# FEDERATION QUEST 1
# B.S.S. JANE SEYMOUR

# INSTRUCTION BOOKLET

**GHB**

GREMLIN

PRESENTS

FEDERATION QUEST ONE
# B.S.S. JANE SEYMOUR

DESIGNED BY CELESTIAL SOFTWARE

**Programmed by Graeme Ing
and Robert Crack**

# FEDERATION QUEST ONE
## B.S.S. JANE SEYMOUR

The first thing I heard was the quiet 'pip...pip..' of the computers going through their system checks. As my head cleared, I realised that, having abandoned my wrecked ship in the middle of an asteroid belt, I had managed to get the emergency craft back to an Earth orbit. I pulled the tubes from my arm, and was about to sit up and take in the beauty of the home planet for the first time in seventeen years when a synthetic voice told me, in a typically inappropiate voice 'Wake up. We've got a bit of an emergency.' I blinked, and as my eyes slowly pulled into focus, I realised that I wasn't going to see Earth just yet. Instead, I was looking at a fleet of huge free floating Federation craft, all belonging to the Regal Fleet, so called because they were all named after the various Queens of England. 'There's an SOS message for you.' I hit the key to get a hard copy, I hate reading things off monitors, and read the message.

Message from Commander of the Regal Fleet Flagship, the Biological Survey Ship B.S.S. Jane Seymour

Date 8th July 2190

S.O.S.  S.O.S.  S.O.S.  S.O.S.

The fleet of twenty craft, having been immersed in the radiation given off by a Wolf-Raert Star going nova, now unable to progress on our journey any further. All systems are now failing, and the only option appears to be to join the other crew members in the Cyrogenics. I will do this as soon as I have finished this message. A number of the alien specimens have escaped, and are now
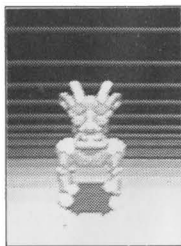


Alien Identification
**Ugruskor**

roaming freely across the ship. Any crew members encountered must not be trusted. If anyone gets this message in time, please help us. By my calculations we have just one year and three months before the ship loses so much power there won't be enough to keep the Stasis Chambers functioning properly. End of Message.

'Date please BOB.'
'October Sixth 2195.'
'Distance from Earth?'
'Fourteen light years.'
'How far will the fuel on this ship get us?'
'Nine light years at most.'
'And the Jane Seymour?'
'Not enough to reach Earth orbit. The ship at the far end of the fleet has enough fuel, but due to the damage sustained in the accident, the only way to board that ship is to go via the other nineteen ships, starting with the B.S.S. Jane Seymour'
'Why?'
'Due to the configuration of the fleet, the design of the craft and their transporting links, they are in a strict hierarchical order, and transport to the flagship is only possible from the second ship in command, to that one from the third in command and so on. In order for the transport mechanism to work, you will need to repair each of the ships to at least 80% of full efficiency.'
'Can't we just steal some fuel?'
'No. The fuel used is incompatible with this ship.'

So no choice. If I'm going to get to Earth, I'm going to have to board the B.S.S. Jane Seymour,
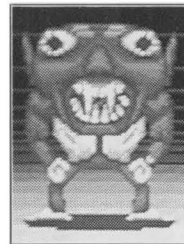


Alien Identification
**Telerek**

and attempt to get it into a working state, and from there onto the next one, and so on. The alternative is that I can stay here, go back into Cyrogenics, and die in about nine years time. Not much of a choice, really.

'Any information on the ship systems?'
'All are malfunctioning, and all have sustained heavy damage.'
'Estimated chance of any crew being fully fit?'
'Five percent. Ninety five percent chance of mental deterioration, fifty percent likelihood of physical deterioration.'
'Brilliant. Anything else I should know?'
'Yes. The Energy Flux Decoupler is missing from the Power Room. It needs to be found and replaced before the ship will function. Also the navigation system on the Bridge is protected by an Inhibit System. Inhibit Lock is needed in order to access navigational computers.'

'Lock on and land, BOB.'
So all I need to do is repair all the ships systems, find the Energy Flux Decoupler, the Inhibit Lock, deal with the various aliens and a few crew members who'll be a few cells short of a full battery, and then I can go home. Not good, but my only chance.

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**VIRUS WARNING**

**Turn your computer off for at least thirty seconds before attempting to load B.S.S. Jane Seymour.**

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## LOADING INSTRUCTIONS

### ATARI ST
1. Plug your mouse into port 1.
2. Turn on your computer and monitor/television.
3. Insert the game disk into the default drive.
4. The game will now load automatically. Follow the on screen prompts for further loading  instructions.

### COMMODORE AMIGA
1. Insert your mouse into port 0.
2. Insert the game disk into the default drive.
3. Turn on your computer and monitor/television.
4. The game will now load automatically.
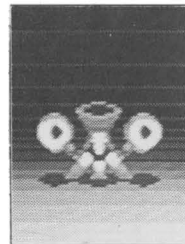


Alien Identification
**Nirmleg**

# PART 1: Repairing the Ship's Systems

There are 20 ships in total in the game, and on each one a number of objectives need to be acheived before access to the next is allowed. In brief, you must repair all the ships systems up to 80% efficiency or above, find and replace the Energy Flux Decoupler and find the Inhibit Lock. Once all these have been done, a message will prompt you to go to the bridge.

**How to repair the ships system.**

Due to the ship design, practically all malfuntions are because of a deficiency in the liquid coolant. In all cases, repairs are carried out by replacing the coolant fluid in that particular system room. So, in order to carry out a repair, you:

a) First, make some receptacles.
b) Next, fill the receptacles with liquid coolant.
c) Finally, go to the room of the system you wish to repair and attempt a repair.

The first aim is acheived by finding and entering a Manufacturing Room, which will create a new icon on the main screen. Click on it to enter the
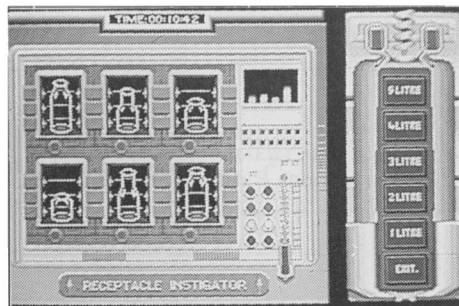


**Manufacturing Screen.**

You can make up to six receptacles at a time, of one to five litres capacity each. Note, however, that making a receptacle uses the ship's power, and the larger the receptacle, the more power it

requires to make it. On the other hand, larger quantities of coolant increase your chance to repair a system, and consequently, it's easier to carry large quantities in fewer but larger receptacles. You must learn from experience the best sizes to make. At the right of the screen is a zoomed view of the handset of the manufacturing machine. Click on the size of receptacle required. The receptacle will be made. Exit the screen when you have finished. You will then find the receptacles you have made on the floor of the room. Simply pick them up via the Inventory screen and you are ready to go.

The second part is acheived by entering a Laboratory, which will again create a new icon on the main screen. Click on it to enter the Laboratory screen.



Here you can fill any receptacles that you are carrying. You can fill as many as you have. Select the receptacle size from the handset at the right. The lab computer will check the receptacles for flaws. The coolant is a highly acidic and toxic substance and the receptacle must be flawless, and if the computer finds a flaw in the receptacle it will reject it. Otherwise it will fill it with liquid coolant. Simply keep selecting receptacle sizes to fill, and click on Exit when you have finished.

The final part is to carry out the repair. As mentioned, all the ship's systems fall under the control of just four major systems: Bio Control, Life Support,
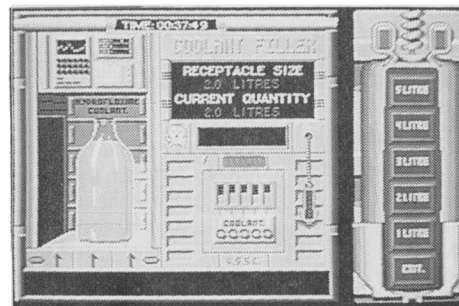


Alien Identification
**Wesbet**
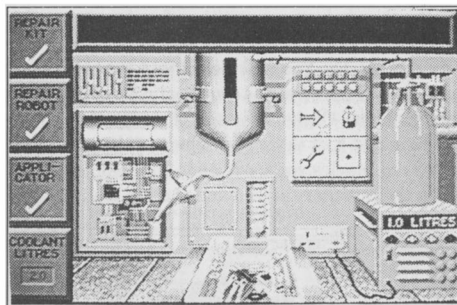
Computer and Communications. These are accessed (and repaired) via the Biological Control, Life Support, Bridge and Communications rooms respectively. Entering one of these rooms will give a Repair icon on the main screen. Click on it to enter the Repair screen.

To make a repair you will need a repair kit, and at least one litre of liquid coolant. In most cases it will also help to have a coolant applicator, and a robot with a repair capability, although neither are absolutely necessary. Down the left of the screen, you are reminded of what repair aids in the system's reservoir. At the right of the screen is one of your full receptacles. The reservoir can hold up to 5 litres of coolant, pump in any more and it will overflow. Select the receptacle you wish to empty using the top left arrow. To empty its contents into the reservoir, use the top right button. When you are happy with the amount of coolant in the reservoir, you can attempt a repair. Click on the Spanner icon to the bottom left of the screen. The coolant will be pumped into the system and the message panel at the top will show the result of your attempt.

# PART 2: The Screens

## 1. THE MAIN SCREEN

Once you begin a game, you will be presented with the main playing screen. It's from this screen that most of the game will be played so it's worth examining in detail.
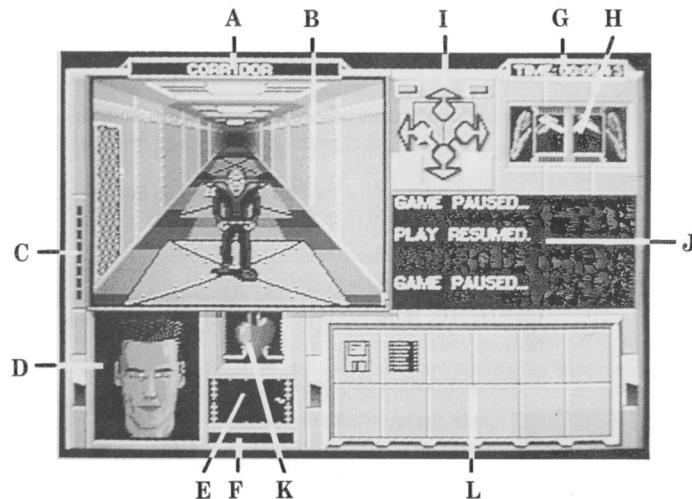


Layout of main screen

a)     The name of the current location/room.

b)     This is the main viewing screen, which will display everything that the player sees whilst playing the game.

c) The weapon reload bar. Various weapons have a reload, or recharge time, which is the amount of time between two successive shots. You cannot fire the weapon again until the reload bar reaches the bottom.

d) Main stamina recorder. This is an indicator of your general health and stamina. Full health is shown by a face. As you lose stamina points, it will slowly turn into a skull. Fortunately, there are various ways of healing lost stamina points:

    i) You gain some back naturally as you walk about.
    ii) You can inject yourself with medical drugs when you find them.
    iii) A robot with a medical cartridge can heal you.
    iv) Eating food in the galley.

e) The lifetrace recorder.

f) Background radiation meter. The higher the bar, the higher the radiation. If the bar is at maximum you'd better move, because you're in serious trouble.

g) Time elapsed since play began.

h) The hands display. These two boxes indicate any items that you might be holding in either of your hands. Weapons must be carried in your right, the left mouse button will change any item between your two hands, and the right mouse button will use the item in whichever hand the pointer is over.



Alien Identification
**Endir-Siminon**

i) The movement icons. The four blue icons move you one square in that direction. The two green ones rotate you left or right by ninety degrees. The two grey buttons to either side of the backwards blue icon will display arrows when you enter a lift or a square with a ladder in it. They will indicate that you can go up and/or down. Click on any of the arrows to move in that particular direction.

j) The main message panel. Any information, for example a description of what happens when you carry out a particular action, will be carried in this window.

k) Beating heart. This will beat faster when you are involved in strenuous activity. Warning: you heal at a slower rate when you are in strenuous activity. When you slow down, the heart will return to its normal rate again. The heart also changes colour to indicate how irradiated or poisoned you are becoming. Scarlet is healthy, and orange and yellow are increasingly unhealthy. If it gets too yellow you will die of radiation/poison.

l) The function buttons. If they are blank then they currently hold no f unction. If a button has a function at any particular point, then it will be labelled with an icon. The top six buttons are game control buttons, and the bottom six are robot buttons. Two functions are always available. The far left button takes you into the Setup Screen. The one to its right takes you into the Inventory Screen. When you enter any location, should any additional option
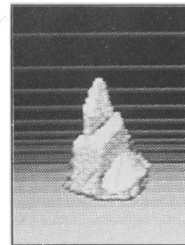


Alien Identification
**Ligrant-Balthek**

become available to you, then one of the six buttons will carry a new icon. More on this later.

## 2. THE INVENTORY SCREEN
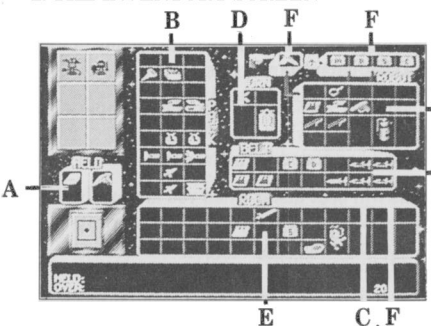


Here everything that you carry, and anything that you have immediate access to. There are windows for items held in each hand (**a**), your pack (**b**), on your belt (**c**), worn (**d**), lying in the room (**e**), and carried by robots (**f**). If you glide the mouse pointer over an item, the message panel tells you what it is and the serial number.

Each item has a designated weight, and obviously you will be limited in how much you can carry at any one time. The number in the bottom right of the message panel is the weight of the object that the mouse pointer is over. For the room window it tells you the total weight of all the items there, if you were to pick them all up. For other windows, there are two figures. First there is the present weight total for that window, followed by the maximum weight for that window. Once a window reaches its maximum weight, you cannot carry any more in that window until you drop something from it. You can only carry one thing in each of your hands.

To move items between windows, move the pointer over the item and click the left mouse button. You will
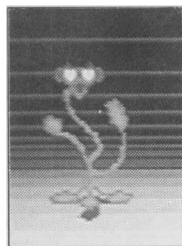


Alien Identification
**Leafy Earus Polyandus**

now be carrying that item with the mouse. You can drop it into any box of any window by moving over the destination box and clicking the left button again. The message panel reminds you what you are holding at all times. Certain larger items must be placed into the special larger boxes. The smaller items will fit into either of the box sizes.

You can exchange two items by picking one up as described above, moving over another item in any window and clicking the left mouse button. You will deposit your carried item in the box, and the item that was in the box now becomes the carried item. You cannot leave this screen if you are 'carrying' an item with the mouse.

### a) Robots

If there are any robots with you in any location, their icons will appear on the six buttons at the top left. To access the robot windows, first click on the robot icon at the top left. If that robot is carrying anything then these items will appear in the three robot windows at the top right. The window marked by the gun is the robots current weapon. To the right of that are four boxes that hold any cartridges installed in the robot. Only cartridges can be put into the four boxes in this window, (more on cartridges, and programming the robots later), below that is the main carrying area of the robot which is handled like the players pack or belt.

If you want to move items between two robots: select the first robot icon. Pick up the items from the robot windows and temporarily put them in another window, for example the room window, then select the destination robot icon and then move the items into the robot windows. You can use certain items from



Alien Identification
**Gendren-Taz**

the inventory screen by clicking on the item with the right mouse button. The message panel reports any results of using the item.

b) Repair

You can repair certain items that have broken from the inventory screen, by using the repair kit. Click on the repair kit with the right button, then click on the item you wish to repair. The message panel will indicate the result of the repair attempt.You can repair robots that are broken or malfunctioning by using the repair kit. Follow the procedure above, except click on the icon for the robot you wish to repair.

c) Computer

This will appear whenever you have access to a computer droid or enter a Terminal Room. You will know you have access to the computer as one of the six buttons will become highlighted with the computer icon. Clicking on these icons changes the four icons to new functions which give access to new information:

## A. DECK PLANS

The deck plans are built up as you explore the ship. Areas you have not visited will not appear on the plans. The deck plans will also show any areas that robots under your control may have visited. On the plans, special rooms are coloured, the colours being explained in the key given at the top of the screen. Any rooms not specifically colour coded will appear green, and corridors are brown. Robots under your control
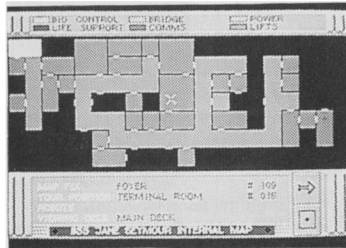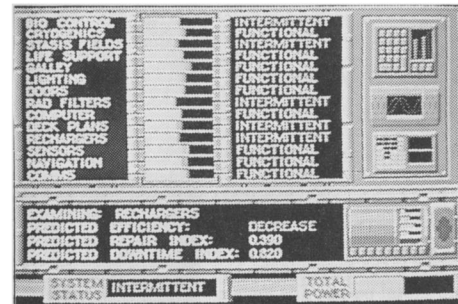
will appear as crosses. Your own position will appear as a flashing black arrow. The arrow points the way you are currently facing. The white bars on the map are doors.

The message area below shows your position, including the room number. As you move the mouse pointer over the map, it will tell you what the room is and its serial number, useful when you want to return to a room and can't remember where it was.

There are three decks on the ship, the Main, Lower and Dorsal. You can switch between them by clicking on the upper icon button marked with an arrow. The lower button exits the screen.

## B. STATUS SCREEN

This indicates the status of the ship's systems. Clicking the left mouse button exits the screen. At the top left is a list of all the ship's systems. The names in yellow are major systems, and the names in white below the yellow major system names, are the individual ship systems that exist in that major system. e.g. the galley, lighting, doors and radiation filters are all controlled via the life support control room.To the right of the names is a bar chart showing the current power level of each system. The longer the green bar, the higher the power remaining.

Further to the right is a 'quick glance' display of the status of each system, either functional (it is working just fine), intermittent (it will work on an intermittent basis), or malfunctional (it clearly warrants attention and need to be repaired.)

Below the system list are some details for a particular system: The ships computer scans the systems and provides further details on a system at a time. Information provided here is:

**The system name.**

**Predicted Efficiency.**

The computer predicts how the system is behaving (Stable, Increasing in power or Decreasing in power).The following two statistics you have not been properly briefed on, but you think that they are:

**Predicted Success Index.**

How successful a repair is likely to be..

**Predicted Downtime Index**.

An indication of how long before the system is likely to malfunction.

At the bottom is a more visible indication of the status of the system currently being examined. Bottom right of the screen is an indication of the ship's total power. The longer the green bar, the higher the power.

## C. CREW ROSTER

You can examine the ship's crew roster and identify the crew members should you meet them. Use the arrowed
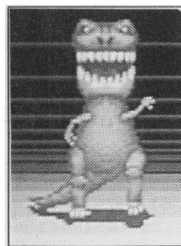


Alien Identification
**Lyacodrak**

icons to cycle forwards or backwards through the roster, and the centre Exit icon to exit the screen.

## D. ALIEN SCIENTIFIC DATA

You can examine the roster of the alien samples carried aboard the ship, and perhaps glean ways of dealing with them if you meet them. Use the arrowed icons to cycle forwards or backwards through the roster, and the centre EXIT icon to exit the screen.

## E. THE RECHARGING SCREEN

When you enter a recharging station, an icon will appear on the main screen



that will allow you to access the recharger. Clicking on it takes you to the Recharging Screen. You can recharge any of three types, a pass or miscellaneous item, each by clicking in their designated areas. A robot can be recharged in increments of ten points up to the maximum level for that particular robot. Passes are recharged one colour at a time, and any items in increments of one charge. Each use of the recharger drains a bit of the ship's total power, so avoid extensive and wasteful use of the rechargers. When you are recharging, the icons are, from left to right:
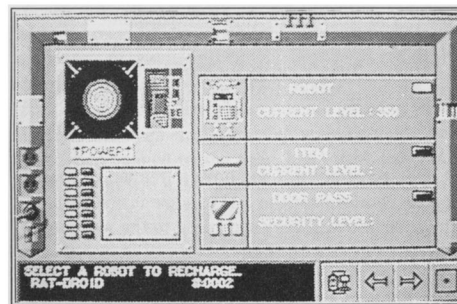
| RECHARGE | make a recharge of the currently selected item. |
| LEFT, RIGHT | cycle through all the robots/items/passes available to be recharged in this location, until you find the one you want to recharge. |
| EXIT | leave the screen. |

# PART 3: General Information

## 1. STRUCTURAL DAMAGE

During the course of the game you may happen across a damaged location, shown by a huge hole in the floor. You will quickly find it unpassable. You may also create damage yourself by various means if you are not careful! All is not lost, you can repair the damage! Simply locate a Plexsteel Sprayer, carry it to the hole and use it to fill in the hole with super hard plexsteel.

## 2. COMBAT

When faced with an opponent, you may fight it if you have a weapon in your right hand. If you move the mouse pointer over the 3-D window it will turn into a crosshair. The size of the crosshair will vary according to the weapon, some weapons are easier to hit your target with than others. You must combat the jiggling of the crosshair (after all, we all get nervous in a fight) and click the left mouse button when you think you have the crosshair over the enemy. This constitutes an attack. If your weapon has shots or charges, each click of the button uses up one of them. If the weapon runs out of shots or charges then it is useless. Some weapons may be recharged in a recharging station and used again, others must be thrown away. You will hit the enemy if
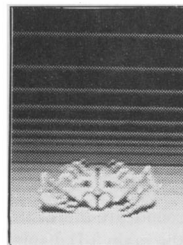


Alien Identification
**Kembedridgar**

any of the crosshair is over the enemy, but a better hit will be made if the centre of the crosshair hits the enemy (this is very difficult on weapons with a tiny crosshair!).

## 3. DOORS

The doors aboard ship are a special energy field that is airtight and prevents airborne viruses or contamination from spreading about the ship. You can safely pass through this energy field and into the location beyond, unless the door is security coded. Grey doors are not encoded, so simply walk through them. A colour door indicates the level of security required. To pass through you will need to use a security door pass, and it will need to be of the correct colour or above. From the lowest upwards, the colour coding is red, orange, yellow, green, blue and white. Therefore a white pass will open any door, but an orange pass will only open a orange or red door. Passes lose colour as they are used, but may be recharged in a recharging station. You can 'pre open' a door by using a security pass but not walking through immediately. The door will remain 'open' until you next walk through. Security coded doors turn grey when opened with a pass, but will return to their previous security colour when you have passed through them. Security doors are only encoded in one direction though, so if you had to use a pass to go through, you can always go back the other way without needing a pass.



Alien Identification
**Grum blat**

# PART 4: Programming the Robots.

Although your mission can be completed without relying on the robots, they can be used to your advantage, and along with their programming chips, provide a highly powerful tool. There are six types of robot that you may meet, each has a built in function and may execute further functions by use of plug in cartridges.

**Battle Droid.** This has combat capability built in.

**Sensor Droid.** This has a life scanner built in. It will report the approach of any hostiles on a frequent basis.

**Manitor Droid.** This has the ability to clean up spilled liquid coolant.

**Fixit Droid.** This has the ability to repair items or assist in repairing ship's systems.

**Rat Droid.** This has no built in function.

**Computer Droid.** This allows you to access the ship's computer without the need to be in a Terminal room.

When a robot is available for you to command it, its icon will appear on the main screen in the second row of six icon buttons. There is a blue light below each robot icon, which reminds you of how you are controlling it, because there are two methods: Either the robot is here with you, or the robot is under your command via a communicator, and could be anywhere on the ship.
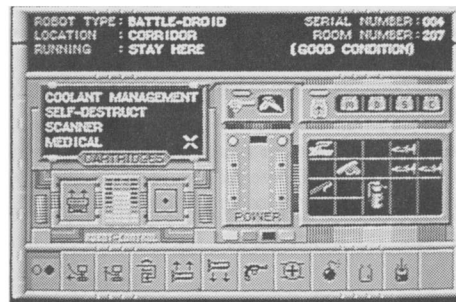
The light is lit when the robot is here with you. Only three robots can ever appear in the main 3-D view even though all six could be in any one location. The other robots are there but not displayed, to avoid clogging up the main 3-D display.
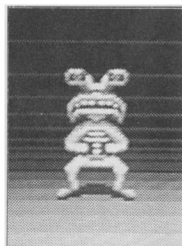


Alien Identification
**Balix**

Clicking on a robot icon on the main screen takes you into the robot screen.

## ROBOT SCREEN



This screen tells you, amongst other things, what type of robot you have, where it is, what mode of execution it is in, and it's condition.

The robots have four modes of execution:

STAY HERE
The robot will remain in this location awaiting instructions.

FOLLOW ME
The robot will follow the player everywhere he goes. Note that robots in Follow Me mode never appear on the main screen 3-D view.
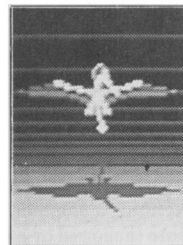
PROGRAM
The robot is running a user defined program.

POWER DOWN
The robot is turned off.

In the centre of the screen is a power bar. The higher the green bar, the more energy the robot has. Above the power bar is the current weapon if any. Next, the main robot inventory window. The three windows echo the three robot windows in the inventory screen. You can



Alien Identification
**Kij**

move items between the three windows in the same way as you do in the Inventory Screen, but only cartridges can be plugged into the cartridge window. The box marked Cartridges indicates which cartridges are plugged into this robot.

Below this are two icon buttons, Program and Exit.

PROGRAM    Enter the programming screen to write a program.
EXIT          Leave the robot screen.

Along the bottom of the screen are twelve buttons which indicate the functions which the robot can perform. Six of these are always labelled for every robot and the others are filled in as cartridges are plugged in to the robot.

## ROBOT FUNCTIONS

Robot functions can be accessed in Direct mode or Program mode. Some may only be accessed by one of these methods. In Direct mode simply click on the icon from the robot screen and the function will be executed immediately. In Program mode, click on the function icon from the Programming screen and the function will be executed as part of a program. The six standard icons are, from left to right:

**Power On/Off**. Toggles the robot on and off. You may not use any of the function icons when the robot is off, until you turn it on again.

**Follow Me**. Puts the robot into Follow Me mode.

**Stay Here**. Puts the robot into Stay Here mode. Clicking on either Stay Here or Follow Me cancels the mode the robot was previously in. If the robot was executing a program, the program will be aborted.
**Goto** (Followed by a room number).Use the deck plans



Alien Identification
**Balrik**

screen to learn the various room numbers. This will instruct the robot to travel to this room or corridor by the quickest possible route, guided by its internal map. Certain obstacles such as enemies or structural damage may bar the robot from completing this function.

**Pick Up.** (Program mode only) You are prompted for an item serial number, given on the inventory screen. The robot will pick up and carry this item if it is available.

**Drop Item**. Direct mode: You are prompted to click on an item in one of the three robot item windows. The item you click on will be dropped in the present location of the robot.

**Drop Item**. Program mode: You are prompted for an item serial number. The robot will drop this item if it is carrying it.
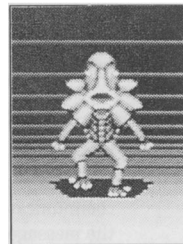
## CARTRIDGES

You can plug up to four cartridges into a robot by putting cartridge items into the cartridge window. The cartridges with their appropriate functions are:

### Repair Cartridge

> **Repair** (direct mode): You are prompted to click on an item in one of the three robot item windows. The item you click on may be repaired. The result of the repair attempt is given in the message panel at the top of the screen.
> **Repair** (program mode): You are prompted for an item serial number. The robot will attempt to repair this item if it is available.



Alien Identification
**Grampsoc**

## Coolant Management Cartridge

**Make Receptacle**. You are prompted for a receptacle size. The robot will attempt to manufacture a receptacle of this size, so long as it is in a manufacture room when it executes this function.

**Fill Receptacle**. You are prompted for a receptacle size. The robot will attempt to fill a receptacle of this size, so long as it is in a laboratory and a receptacle of the right size is available.

## Self Destruct Cartridge

You are prompted for a delay in seconds. After executing this function the robot will explode after the given delay, killing everything nearby. Including you.

## Medical Cartridge

You will be healed some stamina points if you are with the robot.

## Scanner Cartridge

No function. It will perform a frequent life scan as if it were a sensor droid.

## Attack Cartridge

**Attack**. Toggles the robot in or out of combat mode. In combat mode, the robot must have a weapon to fight with. (Put a weapon in the robot weapon window). If it meets an enemy it will engage that enemy and fight it.

## Communications Cartridge

**Report**. Toggles the robot in or out of report mode. In report mode, you must carry a communicator. The robot will report to you via the message panel on the main screen,
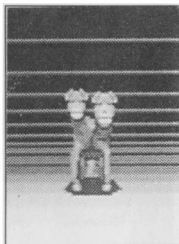
Alien Identification
**Hiy-Jak**

identifying itself by its serial no.

(e.g.'3:arrived' indicates that robot 3 has arrived at its destination). The robot will report each stage of its program as it completes it, as well as error messages or any problems it encounters.

## PROGRAMMING SCREEN

Clicking on the Program icon on the robot screen causes the centre of the screen to toggle to the Programming Screen.

At the right (**a**) is the main program listing window. A program can consist of up to ten instructions. To the left (**b**) are four icons. Below them is the Exit icon (**c**) that returns you to the robot screen. Along the bottom are the functions available for this robot.
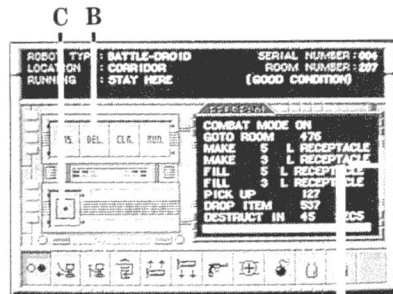
To enter a program line, simply click on the function icon and answer any prompts using the keyboard. The appropriate program instruction will be generated and will appear in the listing at the point where the blue highlight line was. The blue line will move down a line, ready for the next instruction. For the toggle functions Combat Mode and Report Mode, the first time you click on their icon, a Mode On line will be inserted in the program. If you wish a Mode Off instruction, simply
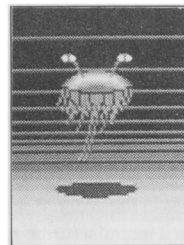
Alien Identification
**Chee**

## INSERT

To insert a line into the program somewhere other than where the blue line is, click on Insert, then move the mouse over the listing and the blue bar will move with the mouse. Position the blue line where you want to insert and click the left button. Then click on the function icon you wish to insert. The instruction will be inserted and the blue line will return to the bottom of the program listing.

## DELETE

To delete a program line, click on Delete, then move the mouse over the listing and the blue bar will move with the mouse. Position the blue line over the line you wish to delete and click the left button. The line will be deleted.
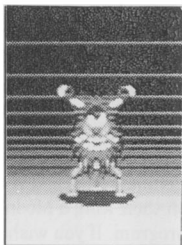
## CLEAR

Delete the entire program.

## RUN

Execute the program. This puts the robot into program mode. As soon as you exit the robot screen, the robot will begin to execute the program you have just written. It will execute each instruction in the order you have written them, completing one, before beginning the next.
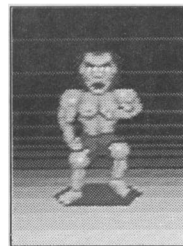
**Note.** The robot performs no syntax checking on your program. It is up to you to write the program in a sensible order. If the robot attempts to execute an instruction that is meaningless (e.g. Drop an item it doesn't have, or Manufacture receptacle when it is not in a manufacturing room, it will simply ignore the



Alien Identification
**Sponditt**

instruction and continue to the next. If the robot is capable of reporting back to you (see Report function), it will report an error message.

When the robot comes to the end of the program it will go into Stay Here mode and remain stationary. You can edit the robot's program even whilst it is executing it. You can halt the program at any time by turning the robot off or putting it into Stay Here or Follow Me mode. If you put the robot back into Program mode it will begin to execute the program from line 1 again! The program will remain in the robot's memory until you click on the Clear icon, so you can re execute the same program over and over again.



Alien Identification
**Groth**

# APPENDICES

## Appendix One:
## Rooms and their functions.

**Bridge**
Houses the Computer major system. You also need to be here at the end of the game.

**Life Support**
Houses the Life Support major system.

**Power Room**
Where the Energy Flux Decoupler must be returned to.

**Communications**
Houses the Communications major system.

**Biological Control**
Houses the Bio Control major system.

**Manufacturing Room**
Use to make receptacles.

**Terminal Room**
Use to access the ships computer.

**Stasis Chamber**
Alien specimens are held in a stasis field in these rooms. If the stasis fields malfunction then the aliens will be released into the ship to wreak havoc.



Alien Identification
**Shalen-Oublet**

**Cryogenics Chamber**
Ship's crew may be held in cryogenics in these rooms. If the cryogenics fail then the crew will defrost and be released into the ship.

**Recharging Station**
Use to access the rechargers.

**Lift**
Use to change decks.

**Galley**
Use to eat food for extra stamina.

**Laboratory**
Use to fill receptacles with coolant.

## Appendix Two:
## Failure of the ship's systems and the effects.

**Cyrogenics**
As they fail, crew will be released into the ship.

**Stasis Chambers**
As they fail, alien specimens will be released into the ship.

**Life Support**
As this major system fails, the air supply will run out and you had better have that spacesuit and air tank handy.

**Galley**
As they fail, the auto food dispensers no longer give out food.

**Lighting**
Obvious- places get dark.

**Doors**
They begin to jam or refuse to accept valid security door passes.

**Rad Filters**
The background radiation gets higher.

**Deck Plans**
You can no longer gain access to them due to software failure.

**Rechargers**
They won't work any more.

**Sensors**
You can no longer gain access to the status screen due to software failure.

**Navigation**
The ship wont go anywhere.

**Comms**
Onboard relay comms fail and you lose contact with your robots.