

Starbase 13 documentation

This game may be freely copied, but all files must remain intact including the documentation. If the game is sold, the price must not exceed that of the disks and postage cost. Both disks must be distributed together.

Starbase 13 is a graphic adventure, similar in style to Monkey Island or Operation Stealth. The controls and what they do are fairly obvious, but since there is 3K left on this disk I may as well use it by explaining it all anyway.

Starting the program

To run the program, reboot with Starbase_13 in df0: and click on the icon. Once the program is running, it will play some music, and show the introductory animation. The adventure will then begin. To skip the introductory animation, hold down any mouse button.

The Control Panel

You may notice at the bottom of the screen a few buttons and a black area. This is fairly important to the running of the game, and works as follows:

On pressing a button, the appropriate light appears. Basically, the buttons change the way you interact with the background when you click the left mouse button. The way each button works is explained below

walk: When this is selected, the character walks to the spot you selected with the mouse.

examine: If you click on an object, a short descriptive passage appears in the text window. You can also click on items in the inventory, which are shown in the text window when you move the mouse pointer over it. Otherwise it acts as if walk was selected.

operate: Similar to examine, but will attempt to `operate` the selected item.

use: Two items must be selected, the first of which must be from the inventory, the second can be either in the inventory or in the background.

talk: Use this to talk to somebody or something

take: Pick up an object

shoot: Blast something into atoms! Note that this is the only option which

does not allow you to walk if you did not click on an object.
Hint: you will need to be very quick on the draw.

Unlike most adventures, there is no need to click on the verb for every action you perform. Once it is selected, you can use it as many times as you like.

Saving/Loading games -----

There are five save game positions, corresponding to the two rows of function keys. F1-F5 load from the respective position, and F6-F10 save.

Quitting -----

If it`s getting too much for you, Ctrl+C exits to workbench.

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This software is free. No shareware fee is required.

Installation

Place all the files in a directory on your hard disk. If necessary, copy files from the LIBS, FONTS and C folders to your boot partition.

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