



RESCUE AT RIGEL

**YOU'VE GOT 60 MINUTES
— IN REAL TIME — TO
FREE TEN PRISONERS
FROM A MAZE-LIKE
ALIEN MOONBASE!**





STARQUEST RESCUE AT RIGEL*

The trouble started when a renegade High Tollah sought sanctuary in the Stellar Union. To get back at the renegade, this uncaring adversary ordered 10 men and women from the Orion colony of Ultima Thule taken prisoner. There, inside a secret base on a moonlet circling Rigel, Tollah scientists used these victims to find a means of reducing the human race to the status of Common Tollah. In the Tollah scheme of things, there was room in the cosmos for only one set of decision-makers: the High Tollah.

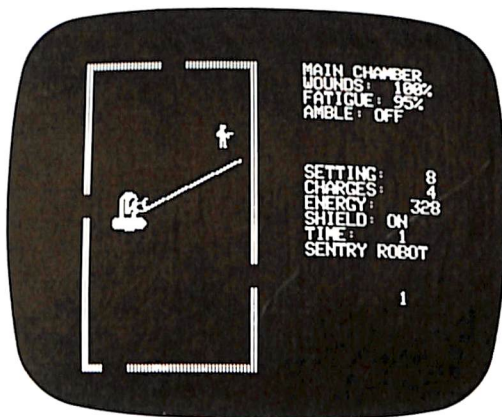
Although the Tollah race walks erect, their faceted eyes, mandibular jaws and long abdomens are clearly insectoid. Will the 10 prisoners be transformed into these aliens, or will they be saved miraculously by your role-playing alter-ego: Sudden Smith?

With "Rescue at Rigel," you can have the excitement of our fantasy role-playing system in the science-fiction universe of "Starfleet Orion" and "Invasion Orion." You take the part of the brave Smitty, and it's all up to you. You must find your way through a maze of corridors, chambers, gravshafts and teleports... trying to save the 10 humans held somewhere within. Their insectoid captors move them from room to room inside the complex, so each time you play, you must search again!

Armed with powergun and blaster, you must battle the aliens that lurk there, and then, somehow get *yourself* out of the moonbase alive! Your powergun and shield draw energy from your powerpack. Your blaster has only a handful of charges, and your rescue ship is under orders to leave—with or without you—in 60 minutes!

Can you rescue the 10 prisoners before your powerpack is depleted? Can you get back to your rendezvous point in time? Can you escape the dreaded clutches of the unmerciful High Tollah? Try it, Smitty. You're their only hope.

- Graphics! Computer-generated map! (Apple uses high-resolution color & sound!)
- Real time!
- Different every time you play!
- For ages 10 through adult
- Complexity: Intermediate
- Playing time: 20 to 60 minutes
- For one player



Rescue at Rigel during play on the Apple computer.

GAME CONTENTS:

- *Player's Handbook*
 - *Command Summary Card*
 - *Game program & data files for your computer*
-

©1980, Automated Simulations, Inc.,
Mountain View, CA

* Rescue at Rigel, STARQUEST and EPYX are trademarks of Automated Simulations, Inc.

VIC Loading Instructions

1. Insert required Expansion Module.
2. Rewind tape.
3. Hold shift key and press RUN/STOP.
4. Press PLAY on cassette recorder. The program takes about 5 minutes to load.
5. Answer all prompts, and you are ready to play!
6. A second copy of the program is recorded on side B of the cassette. If you have trouble loading side A, turn the cassette and follow the side A instructions.

If you have any problems loading this cassette, clean and demagnetize your recorder heads. If problems persist, please feel free to contact our Customer Service Department at (408) 745-0700 or write EPYX/Automated Simulations, Customer Service Department, 1043 Kiel Court, Sunnyvale, California 94086.

Have you SERVICED your HEADS lately?

Of the faulty cassette tapes returned to Automated Simulations, many have been ruined by the heads on our customers' cassette drives. This situation is a problem for us and for you.

The heads on the cassette drives can ruin the tapes when they are not cleaned, demagnetized, and aligned after every 10 to 12 hours of use. This servicing must be done to keep the equipment in proper running order.

The instruction manual that came with your particular machine will contain information regarding the servicing of your equipment. The supplies needed for cleaning, demagnetizing, and aligning the heads on the cassette drive can be purchased at computer and stereo/record retail stores.

We at Automated Simulations design our games so that they can be played and enjoyed for years to come. With proper and regular maintenance of your cassette drive, the tapes will last as well.

Rescue at Rigel



VIC-20

© 1982, Automated Simulations, Inc., Sunnyvale, CA



Rescue at Rigel



VIC-20

© 1982, Automated Simulations, Inc., Sunnyvale, CA