

Oo-Topos™



Science fiction

Story by Michael
and Muffy Berlyn

Illustrated by
Raimund Redlich
and Brian Poff

COMPREHEND™
INTERACTIVE NOVELS *with graphics*

Understands full-
and multiple-
sentence
commands

Vocabulary of
over 1000 words

Over 100
out-of-this-world
graphics

Includes
ship's manual
and computer
readout

P.  LARWARE™

from Polarware/Penguin Software, Inc.

Oo-Topos™

Story by Michael and Muffy Berlyn Illustrated by Raimund Redlich and Brian Poff

It's 1995 A.D., Earth time.

An Interstellar Transport carrying power transfusion waste collided with a meteor, scattering its contents towards Earth's Sun. The transfusion waste is so deadly that all life on Earth will be destroyed unless something is done to save it. But Earth, in a restricted travel zone, has neither the knowledge of nor the technology to cope with such a catastrophe.

Your mission is to deliver the chemical seeds of a protective compound that will render the waste harmless. Your destination is Observation Labport 5V, a seemingly lifeless planet just outside of Earth's Solar System. From there, the compound can be synthesized and secretly seeded into the Earth's atmosphere.

During the otherwise routine voyage, however, your ship was ensnared by a tractor beam and forced to land on the planetoid Oo-Topos. Hostile aliens boarded your ship and threw you in a prison cell. You must escape and recover your ship with its valuable cargo. Life on Earth depends on you.

COMPREHEND™ INTERACTIVE NOVELS with graphics

Enter a whole new world inside your computer as you become the main character in a COMPREHEND interactive novel! Your computer describes where you are, objects at that location, and possible exits. You control the



outcome of the story by typing in all actions, such as "Go North and climb the tree", or "Take the shovel and inspect it carefully". Your computer shows you the results of all actions. Explore and interact with the unknown world inside your computer to unravel the plot . . . but be careful, or your



novel may have an undesirable ending!

COMPREHEND is the program that allows you to communicate with your computer using full sentences in plain English. The Graphics Magician® program makes it possible to put hundreds of detailed illustrations into each novel. Together, they have created a brand new world inside your computer.

ABOUT THE AUTHORS

Michael Berlyn was the first science fiction writer to use the computer as a medium. His other interactive novels include *Cyborg* (Sentient, Broderbund), *Suspended*, *Infidel*, and *Cutthroats* (Infocom). He has also written real books: *Crystal Phoenix* and *The Integrated Man* (Bantam). **Muffy** helped design the aforementioned adventures, and in her previous life was national horoscope columnist "Susy Sayer" in a sister publication of *National Enquirer* and editor of *Easy Times* magazine. Mike and Muffy now exist in New England as *Brainwave Creations*.



The story *Oo-Topos* was written by Michael and Muffy Berlyn, and illustrated on the computer by Raimund Redlich and Brian Poff. The story is licensed from Sentient Software, Inc. Project managed at Polarware/Penguin Software by Ron Schmitt and Mark Pelczarski. COMPREHEND was written by Mark Pelczarski and Jeffrey Jay, and *The Graphics Magician* by Mark Pelczarski. Conversions of COMPREHEND and *The Graphics Magician* are by Robert Hardy, Peter Schmitt, Dynamix, and Eagle Berns. *The Graphics Magician* is a registered trademark and *Oo-Topos*, COMPREHEND, and Polarware are trademarks of Polarware/Penguin Software, Inc. Penguins wear Polarware everywhere.

P··LARWARE™

from Polarware/Penguin Software, Inc., 2600 Keslinger Road, P.O. Box 311, Geneva, IL 60134 (312) 232-1984

COMPREHEND™ INTERACTIVE NOVELS

*APPLE INSTRUCTIONS
(Apple versions require at least 64K of RAM)*

P·LARWARE™
from Polarware/Penguin Software, Inc.

GETTING STARTED

To begin, place your disk with side one (label side) up in your disk drive and turn on your computer. This magical procedure is known in the industry as "booting your disk." Depending on the novel, you may be prompted at some points during startup or during play to turn your disk over. Leave your disk in the disk drive unless instructed to turn it over or the results of the current "novel" in progress may be ruined.

PLAYING A COMPREHEND INTERACTIVE NOVEL

You communicate in your novel by typing commands in English. Tell COMPREHEND what you want to do by typing in your command, press RETURN, and COMPREHEND will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type **Walk North**, **Go North**, or you can abbreviate with simply **North**, or even **N**. Press RETURN after your command. Other directions you can abbreviate are **E** for **East**, **S** for **South**, **W** for **West**, **U** for **Up**, **D** for **Down**, **I** for **In** or **Enter**, and **O** for **Out** or **Exit**.

To see what you are carrying at any time, simply type **Inventory**.

More complex commands can contain any

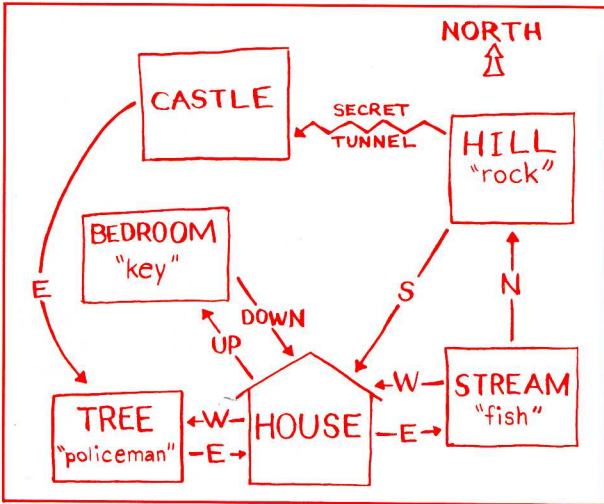
combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as **Read the note**, **Look at the tree**, **Look under the wagon**, **Catch the squirrel with the box**, and **Feed the penguin sardines**.

Commands can also be combined into longer sentences, like **Catch the cat by the tail and throw it into the tree**. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word **and**, or the word **then**, such as **Grab the rope and the food, then run out**. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!

MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!



GRAPHICS MODE AND TEXT MODE

When playing through the novel in the graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, **COMPREHEND** will pause and wait for a keypress before completing the text. You can switch to all-text mode at any time by just pressing **RETURN** at the input prompt without any command. The all-text screen keeps several lines at the top that describe your current location, in case you need to refer back to the description after it has scrolled up. Pressing **RETURN** again from text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, text mode can be used to speed travel around areas of the "universe" with which you are already familiar. When in text mode, the graphics are not loaded from disk and drawn onto the screen at each location you visit. They are only updated when you return to graphics mode. Be careful when traveling in new regions with the graphics mode off, however. Sometimes a picture is worth a thousand words . . .

SAVING AND RESTORING "NOVELS IN PROGRESS"

It being acknowledged that occasionally it is wise to switch off the computer for such trivial things as eating, sleeping, or visiting with other humans, a method is provided for saving "novels in progress." As a command at the input prompt, simply type **Save**. You will be prompted to enter a number for the saved game (more than one can be saved onto the disk, if you want to share it), and your current situation will be saved onto side 1 of the disk. If you decide that you really don't want to save a game, just press the **RETURN** key.

To restore that situation, at any time while playing (or immediately after rebooting the disk), type **Restore**. You will be prompted for the number of the game you wish to restore, and immediately be put back where you left off. If you decide that you really don't want to restore a game, just press the **RETURN** key.

Hint: sometimes it is wise to save your game just prior to trying something risky (or foolish, as the case may be). That way, if your attempt fails, you can cheat by restoring the game and trying something else.

QUITTING AND RESTARTING

To quit a game in progress, make sure you save your current situation (if you desire), then just turn off your computer or reboot with another disk.

To restart the game, the fastest way is to reboot side 1 of the disk. Since so many variables change during the course of a novel, rebooting is the fastest way to restore them all to their original state.

HINTS

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Hint Department [the name(s) of your interactive novel(s)]
P.O. Box 311
Geneva, IL 60134

We'll rush you a hint book free of charge.

LIMITED WARRANTY

If your interactive novel disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new disk to you. **REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.**

COMPREHEND was designed and written by Mark Pelczarski and Jeffrey Jay. Graphics for all COMPREHEND interactive novels were created and displayed with The Graphics Magician, which was designed and written by Mark Pelczarski. The COMPREHEND and Graphics Magician software are copyrighted 1985 by Penguin Software, Inc. COMPREHEND, The Graphics Magician, Polarware, and Penguin Software are trademarks of Penguin Software, Inc. Penguins like novel ideas.



SPACE ECOLOGICAL SOCIETY
OFFICE OF THE PRESIDENT

J. CASTOR NEBULUS
PRESIDENT

DATE: 51.7.290
TIME: 06.13.00
COMMUNICATION: Argo HQ, President
TO: Flight Commander Argo Base
MISSION CODE: TSE957X
PRIORITY: Urgent--red level
DEPART: White Bay 2. Maximum speed, immediate upon receipt of this directive.
DESTINATION: Observation Labport 5V, Station 5 Omega Sector 12
OBJECTIVE: Transport protective compound to Labport
BACKGROUND: Outside the boundaries of star system 69 Omega is Observation Labport 5V. Subject of this Labport is star 69B and surrounding planets. The third planet of this system (Earth) is inhabited. Earth has no knowledge of or contact with the numerous members of the Intergalactic Society. An interstellar transport carrying power transfusion waste collided with a meteor and its toxic contents have scattered into open space. These contents are being drawn toward star 69B (Sol) and Earth is in the path. The transfusion waste is so deadly that all lifeforms on Earth could be destroyed on contact. Earth is not aware of the problem and does not have the technology to avert a disaster. A protective compound has been synthesized by SES scientists. With seeds of this compound, Labport 5V can produce the chemical and secretly introduce it into Earth's atmosphere. It is IMPERATIVE that no attempt be made to communicate directly with lifeforms on Earth. Earth is within a restricted travel zone. Sudden contact with other lifeforms could cause irreparable damage to Earth's development.
COMMENTS: The SES has great hopes for the inhabitants of Earth. It is of the utmost importance that we do whatever possible to avert this disaster.



Good luck,

J. Castor Nebulus
PRESIDENT

JCN:ps

Date: 54.7.290

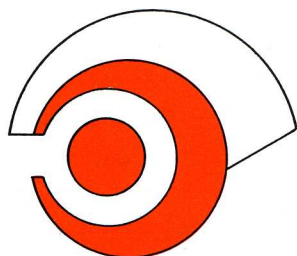
Mission code TSE957X

- Time: 07.23.12 Mission code accepted. Prepare for departure. Audio input received. Executing on-board systems check. Please be seated and fasten your safety harness.
- Time: 07.24.11 ALL SYSTEMS CHECK. Proceeding with departure sequence. Tachyon drive engaged. Output: full thrust.
- Time: 08.01.09 Departure successful. Mission course preset. Destination: Observation Labport 5V. ETA: 310 minutes.
- Time: 12.14.30 ALERT. Course deviation detected. Cause unknown. Initiating auto-course reset.
- Time: 12.16.14 ALERT. Course reset unsuccessful. Scanners indicate probable cause of deviation: tractor beam. Origin: Theta Sector 6. Commencing evasive maneuver sequence. Please standby.
- 
- Time: 12.22.07 ALERT. Evasive maneuver sequence complete. Unable to escape tractor beam. Rapidly approaching planetoid located in Theta Sector 6. Scanners indicate tractor beam located on planetoid. Data suggests deliberate action to force landing of this craft. Transmitting MAYDAY code. Please standby.
- Time: 12.29.17 ALERT. All transmissions jammed by unidentified device on planetoid. Estimated collision with planetoid: 4 minutes. Scanners seeking emergency landing site. Auto-pilot override system engaged. Now accepting input from optic visualizer.
- Time: 12.30.58 Planetoid identified. Name: Oo-Topos. Planet type: 40 Gamma Gamma Titan Class Fe1 iron moon. Gravity: 1/1. Position: variable. Orbit: no data. Indigenous sapient life forms: no data. Last recorded contact: Delta Sector 5, merchant ship, Gladiator. Crew and ship missing. ALERT. Audio input received. Scanners confirm emergency landing site location. Commencing emergency landing procedures. Prepare for sea landing estimated: 2 minutes. Please be seated and fasten your safety harness.
- 

- Time: 13.01.22** ABORT EMERGENCY LANDING! Scanners indicate sea composed of highly corrosive materials. Auxiliary emergency landing sight located. Prepare for hard landing on beach.
- Time: 13.07.19** Emergency landing successful. Minimal damage to ship. Tractor beam still engaged. Lift-off impossible. Scanners indicate life-support conditions hostile. Atmospheric composition: 74.2% ammonia, 15.7% nitrogen, 10.1% other trace elements. No natural water supply. Preliminary life readings indicate no indigenous sapient life forms.
- Time: 14.00.12** Scanners indicate buildings due west of beach. Unidentified life forms approaching ship on port side. Life forms not indigenous to Oo-Topos. CAUTION: data analysis suggests Oo-Topos is a likely base for space pirates. Scan.....ALERT!
Breach in outer airloc



INTERGALACTIC TACHYON DRIVE SPACECRAFT



**12,288 ASTRO
MEGA CLASS
INTERMEDIATE-RANGE**

Operator Manual



ASTRO DEVELOPMENT, INC.

*Contains important operating and safety instructions.
Keep with spacecraft at all times.*

