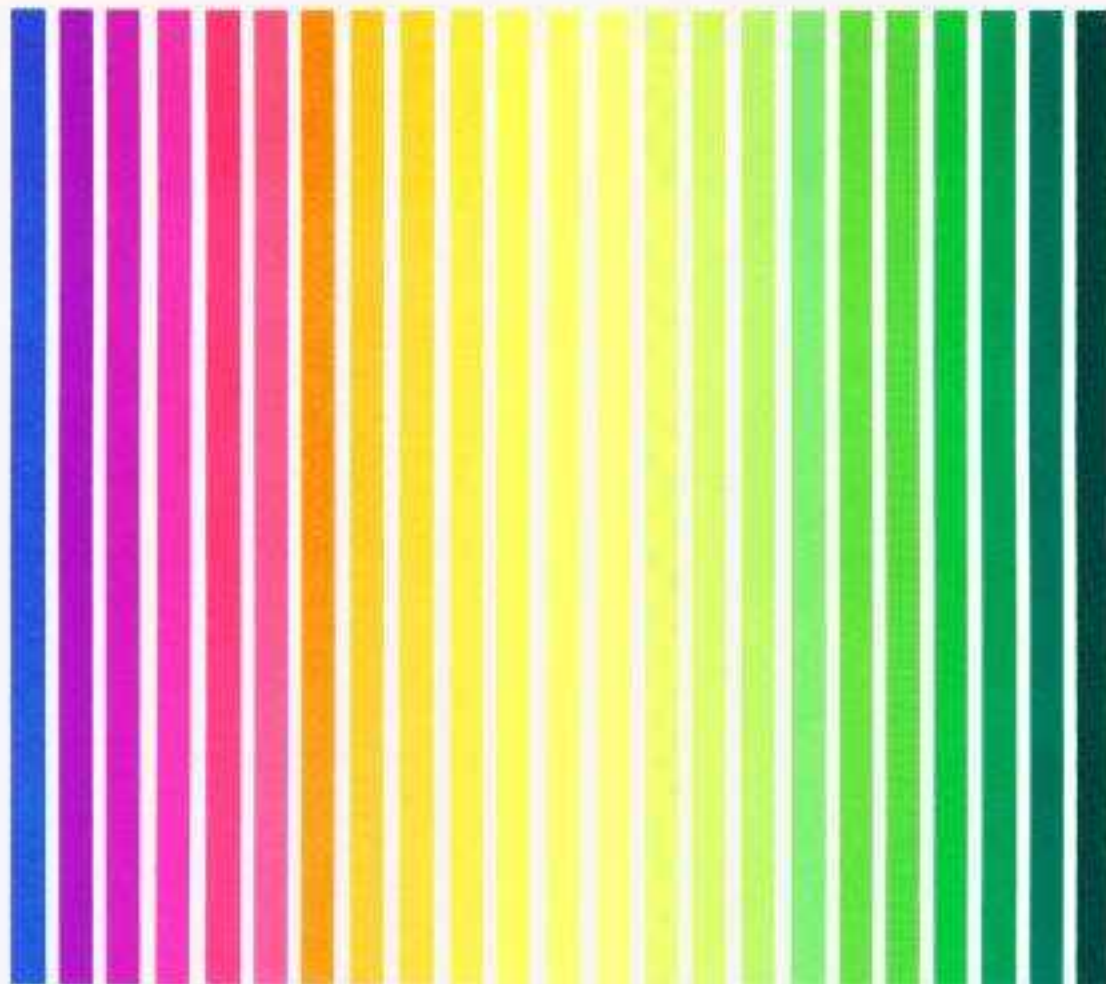


# APX ATARI® PROGRAM EXCHANGE



ROBERT ZDYBEL MARCH 1982

ALIEN EGG

DISKETTE (APX-20022)

REQUIRES: 24K RAM

User-Written Software for ATARI Home Computers

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REQUIRES: 24K RAM

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by

Robert Zdybel

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## GAME OVERVIEW

You're a biologist and the only non-engineer among the spaceship's crew. To make yourself useful, you volunteered for the cryogenic deep freeze experiment. You've been on ice for fifty years, the time it has taken the crew to fly to the newly discovered planet Xepa, where they are to capture an alien egg and return it to Hoboken for analysis. Your time is up. The freezer lid opens automatically. You leap out, eager to take center stage away from all those engineers. But wait...something's wrong. A deadly silence replaces the normal hustle and bustle of the crew's activity. The entire crew has mysteriously disappeared. Surrounded by clickings and whirlings of instruments about which you know nothing, you try not to panic. You kick yourself for passing up that flight instrumentation course in Waco, Texas so you could attend the est retreat in Tahiti. Nevertheless, you conclude your only recourse is to try to complete the mission yourself. Thus, you must figure out how to suit up, exit the spacecraft, capture a specimen and return it to the ship's lab for analysis. You can worry about how to get back home later!

ALIEN EGG belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your video screen. This game uses text only--no sound, motion, color, or graphics.

## REQUIRED ACCESSORIES

24K RAM  
ATARI BASIC Language Cartridge  
ATARI 810 Disk Drive

## GETTING STARTED

1. Turn on your first (or only) disk drive and insert the game diskette.
2. Power up your computer and turn on your video screen.
3. At the READY prompt, type RUN "D:ALIENEGG" and press RETURN. The program will load into RAM and begin.

### The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

## PLAYING THE GAME

So you're alone and scared! You'd better start looking for a spacesuit and a way to get out of the spaceship. Move around by entering any of these one-letter commands!

U for up  
D for down  
N for north  
E for east  
S for south  
W for west

Try drawing a map of the spaceship's various chambers if you become too confused.

You'll encounter objects like ladders and blasters as you wander around. It's often wise to take these along with you, for you'll find them useful in other locations to help you escape or to protect you from unexpected dangers. Take and use these objects by entering two-word commands, such as TAKE LADDER and FIRE BLASTER. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in ALIEN EGG at the end of these instructions.

If you're stumped, ask for a clue by typing HINT. To redisplay the description of your immediate surroundings, type L for "look around", and to request a list of all the objects you currently have with you, type I for "inventory". You can also request a summary of these instructions at any time by typing HELP.

One more thing, ALIEN EGG has some secret words, which, when used at the right time and in the right place, can perform wonders.

## SCORING

There's only one way you can win at playing ALIEN EGG—by capturing a specimen and returning it to the spaceship's lab!

## RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by first pressing the BREAK key and then typing RUN. If you manage to succeed in your mission but are so foolish as to want to relive your adventure, simply type RUN.

## VERB LIST

CLIMB  
CLOSE  
CROSS  
DROP  
EAT  
FIRE  
JUMP  
KISS  
MOVE  
OPEN  
PLAY  
READ  
SAY  
TAKE  
THROW  
TURNOFF  
TURNON  
UNLOCK

## MOVEMENT COMMANDS

U (up)  
D (down)  
N (north)  
E (east)  
S (south)  
W (west)

## OTHER COMMANDS

HINT for some helpful information  
HELP for the game instructions  
L for a description of your immediate surroundings  
I for your list of objects

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# ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program \_\_\_\_\_

2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate and/or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game software)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

[STAMP]

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[seal here]