out of the shuttle to inspect your new environment.

As you step down, the shuttle door slams shut behind you.

The door is locked. You cannot enter the shuttle.

ELEVATOR FLOOR 1 / EAST

Smooth move, Exlax! You now know that artificial gravity can be equally effective as natural gravity. Due to the long fall and sudden stop your body has become a two-dimensional object. You're dead, of course.

LOOK

You are in a rather large room to the east of the Vehicle Bay. There are two elevated walkways here. One leads to an elevator in the middle. The other leaves the room to the left and right.

LOOK ELEVATOR

It looks like it's waiting to take you for a ride.

LOOK ENTRYWAY GLOW

Nice F/X, huh!?

LOOK ENTRYWAY

Oooh. It looks deep in there.

LOOK DOWN

It's a long way down, but it seems short if you're falling.

ELEVATOR FLOOR 1 – WEST

Smooth move, Exlax! You now know that artificial gravity can be equally effective as natural gravity. Due to the long fall and sudden stop your body has become a two-dimensional object. You're dead, of course.

LOOK

You are in a rather large room to the west of the Vehicle Bay. There are two elevated walkways here. One leads to an elevator in the middle. The other leaves the room to the right and left.

LOOK ELEVATOR

It looks like it's waiting to take you for a ride.

LOOK ENTRYWAY GLOW

Nice F/X, huh!?

LOOK ENTRYWAY

Oooh. It looks deep in there.

LOOK DOWN

It's a long way down, but it seems short if you're falling.

ELEVATOR

GO DOWN

That's not good enough. Get with the program.

PRESS BUTTON

You'll have to provide more information than that.

LOOK

You are in a small capsule-shaped enclosure. Above the door is a digital read-out which reads LEVEL (...) The only other feature is a rectangular panel.

LOOK WALL

The entire enclosure is made of stainless steel. No features other than the buttons and door are evident.

LOOK DOOR

Much to your surprise, it looks just like an elevator door!

LOOK DIGITAL READ-OUT

The digital read-out shows the number (...)

LOOK PANEL

The panel has a vertical row of four buttons. There is some small engraving at the bottom edge of the panel.

OPEN PANEL

No.

LOOK BUTTON

The buttons look ordinary. Each button has a word next to it. In order, they are "One", "Three", "Four", and "Five".

READ ENGRAVING

The engraving reads; "BOBCO LIFT DIVISION A SUBSIDIARY OF BOBCO, INC. UNIVERSALLY FAMOUS MAKERS OF NAD'S HAMSTER TAPE."

PRESS BUTTON TWO

Hey! wake up! There is no button "Two".

PRESS (...)

Aren't you glad no one saw that? The digital read-out shows the number (...). The trick here is to push the number of a floor other than this one. Otherwise, it's no fun.

OPEN DOOR

Sorry. It's busy.

WAXER

It looks like you have been formally introduced to the floor waxer. You now consist of a very thin, yet glossy floor covering. Too bad. You seemed to be making relatively good progress.

LOOK WAXER

There's an automated floor waxer moving down the corridor. The name plaque reads "The Daledo Buffmaster. Another Fine Product from Helmet Master Enterprises.

TALK ROBOT

It's no conversationalist.

HALLWAYS GENERAL

LOOK

This section of hall dead-ends. There is an elevator on the back wall and a camera attached to the

ceiling.

No break-throughs in interior design to report. It's just one of many tube-like sections of this custom asteroid.

LOOK WALL

All surfaces seem to be composed of pre-fabricated, synthetic panels which have been secured to the sides of the bored-out tube.

LIFT PANEL

All the panels seem solidly affixed to whatever is behind them.

You have the funny feeling you're being watched.

LOOK CAMERA

There is a surveillance camera mounted on the ceiling. It looks to be quite basic. It appears to be pointing right at you!

MOON CAMERA

I think that about wraps-up your I.Q. test.")

OH, YUCK!! The dark and spiny beast with massive red lips grabs you up and, after a longing glance, proceeds (don't read further if the phrase "French kiss" bothers you) to plant a very moist french kiss on you. You are left quite stunned.

LOOK ALIEN

It's a dark prehistoric-looking beast with plates covering it's body. One outstanding feature is a pair of gigantic red lips.

LOOK LIPS

They're massive, eh?

FLOOR 3 HALL 1

LOOK

It's just another section of hall. There is a door on the back wall.

PRESS BUTTON

That's been done already. Are you sure that your monitor is turned on? You will have to make a location adjustment first.

LOOK DOOR

It looks much like the other wall panels, except for the button.

LOOK BUTTON

It's just another button.

Well, I'll be! I didn't know Stevie Wonder played graphic adventure games!

FLOOR 3 HALL 2

LOOK

Except for some small windows, this area is much like all the other interior sections of the asteroid.

LOOK WINDOW

All you can see are billions and billions of stars.

OPEN WINDOW

Here's a hint: Messing with the window is a waste of time!

USE GLASS CUTTER ON WINDOW

Obviously, we didn't learn our lesson in the first chapter about the effects of vacuum on the human body. There are other ways to kill yourself. Try one of them if you want to end it all.

FLOOR 3 HALL 3

Ah, ha! You know a janitorial closet when you smell one. Almost at once you sense an emptiness, a melancholy longing. You begin to feel homesick.

LOOK CLOSET

It's quite dark in here.

You do find a plunger, however.

It doesn't look like much from here.

LOOK

You are in a tubular hallway. There is a door on the side wall.

OPEN DOOR

That isn't how to do it.

PRESS BUTTON

Not from here!

GET PLUNGER

Okay.

You can't get that here.

That isn't here anymore.

LOOK DOOR

The door is closed. There is a button situated next to it.

The door is open. There is a button situated next to it.

POWER UP BUTTON

It's quite dark in here. You can find no light switch.

HOLD GEM

It's not dark enough here to be effective.

LOOK BUTTON

Oh, sure! Like you've never seen a button before.
Not from here!

FLOOR 4 HALL 1

Ah, ha! You know a janitorial closet when you smell one. Almost at once you sense an emptiness, a melancholy longing. You begin to feel homesick.

LOOK CLOSET

It's quite dark in here.
On the floor you notice a glass cutter.
It doesn't look like much from here.

LOOK

You are in a tubular hallway. There is a door on the side wall.

PRESS BUTTON

Not from here!

GET GLASS CUTTER

Okay.
You can't get that here.
That isn't here anymore.

LOOK DOOR

The door is closed. There is a button situated next to it.
The door is open. There is a button situated next to it.

POWER UP BUTTON

It's quite dark in here. You can find no light switch.

HOLD GEM

It's not dark enough here to be effective.

LOOK BUTTON

Oh, sure! Like you've never seen a button before.
Not from here!

FLOOR 4 HALL 2

LOOK

It's another one of those tubular halls. There are two doors.

LOOK DOOR

The doors bear icons, one male, the other, female. Each has a button next to it.

OPEN DOOR

That isn't how to do it.

LOOK BUTTON

They're just more buttons.

PRESS BUTTON

That's been done.

You are not near enough to one.

RESTROOM

PFFFFT

The sound comes from one of the occupied stalls, you think.

Suddenly, one of your senses down-loads an extremely negative air quality report. For some reason, the name John springs to mind.

You slide your uniform pants down and settle onto the cool ring.

You go through whatever motions might be normal for you during this act.

Refreshed, you grab your pants and compose yourself.

LOOK

The inside of the stall is a sight to behold. There is writing of various languages etched on the walls. The floor has an interesting coating of some type of congealed dreck. It appears that the toilet may have been white once. A toilet paper dispenser hangs on one wall.

You have stepped into a porcelain palace of sorts. It is obviously a rest room. A place which, in an interesting fashion, serves to exhibit the physical diversity of the universe.

The walls are covered in an easy-to-hose-down synthetic material. Attached to them in various locations are devices designed to efficiently collect waste products from the life forms which are able to physically match up to them.

On the back wall are stalls. Three of them are in use judging by the various feet which show beneath the stall doors. To the left are sinks.

LOOK FLOOR

The floor has an interesting coating of some type of congealed dreck. Imbedded within it you see everything from tiny fish-type scales to short curly hairs to dandruff flakes the size of toe nails. (And don't even bother to try getting any of it.) In the middle is a drain.

LOOK DRAIN

The drain has a cover welded in place. You can see nothing in the darkness below.

LOOK BASIN

The faucets aren't operational. Vohaul didn't seem big on personal hygiene.

Get closer.

CUT MIRROR

Leave the mirror alone.

You're not in a good place for that.

USE PLUNGER ON DRAIN

There is nothing in here that a mere plunger can help.

OPEN DRAIN

That's not possible.

SMELL

PHEWW!! It smells worse than John Williams' office in here! You glance around the room for dead Canaries.

MESS

Why? Is it the stench or did you look in the mirror?

OPEN DOOR

As you can see, that's already been handled.

The door won't budge.

You're not in a good place for that.

CLOSE DOOR

As you can see, that's already been handled.

The door won't budge.

You're not in a good place for that.

KNOCK

GO AWAY!

LOOK THRONE

The toilet looks very much like the ones you were used to back on Xenon, at least the ones YOU were responsible for cleaning. It has a handle which hasn't been used in awhile.

There's a giant space herpe sitting on the seat. It takes one look at you and flees in terror.

LOOK IN THRONE

Oh, No! That was a mistake. It's more gross than anything I've described to you in the past. Let's just say that it's a good thing you didn't chow down recently.

You notice nothing of particular disgust from here.

LOOK WALL

The grimy wall has writing on it.

LOOK DISPENSER

The toilet paper dispenser is of the single sheet variety. A closer look makes you believe the paper should have a grit rating.

OPEN DISPENSER

The dispenser doesn't need to be opened.

GET PAPER

OK.

You already have that.

WIPE

That isn't necessary now.

READ GRAFFITI

The writing etched on the wall is in various languages. One large message reads Beware! The Tadpole Master Lurks!

The writing etched on the wall is in various languages. One large message reads Scott? Is it done yet? Get outta the head and back to work. Christmas doesn't move!

The writing etched on the wall is in various languages. One large message reads T. Bendrohiezehn Was Here.

The writing etched on the wall is in various languages. One large message reads Vohaul's mother wears Stellar Patrol boots!

The writing etched on the wall is in various languages. One large message reads "Vohaul plays text adventures!

The writing etched on the wall is in various languages. One large message reads "Ken was here! (So was Al, but we had to repaint afterward.)

The writing etched on the wall is in various languages. One large message reads Vohaul Sucks!

The writing etched on the wall is in various languages. One large message reads Here I sit lonely hearted, had to bolt but only darted.

The writing etched on the wall is in various languages. One large message reads Came in here to unleash a beast, just to find my colon creased!

The writing etched on the wall is in various languages. One large message reads For a good time, call Jerry! Ask for Leonard.

The writing etched on the wall is in various languages. One large message reads You're right, R.D.! Sierra is an alien outpost! (And it certainly puts to rest some myths regarding superior life forms.)

The writing etched on the wall is in various languages. One large message reads "Sir Graham Cross Dresses!

You're not in a good place for that.

LEAK

Your urge is more serious than that.

SIT

You've satisfied that urge for now.

Have some decency, man! Close the door!

What are you, livestock? Be civilized. Try using a toilet.

FLUSH

Why? No one else has. And it would probably be risky to attempt without a flotation device handy. You're not in a good place for that.

LIGHT PAPER

Well (...), I guess you'll be paying methane a little more respect in the future. If Mr. Science were here, he would have explained that open flame and high concentrations of methane gas don't mix. Since you're dead you'd best get to restoring.

TALK ALIEN

Severe grunting from the stalls indicates that this is an inappropriate time to strike up any conversations. Maybe they've got a case of Vohaul's Revenge. VOHAUL'S REVENGE, get it!?

LOOK HERPE

The herpe is huge and somewhat gelatinous. It looks at you once and flees in terror.

LOOK MIRROR

Darn! Another pimple.
Get closer.

LOOK STALL

This one is interesting. It has a bi-level arrangement, with the upper opening about chin height on you. You might be careful about getting too close. Hopefully, you'll not run into the being this fits. There are several stalls on the east wall, none of which are designed to accommodate humans. This one looks like a quadport high performance urinal manifold. Especially useful for those multitudinously equipped. Also used in a pinch by up to four single digit beings when the place is really packed. There are fixtures of many types scattered throughout the room, all designed to efficiently collect waste.

LOOK PIPE

They run into the ceiling and disappear.

CLIMB PIPE

Sorry. You can't do that.

LOOK DOOR

It looks real door-like.

During your close encounter with the toilet paper, you theorize that this brand of wipe was designed to thwart overuse and theft.

Refreshed, you grab your pants and compose yourself.

FLOOR 5 HALL 1

Youch! You feel alarmingly dense!

Apparently, you were a prime focal point for some aggression channeling by one of the caged creatures. Your compressed composition indicates that your attacker possesses considerable strength, a good guy to avoid in the future.

Of course, you are damaged beyond repair and the game must end. You've made quite a bit of progress, though. Don't start screwing up now.

LOOK

The hallways on this level are the same as above with the exception of some type of cages. An occasional strange noise is heard. The smell here is stifling. Apparently, the holding cells are not well kept.

LOOK CAGE

As is common in all periods of cage design, vertical bars of a sturdy nature dominate the appearance. They look quite impenetrable. One of them has some fur wrapped around a couple sections of bar.

LOOK IN CAGE

You can't see much but can hear something stirring in the darkness.
You'll need to get closer.

OPEN CAGE

There is no possible way for you to do that.

LOOK FUR

They look like large amounts of fur. No other features are evident from here.
They look like big paws.

TALK MAN

You'll need to get closer.

LISTEN

You hear deep breathing.

FLOOR 5 HALL 2

Oh, No! One of the cells is opening. Who knows what unspeakable horror waits behind those steel bars?

LOOK

This section is composed solely of cages. An occasional strange noise is heard. The smell here is stifling. Apparently, the holding cells are not well kept.
One of them is opening.
Also, there is an alien nearby.

LOOK CAGE

As is common in all periods of cage design, vertical bars of a sturdy nature dominate the appearance. They look quite impenetrable.

LOOK IN CAGE

You can't see much but can hear something stirring in the darkness.
You'll need to get closer.

OPEN CASE

There is no possible way for you to do that.

FLOOR 5 HALL 3

Ah, ha! You know a janitorial closet when you smell one. Almost at once you sense an emptiness, a melancholy longing. You begin to feel homesick.

Youch! You feel alarmingly dense!

Apparently, you were a prime focal point for some aggression channeling by one of the caged creatures. Your compressed composition indicates that your attacker possesses considerable strength, a good guy to avoid in the future.

Of course, you are damaged beyond repair and the game must end. You've made quite a bit of progress, though. Don't start screwing up now.

It's quite dark in here. There is a small wastebasket. On the floor next to it is a pair of crusty work

overalls.

It's quite dark in here. On the floor is a pair of crusty work overalls.

There is a lighter near those.

It doesn't look like much from here.

LOOK

The hallways on this level are the same as above with the exception of some type of cages. An occasional strange noise is heard. The smell here is stifling. Apparently, the holding cells are not well kept. There is a door on the side wall.

OPEN DOOR

That isn't how to do it.

PRESS BUTTON

Not from here!

GET BASKET

Ok.

Aren't you amazed by how much stuff an adventure game hero can carry? You've just got to know how to pack.

You can't get that here.

That isn't here anymore.

LOOK FLOOR

You see some filthy overalls, a wastebasket, and a lighter.

LOOK OVERALLS

They are wadded up on the floor.

GET OVERALLS

You pick up the overalls. They are very small and quite worn out, not to mention filthy, and of no use to you. You toss them back on the floor.

As you set them down, something falls to the floor.

WEAR OVERALLS

They won't fit you.

GET LIGHTER

Ok.

That doesn't seem to be available.

LOOK BASKET

That would be easier to do if you had it.

LOOK DOOR

The door is closed. There is a button situated next to it.

The door is open. There is a button situated next to it.

POWER UP BUTTON

It's quite dark in here. You can find no light switch.

HOLD GEM

It's not dark enough here to be effective.

LOOK BUTTON

Oh, sure! Like you've never seen a button before.
Not from here!

LOOK CAGE

That's not possible from in here.
As is common in all periods of cage design, vertical bars of a sturdy nature dominate the design.
They look quite impenetrable. One of them has some fur wrapped around a couple sections of bar.

LOOK IN CAGE

That's not possible from in here.
You can't see much but can hear something stirring in the darkness.
You'll need to get closer.

OPEN CAGE

That's not possible from in here.
There is no possible way for you to do that.

LOOK FUR

That's not possible from in here.
They look like large amounts of fur. No other features are evident from here.
They look like big paws.

TALK MAN

That's not possible from in here.
You'll need to get closer.

ACTION HALLWAY

The door behind you closes solidly!
A barrier springs up before you!
Another barrier stands in your way!

LET GO

You release your grip and drop back down.

PUT PLUNGER ON WALL

Using formerly uncharacteristic creativity, you apply the suction cup-like plunger to the smooth metal finish and hang on for dear life! Once a janitor, always a janitor!

Imagine, if you will, taking a bath in sulphuric acid and using pumice for a washcloth. After that bit of displeasure passes, it gets much worse as the acid slowly eats its way to the last critical organs. Finally, mercifully, death takes you.

You feel the floor shift below you! It's moving to the left!

You can hang on no longer. Your grip weakens...

LOOK

You are in an attractive tube-shaped region of the asteroid.
At the moment, walls, doors, and barriers seem to be surrounding you.

LOOK CEILING

The ceiling looks ordinary except for some fixtures that look like sprinklers.

LOOK STAIRS

They go up and down.

LOOK GROUND

The floor is moving. Beneath it is, what you guess to be, a pool of highly lethal liquid.

LOOK SPRINKLER

They appear to be heat sensitive sprinklers.

USE PLUNGER

Explain further.

CLIMB WALL

Who are you, the human fly?

OPEN DOOR

Forget it!

DROP BOULDER DOOR

Interesting, but not correct.

KNOCK DOOR

No one's home.

DROP PLUNGER DOOR

You need to be by a smoother surface like the barriers.

DROP PLUNGER WALL

That wouldn't be helpful now.

You've already done that!

DROP PLUNGER

Not right now.

LOOK BARRIER

The barriers look very sturdy. They bear a smooth finish.

LOOK DOOR

The doors are huge and rough looking.

Not much to see right now.

OPEN DOOR

They won't budge.

LOOK POOL

You're too busy right now!

WALLBOT ROOMS

Your fire and subsequent shower seems to have shorted out the burnished bullies.

LOOK

This section of the corridor is lined with Wallbots.

They have been rendered inoperative.

This section of the corridor is lined with Wallbots. There is a door to the right

LOOK CEILING

The ceiling is average with the possible exception of some type of sprinklers.

LOOK FIRE SPRINKLOER

The sprinklers look to be of the fire suppression type, possibly triggered by excessive heat.

LOOK AUTOMATON

The huge metal menaces are specifically designed to secure a given area. When not busy, they are plugged into the wall, recharging. (Imagine what the nicads would cost for those puppies.)

You have made the mistake of getting within what looks to be a cattle-prod's length of the metal menace.

An electrical contact connected to an extension arm reaches from its body and makes contact with you. That's when you begin feeling the intense burst of electrical current pulsing through your body. You quickly black-out.

As you can see, you amount to little more than a hill of laser-fried beans. You've come a long way only to be torched. Keep up the fine work.

LOOK MENACE

The huge metal menace is specifically designed to secure a given area. When not busy, it is plugged into the wall, recharging. (Imagine what nicads would cost for that puppy.)

They don't look so darn tough now. That little shower did the trick.

They're neatly indented into the wall.

While receiving a nice hosing yourself, the basket fire is extinguished. Seconds later a loud series of pops is followed by the smell of fried electronics.

Unfortunately, It's too late for you!

The sprinklers sense accomplishment and cease operation.

DROP BASKET

Not here.

That can't be done at this time.

There is no need to put an empty basket here.

You don't have one of those.

CLIMB BASKET

It wouldn't hold you.

That's not here.

PUT SUPPORTER IN BASKET

That won't help.

GET BASKET

That won't work from here.

It's of no use to you now.

That's not here.

LIGHT PAPER

Didn't you already do that?

That won't work from here.

HEAT SPRINKLER WITH LIGHTER

That won't work.

You are suddenly wracked by excruciatingly violent pain! It feels as if your body is trying to turn inside-out.

After gaining freedom from its flesh fortress, the odd little alien runs away leaving you lying on the floor like a used, over-sized placenta. A darn tough, yet unique, way to go. That should teach you not be sucking face with alien beings in the future.

VOHAUL'S LAIR

Well, (...), you've found one more way to snatch humiliation from the jaws of heroism.

Standing obliviously ready are many of the dreaded salesman clones.

You have just entered Vohaul's secret chamber. The evil one himself is seated before a large console high on a platform in the center of the room.

Standing obliviously ready are many of the dreaded salesman clones.

"So, (...), we meet again. I must say, I'm quite impressed with your resourcefulness and tenacity. I'd love to chat but I'm busy preparing the last of my salesman clones for their trip to Xenon."

"Feel free to stick around and observe the downfall of your civilization, HA, HA, HA!"

"Going somewhere? Ha Ha Ha!"

As soon as you step on the platform you are struck by a beam of light emitted from a unit in the ceiling. In a matter of seconds you are broken down into micro-particles and extracted from the air.

Again the beam strikes, this time blasting into a glass jar on the console. It is there that you are molecularly reconstructed in a miniaturized form.

You are once again reconstituted, this time to the correct size. You notice that the clones are gone."

LOOK

An eerie glow illuminates the large chamber. Through the massive window you can see out into deep space. Lighted consoles adorn the area behind Vohaul's perch. Vohaul's motionless mass is piled loosely at the base of his chair.

An eerie glow illuminates the large chamber. Through the massive window you can see out into deep space. Lighted consoles adorn the area behind Vohaul's perch. Vohaul awaits at the top of the stairway.

TALK VOHAUL

He doesn't appear to be in a talking mood.

LOOK STAIRS

The narrow stairway leads up to Vohaul's platform, then continues to who knows where.

LOOK WINDOW

Through the massive window you can see out into the depths of space, toward distant systems. So many other places out there to be, but here YOU are.

OPEN CLONE CONTAINER

You can't cut this super-hard glass.

FREE CLONE

There is no way to do that.

CUT WINDOW

Obviously, we didn't learn our lesson in the first chapter about the effects of vacuum on the human body. There are other ways to kill yourself. Try one of them if you want to end it all.

You don't have access to them from here.

LOOK CLONE

These guys are your worst nightmare come true. Imagine hundreds of John Davidsons in magnetically hazardous polyester suits, the color alone capable of rendering helpless the infirm. Topped with permabond hair, the face splashed with that let-me-win-you-over smile, he's a master Guiltsmith programmed with one intent. SELL, SELL, SELL!! Each are encased in pre-programmed, impervious transport capsules.

They're gone!

SEARCH BODY

An examination of his repulsively turgid, fabric-encased mass reveals nothing other than the tubes which supplied him with blood and oxygen. You do notice the letters SHSR written in pen on the back of his left hand.

Get closer.

GET VOHAUL

The beached mass is fine where it is.

MOVE LEVER

There is no sense in messing with that now. It will not prolong your survival.
Get closer.

LOOK BODY

Vohaul's dead hulking slab of flesh is loosely arranged at the base of the chair.
Vohaul's overweight, mechanically-maintained self is seated in a chair in the center of his control room. His pudgy, sallow, features sport no hair. He is truly a vision of ugliness.
You can't make out much detail from here.

LOOK CONSOLE

This is the keyboard area you visited while much smaller. It is of no importance now.

LOOK JAR

You notice the jar you escaped from earlier.

LOOK PANEL

You see a screen with some text on it, just above a keyboard.
The console is loaded with indicator lights. Except one on the left, the screens are filled with numbers which would only make sense to Vohaul.
You can't make out much detail from here.

LOOK GLOW

They sure are pretty.

USE CHAIR

After viewing the condition of the chair that Vohaul sat in for who knows how long, you opt not to.
From down here?

LOOK CHAIR

It looks like a darn nice chair. However, there does seem to be a distinct outline where Vohaul's bloated bulk once nestled.
From down here?

OPEN DOOR

You can't.

LOOK SCREEN

"General Status: Orbit Decaying
"Prognosis: TERMINAL
"Interior Environment: OK
"External Temperature: CRITICAL
"Auxiliary Operations:
"Clone Launch: GO
"Clone Launch: ABORTED
"To Abort Launch Enter Code Below:
"F6 TO EXIT THIS SCREEN

Most of the screens seem to be filled with meaningless numbers. The one on the left is flashing.
You can't make out much detail from here.

"Abort Granted

"Launch Countdown

"Go Away!

"Abort Denied

GLASS JAR DESK

"Well, I'll be darned! My miniaturization beam DOES work," Vohauls voice booms.

"In the old days, I'd test these things on myself. But, as you may have noticed by my appearance, being my own guinea pig has had its disadvantages."

"I guess this will keep you out of my way once and for all. You'll make a nice conversation piece." With that, Vohaul turns away to put finishing touches on Xenon's fate.

CUT GLASS

The newly cut pane of glass falls to the counter. Apparently, Vohaul doesn't notice.

ENTER VENT

You wiggle your slim carcass through the vent.

You can see Vohaul struggling to take his last few breaths. "Not YOU again? You think you have won," he wheezes, "but all you have done is seal your own fate."

He reaches up and flips a switch on the far end of the console before dropping to the floor dead.

You sneak back out into the open.

By already being in a miniaturized form and setting the beam to reduce, you are now too small to exist. That wasn't too swift on your part. Too bad.

You now know for a fact that less weight does not equal less pain at the onset of deceleration trauma. You've come so far only to die in a dumb way. What a geek.

LOOK

You are inside a glass jar. A hole has been cut in one side.

A beam of light penetrates through the top.

You are inside a glass jar. A hole has been cut in one side.

You are trapped in a glass jar sitting on the surface of Vohaul's control console.

You are on the surface of a console. A large (compared to you) jar sits in the middle. A hole has been cut in the side. There are some vents near the back.

BREAK GLASS

The glass is too thick to break.

LOOK BEAM

The beam has a mystifying yellow depth. The air around it feels electrified.

LOOK VOHAUL

You can't see it.. I mean him, from here.
He still reeks repulsion, but in a much larger quantity now. He seems rather occupied by his work.

TALK VOHAUL

Dead men tell no tales.
He's really into his work. You're probably the last thing on his mind right now.

LOOK GRATE

As you turn your attention to the vent, you notice it to be quite dark.
You hear a rhythmic hum of some sort of mechanical device and something that sounds like industrial strength breathing. It might be coming from the vent.

From here all you can see is vent exterior.

LOOK JAR

The jar is huge and glassy.
There is a hole cut in it.
A beam of light penetrates through the top.

LISTEN GRATE

It's darn quiet.
You hear a rhythmic hum of some sort of mechanical device and something that sounds like industrial strength breathing. It might be coming from the vent.

LOOK CONSOLE

It's hard to see the rest of the console from this vantage point.

LOOK GLASS PANE

It's big, heavy, and quite content on the counter.

CLIMB IN VENT

You aren't in a good place to do that.

CUT GLASS

That's been done.

JUMP EDGE

Get closer.

CLIMB CONSOLE

You can't do that.

LIFE SUPPORT SYSTEM

Way to go, (...)! You've just disconnected Vohaul's life support system! He's a goner without it.

LOOK AREA

Judging from those two hoses coming in from outside, you guess that this is the inner workings of Vohaul's life support system. A respirator pumps oxygen into his lungs while a pump on the back

wall forces blood through filters.

You are in the inner workings of Vohaul's formerly functional life support system. The pump and respirator are quiet now.

There is also a sign on the back wall.

READ SIGN

The sign says CAUTION: Press Button For Emergency Shut Off

LOOK BLADDER

It is inactive now.

See the bladder go up. See the bladder go down. Up. Down. Up. Down.

BREAK PUMP

That won't work.

LOOK PUMP

It kinda looks like a slurpy machine. And it's mixing your favorite flavor, Cherry! MMMMM!

It is inactive now.

POWER DOWN MACHINE

Easier said than done.

Get with the program! That's been handled.

CLIMB VENT

You'll need to be closer.

LOOK WALL

The walls are featureless except for the large button on the back wall underneath a sign.

LOOK BUTTON

It is typical of most buttons, except, very large.

PRESS BUTTON

That does nothing.

You'll need to be closer.

COMPUTER CLOSEUP

You now know for a fact that less weight does not equal less pain at the onset of deceleration trauma. You've come so far only to die in a dumb way. What a geek.

Darn, (...). I guess His Lardness got a little fed up with your meddling. You've been redesigned once again revealing a permanent overhead view. You resemble one of those wonderfully colorful mosaics commonly found on windshields.

LOOK

You are walking on another section of the control console. There is a large switch on the back panel. A keyboard is at your feet.

LOOK VOHAUL

You can't see it.. I mean him, from here.

He still reeks repulsion, but in a much larger quantity now. He seems rather occupied by his work.

TALK VOHAUL

Dead men tell no tales.

He's really into his work. You're probably the last thing on his mind right now.

LOOK KEYBOARD

It's just your typical keyboard. Keys with normal letters on them.

LOOK BUTTON

The switch is the toggle type. It is currently on.

The switch is the toggle type. It is currently off.

LOOK WALL

The side walls are non-descript. The back one has a switch and two displays. You can see what they are displaying.

LOOK SCREEN

There they are. What you see is what they display.

LOOK TABLE

The two hoses originate from Vohaul's chest region and lead into this portion of the console.

CLIMB CABLE

The diameter combined with the slick composition of the tubes makes it an obvious bad risk.

Besides, just looking at the floor below makes you dizzy.

DETACH HOSE

They are securely fixed to their respective junctions.

CUT HOSE

You are not capable of damaging or inhibiting the performance of these tubes with your physical status being what it is.

FLIP BUTTON

You should either lower or raise the switch.

MOVE BUTTON

That's already been done.

Get closer to the switch.

ENLARGE

'Type' the word you want.

The typing's been taken care of, thank you.

TYPE ENLARGE

That's already been done.

Get closer to the keyboard.

JUMP EDGE
Get closer.

TUBE 1

LOOK

You are walking through a clear tubular passageway which seems to wind in and out along the outer perimeter of the asteroid.

There is a box mounted on the west end of this tube.

LOOK BOX

The box is actually an oxygen mask receptacle. It is currently closed.

You aren't in the right place to do that.

LOOK GALAXY

It looks darn cold and lonely out there. You can only wonder how far you are from home, or if you will ever see it again.

LOOK ASTEROID

It looks cold and hard.

LOOK FLOOR

It looks like all the other flooring in the place.

LOOK TUBE

Nothing much you can say about clear stuff. There is a box attached to the wall at the west end.

CUT GLASS

Obviously, we didn't learn our lesson in the first chapter about the effects of vacuum on the human body. There are other ways to kill yourself. Try one of them if you want to end it all.

GET MASK

You open the box and, noticing an oxygen mask, remove it and close the box.

Opening the box you notice it is empty. You close it.

You aren't in the right place to do that.

WEAR MASK

You are already wearing it.

TAKE OFF MASK

No longer needing the mask, you remove and stow it for later.

TUBE 2

You can see evidence of the decaying orbit of the asteroid. The exterior of the asteroid is heating up from ever increasing collisions with atmospheric molecules.

A section of the glass tubing has fractured from combined stress. The pressurized atmosphere

rushes for the relative vacuum of space.

You slide the oxygen mask back on your face.

Fortunately, wearing the mask protects you from suffocation.

Due to the effect of the air rushing by you to get out the hole, the air in your lungs is sucked out and you find it impossible to get more. Hence you struggle, but die. You only had (...) points anyway. No big loss.

LOOK

You are walking through a clear tubular passageway which seems to wind in and out along the outer perimeter of the asteroid. The planet of Labion spins nearby.

You can see evidence of the decaying orbit of the asteroid. The exterior of the asteroid is heating up from ever increasing collisions with atmospheric molecules. The glass tubes will not bear this heat much longer.

LOOK GALAXY

It looks darn cold and lonely out there. You can only wonder how far you are from home, or if you will ever see it again.

LOOK FLOOR

It looks like all the other flooring in the place.

LOOK WALL

A section of the glass tubing has fractured from combined stress. The pressurized atmosphere rushes for the relative vacuum of space.

Nothing much you can say about clear stuff.

CUT GLASS

Obviously, we didn't learn our lesson in the first chapter about the effects of vacuum on the human body. There are other ways to kill yourself. Try one of them if you want to end it all.

LOOK CRACK

It's thin but growing you best get moving.

You don't have a good view from here.

LOOK LABION

Labion draws closer as the asteroid falls to the whims of it's gravitational pull. Things are really heating up.

LOOK ASTEROID

It seems to be heating up a tad.

WEAR MASK

You are already wearing it.

No longer needing the mask, you remove and stow it for later.

ASTEROID HALLWAYS

The robot has apparently decided that it is permissible for you to be here since you are in the pod already.

Any curiosity you may have harbored regarding the menacing, metallic pest will now be satisfied as you have drawn too close. Your attention is attracted to a decal on the front of the machine. It says "The Vohaul Marrow-Matic." This rouses your curiosity.

Suddenly you note that each and every bone in your body feels as though it has been transformed into molten matter. Never slow to catch on, you notice that you are cooking from the inside out! Now this is a pain that lingers!

LOOK ROBOT

It's a very odd looking robot, balanced on two legs with an odd electric eye scanning back and forth. On it are the words "Vohaul Marrow-Matic."

LOOK

You are somewhere.

EXPLORE CRAFT

Do it yourself.

LOOK WALL

The walls are covered with panels protecting sensitive technical environment control components. They're nothing to mess with.

EMPTY CONSOLE

Can't do that.

LOOK FLOOR

All surfaces seem to be composed of pre-fabricated synthetic panels which have been secured to the inside perimeter of the bored-out tube.

LOOK CEILING

All surfaces seem to be composed of pre-fabricated synthetic panels which have been secured to the inside perimeter of the bored-out tube. Lights flash in warning.

LISTEN

You hear just the usual electrical hums and mechanical groans common to any vessel or complex.

LOOK ELEVATOR

It seems to be in service right now.

It looks like it's waiting to take you for a ride.

OPEN DOOR

Apparently your seeing-eye dog didn't bother to mention that the door is already open.

The door can't be opened while in use.

CUT WALL WITH CUTTER

That won't work.

LOOK WINDOW

All you can see are billions and billions of stars.

ESCAPE POD ROOM

Upon entering the escape pod, you quickly take your seat.

LOOK

You are seated inside one of the emergency escape vehicles. Before you lies a control panel and a viewport.

You are in a section of hallway. On the back wall is a bank of four escape pods.

One of them is open.

Oh yes. There is also some sort of homicidal automaton nearby as well.

PUSH BUTTON

You are not near enough to one.

That's already been done.

Sorry. This one is out of order.

CLIMB IN

Sorry. This one is out of order.

This one is not currently open.

You are not close enough to a working pod.

You are not near enough to one.

You are already in one.

LOOK CONSOLE

The only outstanding feature on the panel is the clearly marked launch button.

LOOK WINDOW

Through the viewport, you can see portions of the asteroid breaking up from the intense heat due to orbital decay. It's only a matter of time before you burn up with it.

CLIMB OUT CRAFT

Forget it! The situation here is deteriorating rapidly! You'd best leave now!

LAUNCH

Warning! Emergency escape vehicle launch sequence has begun!

OPEN DOOR

That's not how to do it.

CLOSE DOOR

There's no visible way of closing the pod doors. Apparently, they're automatic.

LOOK BUTTON

They are of the push type.

LAUNCHING THE ESCAPE POD

You are somewhere.

"LAUNCH TIME:

T-Minus

TEN

NINE

EIGHT

SEVEN

SIX

FIVE

FOUR

THREE

TWO

ONE

ZERO

ESCAPE POD

PHEWW!! You're going to have to stop cutting these escapes so close, (...).

Well, you must feel pretty good right now. You stopped Vohaul from carrying out his threat of salesman infestation, ultimately destroying the twisted scientist himself.

You also managed to save your own skin. And just look at that score. Pretty darned impressive!

Suddenly, a warning signal draws your attention to the oxygen meter on the front panel. It reads low and dropping fast!

This is just great! You knew it was all too good to be true. You have, maybe, five minutes of air left.

Well, (...), it was nice knowing you.

Sorry. You've run out of oxygen and are now dead. Your death is a lonely event occurring in an utterly desolate setting. Alone in the knowledge that you have spared Xenon an incredibly horrible fate, you now must deal with the down side of self-sacrifice.

You turn back the plexiglass cover.

You make the split second decision to enter the sleep chamber. It seals automatically.

Soon, you are overcome by a pleasant drowsiness. This is certainly better than suffocating. You begin to drift away into a deep sleep with the satisfaction of having accomplished your task. You've come through in the clutch and you deserve a nice long rest. (Now if someone would just pick you up somewhere along the way..)

So long, (...), and thanks again for saving your people.

"Thanks For Playing Space Quest II

LOOK CRAFT

Now you take the time to view the interior of the pod in more detail. You see a sleep chamber against one wall.

LOOK CABIN

You are inside one of the emergency escape vehicles. Before you lies a control panel and a viewport.

LOOK CONSOLE

The only outstanding features on the panel are a launch button and an oxygen meter.

LOOK OXYGEN METER

It reads empty.

LOOK WINDOW\

Through the viewport you are once again impressed by the empty vastness of space.

LOOK BUTTON

It is a push-type launch button.

PRESS BUTTON

That is not helpful now.

BOARD ABOVE

You are.

Why? You just got comfortable.

OPEN DOOR

No way. That would be instant death.

LOOK IN SLEEP CHAMBER

The chamber is a bed, of sorts, enclosed in a large plexiglass cylinder. The occupant of such a chamber would be placed in suspended animation and kept alive for an indefinite period of time.

OPEN SLEEP CHAMBER

That's been handled.

Get closer.

CLOSE SLEEP CHAMBER

That's been handled.

Get closer.

CLIMB IN SLEEP CHAMBER

You need to open the chamber.

Get closer.

WEAR MASK

Good Idea!

Unfortunately, as you begin to put it on you notice that the tank is empty. Sorry.

Space Quest was designed and created by Scott Murphy and Mark Crowe.

IF YOU NEED HELP, PRESS F1

SPACE QUEST]]

Help

F1 Displays this message.

F2 Turns the sound off and on.

F3 Retypes the last line typed.

F5 Saves your current game.

F7 Restores a saved game.

F9 Restarts the game.

TAB Shows the status screen.

ESC Pops up menus/Pauses the game.

Ctrl-J Sets up your joystick.

Ctrl-R Toggles RGB monitor modes.

F1 or HELP Displays this message.

TAB Shows status screen. (see below)

Double clicking joystick button or right mouse button also shows status screen.

+ Increases volume.

- Decreases volume.

WORDS.TOK

0 you, with, will, under, to, through, those, this, third, these, the, that, some, sir, second, please, over, out, on, old, off, of, now, me, little, it, is, into, inside, in, i, guess, from, for, flashing, first, every, big, at, around, another, an, a

1 anyword

2 check out, examine, gaze, inspect, look, look out, observe, peer, scan, view

3 pneumatic transport, pneumatic transport tube, transport, transporter

4 climb in, climb into, enter, get in, get inside, get into, go

5 acquire, gather, get, grab, pick, pick up, rob, swipe, take

6 climb, scale

7 computer console, computer consoles, console, consoles, control panel, control panels, controls, instrument panel, instrument panels, instruments, panel, panels

8 hose, hoses

9 snag, tree, trees

10 key board, keyboard

11 brush, bush, bushes, fern, flora, foliage, plant, plants, shrub, shrubs, thicket, vegetation, weed, weeds

12 container

13 ask, converse, speak, talk

14 find, locate

15 smell, sniff

16 altimeter, display, monitor, monitors, read out, read outs, read-outs, readout, readouts, screen, screens

17 elevator, elevator door, elevators

18 decontamination unit

19 open

20 break, knock down, smash

21 building, house, hut, shack, shop, store

22 door, doors, doorway, hatch

23 sp

24 pane, port, view port, viewing port, viewport, window, windows

25 fuel pump, refueler

26 tp

27 capsule, capsules
28 close, shut
29 computer
30 capture, catch
31 restart
32 deck, floor, grass, ground, level
33 canyon, chasm, crack, fissure, gorge
34 status
35 drink
36 pause
37 boulder, boulders, rock, rocks, stone
38 entryway, hole, opening, pit, shaft, tunnel
39 press, push
40 give, offer, present, redeem, show
41 test, test fly
42 kiss
43 attire, clothes, eva suit, flight suit, flight suits, outfit, space suit, space suits, spacesuit, spacesuits, suit, suits, uniform, uniforms
44 quit
45 pos, position
46 craft, escape pod, hover, hover craft, hovercraft, pod, pods, rocket, ship, ships, shuttle, space craft, space ship, spacecraft, spaceship, vehicle, vessel
47 button, buttons, switch
48 bodies, body, carcass, corpse, dead body, dead man
49 object
50 condom, rubber
51 shelf, shelves
52 girl, lady, woman
53 base, pedestal, platform
54 attack, damage, destroy, destruct, kill, murder
55 banner, banners, flag, flags
56 leak, pee, piss, urinate
57 sign
58 ape, being, beings, captor, cliff dweller, controller, controllers, crewman, crewmen, dude, dweller, guard, guards, guy, guys, hunter, keronian, man, mans, men, oaf, people, person, resident, sarien, sariens, technician, technicians, worker
59 left
60 right
61 dead
62 mem
63 pri
64 holy
65 life
66 who
67 c, cm
68 s, sn, t
69 forest, woods
70 escape
71 use
72 lever, stick, throttle
73 unlock
74 engraving, inscription

75 cage key, key, keys
76 wait
77 fill, insert, put in
78 automaton, droid, droids, robot, robots, walbot, wallbot, wallbots, waxer
79 read
80 fight
81 galaxy, space, universe
82 moon, planet, planets, star, stars
83 explore, frisk, search
84 asshole, cock sucker, cocksucker, dick head, dickhead, fart, fuck, motherfucker, shit, shit
head, shithead
86 backstage, dbg
87 scott, scott murphy
88 lie
89 glow, ignite, light, lights, lite
90 done
91 athletic supporter, jock, jock strap, jockstrap, strap, supporter
92 power
93 bed
94 programmed, programmer, wrote
95 stairs, stairway, steps
96 glass, mirror
97 wall, walls
98 play, solve
99 consume, eat, swallow, taste
100 card, key card, keycard
101 chunk, fragment, hunk, part, piece
102 reset
103 table
104 wake
105 hit, kick, pound, punch, slap, strike
106 var
107 circle
108 cheat
109 feel, pat, pet, poke, polish, rub, stroke, tap, touch
110 what is
112 quiet
113 name
114 cash, credit, currency, money
115 pocket, pockets
116 load
117 cover
118 gauge, pressure gauge
119 landing gear
120 leaf, leaves
121 branch, branches, branches, limb, limbs
122 buck, buckazoid, buckazoids, bucks
123 brew
124 aid, assist, care, help
125 put on, wear
126 feed
127 cartridge slot, slot, slots

128 bay door, bay doors, baydoor, baydoors
129 airlock, airlock door
130 handle
131 pray
132 power up, turn, turn on
133 kneel
134 lake, pond
135 boss, chief
136 ladder
137 area, cave, cavern, chamber, corridor, enclosure, grotto, hall, hall way, hallway, landscape, room, vicinity, zone
138 be
139 cast, hurl, throw, toss
140 drop, put, put away, set, stash, stow
141 rescue, save
142 alien, aliens
143 orat
144 cliff, cliffs, mountain, mountains
145 eye, eyes
146 game
147 restore
148 dig
149 hello, hi
150 knock
151 glowing water, water
152 chest, trunk
153 barrier, barriers, fence
154 follow, go after
155 sit, sit down
156 cut, severe, slice, stab
157 climb out, disembark, exit, get off, get out, leave
158 dive
159 normal
160 fast
161 slow
163 bomb, bombs, gas bomb, gas grenade, grenade, grenades, smoke bomb
164 fly, fly away
165 home
166 own, self, skin, your
167 exlax
168 move, pull, shove
169 free, release, untie
170 rope
171 swim, swimming
172 pry
173 grate, grates, grating, vent, vents
174 sesame
175 look under
176 vine, vines
177 my name
178 bark
179 swing

180 y, yes
181 n, no
182 buy, purchase
183 steal
184 moss
185 empty, get down, remove, take off, take out, unbuckle, unfasten
186 scrape
187 blow
188 all, everything
189 blow me
190 lid
191 camp fire, campfire, fire, fire pit, firepit, flame, flames
192 lift
193 back, rear
194 sector
195 deposit, mail, post
196 hh
197 say
198 author
199 device, dialect translator, electric gadget, electrical device, electrical gadget, gadget,
language translator, translator
200 look down
201 point
202 let
203 look in, look inside, look into, look through, peer into
204 thank, thank you
205 growth, root, root monster, roots
206 car
207 coat, smear, spread
208 sled
209 board, get on, mount, ride, stand
210 coupon, form, order, order form
211 disk
212 hat
213 look across
214 cascade, cascades, waterfall, waterfalls
215 lint, pocket lint
216 one
217 them
218 both
219 tray
220 launch
221 drawer
222 ramp
223 swamp
224 jump
225 berrie, berries, berry, red berries, red berry
226 bell
227 across
228 generator, star generator
229 priority
230 spore, spores

231 look up
232 sky
233 belt, seat belt, seatbelt
234 call, scream, tell, yell
235 listen
236 afix, attach, fasten, secure, tie
237 love
238 helmet
239 dirt, sand, soil
240 stuff
241 jet pack, jetpack
242 step
243 down
244 bank
245 type
246 sound, sounds
247 alarm
248 foot step, foot steps, footstep, footsteps
249 ceiling
250 crush, squeeze
251 box, boxes, case, package, unit, units
252 rail, railing
253 closet, closet door
254 attitude, attitude dial, dial
255 smoke, steam
256 roll
257 snort
258 bury
259 bridge
260 arch, arches, archs
261 spider, spider droid
262 antenna, tower
263 edge
264 stump
265 appendage, appendages, claw, hand, hands, paw
266 gun, weapon
267 control, remote, remote control
268 knife
270 chair, chairs, seat, seats
271 fix, repair
272 instructions, label
273 letters, printing, writing
274 acid
275 fluid, liquid
276 pool, puddle
277 drip, drips, drops
278 beam, beams, force field, laser, laser beam
279 oxygen meter
281 catwalk, walkway
282 mail box, mailbox, post box, postbox
283 breath, breathe, deep breath, inhale, take breath
284 dune, dunes

285 animal, beast, creature, labion terror beast, monster, terror beast
286 tiny
287 trace
288 city, flats, settlement, town
289 bar, bars
290 mound, pile
291 cage, cell, jail
292 walk
293 customer, customers, patron, patrons
294 broom, sweep
295 thing
296 cabinet, compartment, locker, lockers
297 dust
298 counter
300 unscrew
301 gimmie, give me
302 cube, cubix rube, puzzle, rube, square
303 strip, uncloth, undress
304 plug, plug in
305 kerona
306 start
307 grip, hold, support
308 place
309 block
310 clock
311 nozzle, nozzles, rocket nozzle, rocket nozzles
312 suck
313 regulator
314 draw
315 stage
316 wind shield, windshield
317 change
318 whistle
319 sling
320 the word, word
321 center, middle
322 forward, front
323 ascent
324 string, strings
325 leader
326 lip, lips, mouth, teeth
327 run
328 reach
329 head
330 nap, sleep
331 return
332 bay, vehicle bay
333 cabin, cockpit
334 outside
335 desert
336 lock
337 leg

338 hide
339 carving, face, image
340 heat
341 next
342 ledge, path
343 spit
344 tester
345 fastest
346 communicator, watch, wrist, wrist watch, wristwatch
347 h, hn
348 machine
349 naked, nude
350 topsg
351 two
352 three
353 four
354 five
355 six
356 seven
357 digital read-out, digital readout
358 plunge, plunger
359 hang
360 bath room, bathroom, facility, lavatory, rest room, shit house, wc
361 throne, toilet, urinal
362 cutter, glass cutter
363 basket, bucket, can, trash can, waste basket, wastebasket
364 stall, stalls
365 crap, defecate, dump, pinch loaf, sit on toilet, sit toilet, take crap, take dump, take shit, use
toilet
366 dispenser
367 paper, tissue, tissue paper, toilet paper
368 over all, over alls, overall, overalls
369 igniter, lighter
370 fire sprinkler, fire sprinklers, sprinkler, sprinklers
371 fixture, fixtures
372 gem, glowing gem, glowing rock
373 cable, cables, cord, cords, wire, wires
374 burn
375 enlarge
376 reduce
377 switch on
378 switch off, switch up
379 raise
380 lower
381 sledge vohaul, sledge vohauls, sludge vohaul, sludge vohauls, vohaul, vohauls
382 shsr, tits
383 mask, oxygen mask
384 tube, tubes
385 sleep chamber
386 above, over head, up
387 bubble, bubbles
388 under water, underwater

389 parasite, parasites, tick
390 landing, landing platform
391 debris
392 camera, television camera, tv camera
393 herpe, space herpe
394 grafitti
395 fur, hair
396 debug
397 clone, clones, insurance salesman, insurance salesmen, salesman, salesmen
398 jar
399 power down, turn off
400 life support system, lss
401 bladder, respirator
402 large
403 pump
404 slide
405 detach, disconnect, unhook, unplug
406 different, other
407 clean, wash
408 mess, puke, vomit
409 trap
410 flush
411 drain
412 air
413 crawl
414 thruster, thrusters
415 duck
416 source
417 hill, mesa, plateau
418 top
419 cross
420 rattle, shake
421 extinguish, put out
422 serious
423 fungi, fungus, mushroom, mushrooms
424 log
425 between
426 labion
427 asteroid
428 basin, sink, sinks
429 faucet, faucets
430 flip
431 inv, inventory
432 ash, ashes
433 pipe, pipes, plumbing
434 wipe
435 hac
436 vac
437 wreck

