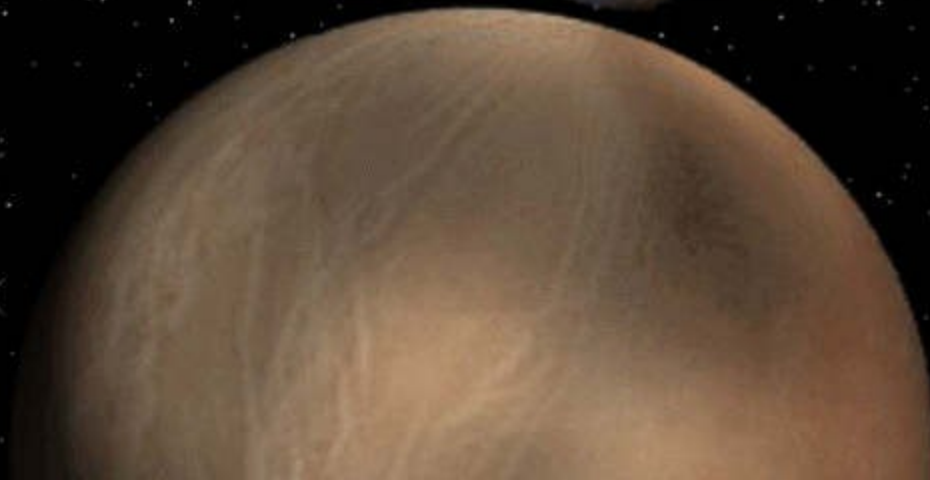


MACROCOSM

By Shaun W. Donaldson

Compiled 2008

Version 1.0.0



PC
CD-ROM

MACROCOSM

--Version 1.0.0--

Introduction and Setup Guide

Welcome and thank you for downloading and installing Macrocosm. Macrocosm is a unique, player-driven science fiction story belonging to a particular genre of games commonly referred to as “interactive fiction”. If this is your first time playing interactive fiction, you may wish to read the Beginner's Guide below for some basic instructions on navigating through the game. Or, conversely, you can view these instructions simply by typing “?” or “*HELP*” at anytime during the game. If, at some point in the story, further progress becomes insurmountably difficult, feel free to consult the hint reference sheet provided at the end of this document.

As you are currently reading these instructions, it is assumed that you have successfully installed Macrocosm onto your Windows-based system. Macrocosm can be run by accessing the Start Menu (or “All Programs” listing on Windows Vista) from the Window's Taskbar, selecting the Macrocosm folder and clicking on the Macrocosm filename shortcut.

Unlike other works of interactive fiction, Macrocosm is configured and optimized primarily to run on modern Windows-based systems due to the more demanding graphical nature of Macrocosm. As such, it is recommended that Macrocosm be played on a system possessing at least 256MB memory and a 1GHz processor. Though Macrocosm may run on lesser systems, such platforms will likely experience poor performance and graphical interruptions.

Macrocosm also utilizes a full range of audio effects and ambient music. Please ensure that your system is capable of producing sound and that your system's audio is enabled before starting the program.

Lastly, Macrocosm is replete with graphical illustrations. These illustrations may be as large as 350 by 450 pixels, and are intended to take up approximately the top half of the game's display. The minimum size of the playing window then, and therefore your desktop's resolution, should be 1024 by 768 pixels.

MACROCOSM

--Version 1.0.0--

A Beginner's Guide To Interactive Fiction

Think of interactive fiction as a virtual novel in which you are the main character. Your own thinking and imagination determine the actions of that character and guide the story from beginning to end. Interactive fiction, or IF for short, presents you with a series of locations, items, characters and events. You can interact with these in a multitude of ways.

To move from place to place, simply type the direction you want to go. When you begin a new story, it's a good idea to become familiar with your surroundings by exploring each location and reading every description carefully. As you begin to explore the ship, you also should make a mental map of the geography.

In interactive fiction, time will pass only in response to your input. Imagine a clock which ticks once for each sentence you type, and the story progressing only at each tick. Nothing happens in this story until you type a sentence and press the ENTER key, so plan your turns as slowly and carefully as you want.

As you explore this work of interactive fiction, type your sentences in plain English each time you see the prompt (>). You can use basic articles like 'THE' if you wish, and you can use capital letters if you want; the language interpreter doesn't care either way. When you have finished typing a sentence, press 'Enter' and the interpreter will process your request. You will then receive your response, telling you whether your request is possible at this point in the story and what happens as a result of your actions. To move around, just type the desired direction: NORTH, SOUTH, EAST or WEST (or simply 'N', 'S', 'E' and 'W'). UP and DOWN ('U' or 'D') will work in certain places, as will IN and OUT. The TADS language interpreter, which this story is based on, understands many different kinds of sentences. Here are a few examples:

WALK EAST
DOWN
U
TAKE THE CASE OF V-RATIONS
DROP IT
PICK UP THE ASTRAL HELMET
PUT IT ON
OPEN THE DOOR
PUSH THE RED BUTTON
EXAMINE THE KRELLIAN STATUE
LOOK AT THE SCREEN
SEARCH UNDER THE TABLE
LOOK THROUGH THE NORTH WINDOW
PRY THE BROKEN PANEL
LOOK UP 'KRELLIAN ENGINEERING' IN THE SHIPS DATABASE
READ THE PLAQUE THROUGH THE MAGNIFYING GLASS
PULL THE GREASY GREY ROPE
KILL THE ALIEN INTRUDER WITH THE PLASMA GUN
SHOOT THE PLASMA GUN AT THE ALIEN INTRUDER
KICK THE HOSTILE ALIEN
BREAK EMERGENCY GLASS WITH THE AXE

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

TAKE THE AIR TANK, PLIERS, AND SILICON LUBRICANT
DROP THE PLASMA GUN AND VIBRO-KNIFE
PUT THE ELCTRO-SWORD IN THE SHEATH

The word ALL refers to every visible object except those contained within something else. If there was a pear on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

TAKE ALL
GIVE ALL BUT WIRE AND JAR TO THE ROBOT
DROP ALL EXCEPT THE TARNISHED PLAQUE

You can also include several sentences in one command simply by separating them with the word THEN or by using a period. (However, each command will still count as a separate turn.) Following are some examples:

TAKE THE LASER. EXAMINE IT. SHOOT LOCK THEN OPEN DOOR. AFT

You are likely to meet other people and alien lifeforms in this story. To communicate with them, simply type their name followed by a comma, then whatever you wish to say to them. You can also interact with them by 'Giving' or 'Asking for' various items. Here are some examples:

CAPTAIN, WHERE ARE WE?
TALK TO CAPTAIN.
GIVE THE WEAPON TO THE CREATURE.
MR. AUSTIN, PLEASE FOLLOW ME.
ASK MEDIC FOR THE SYRINGE.
ROBOT, MOVE WEST. PICK UP THE ENERGY CELL. PLACE IT INSIDE THE FRONT COMPARTMENT.

The use of quotes is also permitted to answer a question or say something out loud. For example:

SAY 'HELLO COMPUTER'
ANSWER 'A LASER'

In times when you don't supply enough information, the interpreter will attempt to guess what you mean. For example, if you say that you want to do something, but do not specify what you would like to do it to or with, the story will sometimes decide that there is only one possible object that you could be referring to. Here are some examples:

>TURN OFF (the defense screen field)
The shimmering curtain around you fades and vanishes.

>KILL THE INTRUDER (with the plasma gun)

The intruder dodges the blast, and you end up putting a large hole in the ship's bulkhead.

If your sentence is ambiguous, you will be asked what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. Some examples:

>TIE THE SAFETY CORD

What do you want to tie the safety line to?

>THE D-RING

The safety line is now tied to the metal 'D'-ring.

or

>CLOSE THE HATCH

Which panel do you mean, the outer hatch or the inner hatch?

>OUTER

The outer hatch is now closed.

This story uses many different words in its descriptions which may not be recognized if you typed them into your commands. For example, you may read, 'The beached vessel's open viewport reveals a sandy field of flotsam and seaweed.' However, if the story does not recognize the words 'flotsam' or 'seaweed' in your input, you can assume that these words are not important for you to progress along in the story. The story you are now experiencing has been programmed to recognize well over 1000 words, nearly all that you are likely to use in your sentences. To be sure, if the interpreter doesn't recognize a word you are using or any of its common synonyms, you are almost certainly trying something that is not relevant to the story.

To help get you started, here is a list of some of the most basic commands useful to this story:

INVENTORY.....Displays all items the character is currently carrying
LOOK.....Returns a brief description of the immediate vicinity
EXAMINE (object).....Examines an object, person, or group of objects in depth
OPEN (object).....Attempts to open a door, hatch, closet, or container
TALK TO (person).....Attempts to communicate with another character
QUIT.....Ends the current session
SAVE.....Saves the current game state to a file
RESTORE.....Loads a previously saved game state
BRIEF.....Sets room descriptions to be displayed only initially
VERBOSE.....Sets room descriptions to be displayed continually (recommended)
CREDITS.....Displays the game's credits

That's it! Keep in mind that there are also hundreds of other intuitive commands that will be of use in this story.
Good luck and good adventuring!

MACROCOSM

--Version 1.0.0--

Hint Reference Sheet

Instructions: To use the provided hint system, look up the corresponding number in reference to your question

Syntax: *'Look up ## in hints'*

How do I...

get off the Hesphaestion?.....	09
fire the proton shells?.....	29
hunt down the Vigitus Rex?.....	06
repair the ruined cargo transport ship you discovered?.....	02
escape the pirate ship after resupplying at starbase?.....	12
determine the location of the prism of eternity?.....	01
prevent from freezing to death?.....	14
determine the correct celestial course after leaving the abandoned smuggler's base?.....	17
escape from the pirates' prison cell (and prison planet)?.....	10
defeat the Mastermind's 'pet' and free the rebel captain?.....	07
escape the Krellian infirmary?.....	26
get out of the boarding vessel after crash landing?.....	23
illuminate the dark transport hangar inside the abandoned structure?.....	18
defeat the ancient Wicker-people god after landing on Karo-IV?.....	15
gain access to the old Imperial capitol buried in the Cletonian jungle?.....	24
get into the guarded engineering room aboard the enemy vessel?.....	28
find my way through the desert wasteland?.....	11
locate and shut-down the long-range emitter station on Karo-IV?.....	25
successfully storm the control center with the help of the freed prisoners?.....	16
do as the captain commanded and plot the desired course?.....	13
aid the wounded rebel partisan after the devastating attack?.....	08
open the ornate door or gain access to the large, unknown structure?.....	21
reprogram the Mastermind's hunter-destroyer robot?.....	05