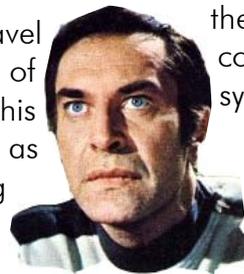


SPACE: 1999

The Story

Continuing his never-ending travel through unknown regions of deep space, the moon and his inhabitants of Alpha, now known as 'alphans', do their best in considering the moonbase as their 'new home'.



*Commander John Koenig
Alpha Leader*

Commander John Koenig and his crew have transformed of the once cold and functional base into a complex where humans can live their lives with some sense of 'normality'.

However, the wandering sometimes puts moonbase Alpha and his inhabitants in touch with experiences beyond their imagination. They met alien species, time and space disruptions, faced unbelievable dangers and challenges that changed their mind and souls completely.

Now they face again a great threat. The moon approaches an enormous and unknown energy field that threatens its existence. There is a high expectation at Main Mission.

Koenig: 'Expected trajectory, Sandra.'

Benes: 'Data is not conclusive, commander, but it seems it will be close... just 10 minutes-light.'

Bergman: 'That will mean we will be under a great amount of radiation. If my calculations are correct, there is danger that the power systems do not resist. And the high electromagnetic fields could also affect all the electronic systems, including Computer.'

Koenig: 'Could our shield protect us?'

Bergman: 'I doubt it. In fact that would only add more drain to the power systems... Even if there is danger that some objects collide with the moon's surface, I would disconnect it.'

Koenig: 'Then there is no chance. Order immediate evacuation of all personnel into below-surface levels I and J. We shall be prepared for operating Alpha from the security control centres there... Paul, please organize everything.'

Evacuation was done as fast as possible; there was little time, while the moon dangerously approached the energy field. Civil personnel was quickly put in the safeness of the lower levels.

Sandra: "Commander, evacuation phase A completed.'

Koenig: 'Excellent. Commence phase B.'

Bergman: 'Radiation level yellow, John. Power systems won't last longer... they

are already overheating...'

Koenig: 'Paul, get all the officers to level J immediately. Victor, you cannot help here any more. Sandra, will you stay here with me until the last moment? I need you..'



*Doctor Helena Russell
Head of Medical Section*

Paul gazes at Sandra, who nods. Paul, Victor and the rest of personnel leave. Helena Russell enters.

Russell: 'John, medical facilities have been evacuated. Bob is taking care of patients in level J.'

Koenig: 'Good, Helena. Now you should also leave.'

Helena nods in silence, but suddenly all alarm signals start flashing. A message in Computer screen reads: 'Power systems overheated and failing'. Suddenly the screen turns black. Computer has failed.

Sandra: 'Commander, there is a computer malfunction, power system is failing!'

Koenig: 'We are losing the station... soon life support will also fail and we won't be able to repair it. We will be condemned to live under surface... maybe for months.'

Sandra: 'There is one chance. Paul was working on a circuit to increase power generator capabilities. I know about his work and may try it out...'

Koenig: 'Will you Sandra? It is a great risk...'

Sandra: 'I will try, commander'.

Koenig: 'Great, hurry up!'

Sandra leaves, but keeps continuous contact with Main Mission where Koenig,

and Helena who did not leave yet, follow her actions closely through her commlock.

Sandra: 'Good. I have set-up the circuit and I am about to put it online... Let's hope it works...'

A sudden explosion is heard through the communication line, along with Sandra's scream...

Koenig: 'Oh God!. Helena, quick! go and see if she is... is... still alive'.

Helena, horrified, runs to assist her, if it is still possible. John is left alone, contemplating the inactive screens and panels and pondering his options.

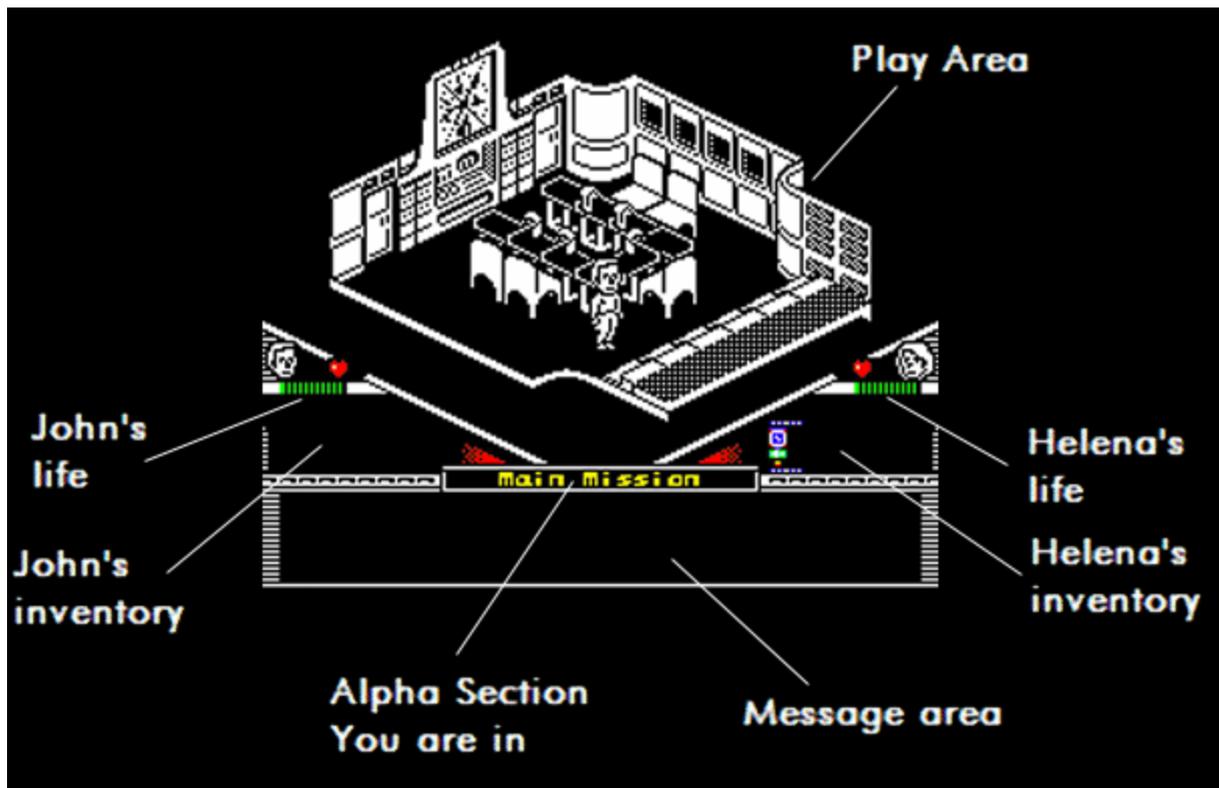
Evacuation is now complete. Hopefully Sandra is alive and assisted.. Maybe she and Helena could evacuate in time... If the power generator did not resist at this distance from the energy fields, then the support systems will also fail soon. If anybody can save Alpha it is John Koenig. The circuit to enhance the generator capabilities... that is the only hope...

The Game

The destiny of Alpha is in your hands. You control Commander John Koenig and Doctor Helena Russell and your objective is bringing back power to the upper levels of Alpha. You will have to figure out how to do this, with the help of the sparse Alpha resources still operative.

Running the Game

You need an Oric Atmos and a Microdisk to run this game. Just turn the system on and insert the Space:1999



Playing screen with main areas

disk into the drive. The introduction will automatically load and, once finished, will launch the game. Alternatively you can press the ESC key during the introduction to skip it and start playing!

The Keys

- 'M' step forward /advance in menus
- 'B' step backwards/back in menus
- 'Z' & 'X' turn anticlockwise and clockwise
- '-' & '=' Inventory selection
- 'CTRL' action key
- 'ESC' drop selected object in inventory
- 'T' switch characters

The active character is controlled by the classical rotate/advance system. You can rotate both clockwise and anti-clockwise as well as also step forwards or backwards.

However only walking forwards perform interactions with the environment (otherwise you are just retreating!).

Message Area

The Message Area is where all the in-game messages are displayed. Received communications, alarm messages, speeches from other characters, object descriptions and more.

Menus are also displayed in this area. Whenever the text is too long to be displayed at once, the scrolling will stop until the user presses a key. Also in-game messages are deleted from the area after a few seconds of display.

Interactions

Space:1999 is full of interactions with the environment. Each time you collide with something you can interact with, its name appears on the Message Area. Some objects may be picked up, others can be operated. All this is done through the 'Action' key and the game figures out the correct action based on the context.

In some cases you will like to use an object onto another object (or character).

In that case just select the item from your inventory (selected object is marked with two dotted bars above and below it, and also its name is displayed on the Message Area) collide with the object you want to interact with and press the 'Action' key. The system will figure out your intentions from the context. When it is evident, the system will only check if you are carrying certain objects in order to operate something successfully.

Sometimes objects that can be operated might flash when you enter the room. This is done for objects that might otherwise be 'hidden' or difficult to identify.

In other cases objects react automatically when you collide with them, for example doors, which open and close automatically unless you need 'something' to open them.

Inventory

You can carry up to three objects at the same time. Sometimes this might not be enough, and you will have to decide what to carry and how to keep needed objects at hand.

Objects can be dropped anywhere in the playing area, even onto other objects! (but you will not be able to pile many of them).

Of course you can drop objects onto beds, chairs, shelves... But there are also some restrictions: you cannot drop objects in some areas where they might difficult playability.

A message on the Message Area will indicate if you cannot drop an object somewhere.

Switching Characters

You can either play with John Koenig or Helena Russell during game. They have different abilities and both are useful to finish it successfully. However in certain occasions switching between characters is not permitted, as will be indicated in the Message Area.

Conversations

You can talk with other characters using the 'Action' key. Normally they will give out clues or remember what is the next step to be performed in the game.

Alpha Information Posts



Alpha Information Posts are key elements of the moonbase. Under normal operation they give access to communication channels, provide orientation within the base, show announces and access to Computer. However, under these circumstances they can only provide access to limited resources, including current Alpha Power System and Life Support. This is an indicator of the remaining resources in the base.

Also it provides access to other game options, such as **saving/restoring**. You can only keep **one** savepoint in your game, so use this feature wisely. A saving will overwrite the previous one.

Commlock

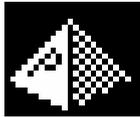
Commlocks are portable devices which provide wireless communication between alphans. But they are not limited to communication. They also serve as keys for accessing certain areas, by storing personal passcodes. Without a



commlock you will not only be with no means of communication, but also would not be able to open doors and access restricted areas.

Passcodes

Passcodes are the equivalent of old keys and access cards. They are widely used to control privileged access to certain areas, operate certain terminals, reserve your place at the gym or the solarium... Very few people still use keys and locks, but those who are well-known romantics, such as Professor Bergman.



Your commlock stores your personal passcodes, so you can enter your quarters or any area you have access to. Additional passcodes can be given by other characters in the game, when needed.

People usually store passcodes on portable devices, computers, memory cards... and even they write them down on paper sometimes! All these passcodes are represented in game by pyramids with the letter 'P' (see picture above on the right). You download passcodes to your commlock by pressing the 'action key' on them.

Information Posts can be used to read out which **additional** passcodes are stored on your commlock (or any commlock you are carrying). If you have not downloaded any new passcode, the list will be empty.

You can probably find passcodes around Alpha that might be useful to access certain areas. Cleaning personnel usually have the passcodes they need to do their job at hand, for instance.

During the game, passcodes are used automatically whenever needed, so you

don't need to perform any specific action. If your commlock (or any of the commlocks you are carrying) does have a needed passcode stored, it will be used.

Cleaning & Gardening Robots

From the (now probably obsolete in Earth) model ZX-81, these battery-operated robots are in charge of cleaning, maintenance and gardening tasks. After the breakaway from the Earth, both batteries and replacements for these automatons have become sparse, and now they are just used in certain difficult-to-access or dangerous areas, such as quarantine sections.



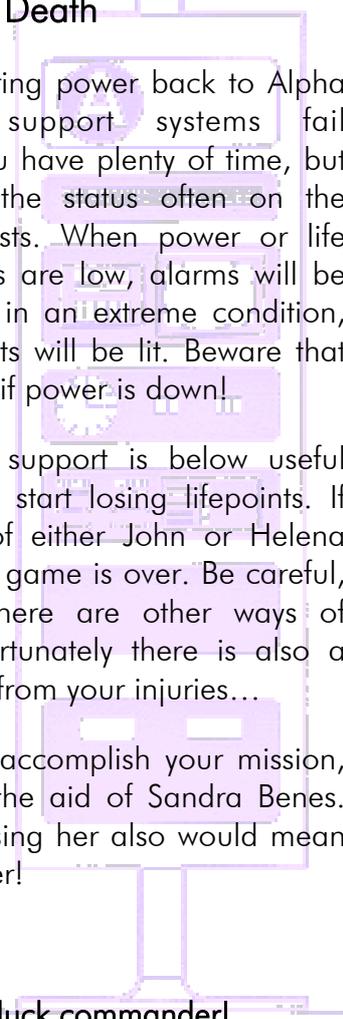
Success... or Death

You have to bring power back to Alpha before life support systems fail completely. You have plenty of time, but should check the status often on the Information Posts. When power or life support systems are low, alarms will be issued, and, if in an extreme condition, emergency lights will be lit. Beware that lifts won't work if power is down!

Once the life support is below useful levels, you will start losing lifepoints. If the lifepoints of either John or Helena reach zero, the game is over. Be careful, however, as there are other ways of being hurt. Fortunately there is also a way to recover from your injuries...

To be able to accomplish your mission, you will need the aid of Sandra Benes. Beware that losing her also would mean the game is over!

Good luck commander!



Trivia

So you did it... I bet you cheated. Let's see if you captured all the substance of the game, with some easy trivia.

1. Did you find the way of healing?
2. The cinema announces appearing at Infoposts offer a good diversity of movies: four. All of them are related with Space:1999 or its cast somehow. Did you find all the relations?
3. Is there any useless object in the game? If so, was it indicated somehow by a clue? If not, what is its use?
4. There is a sentence in this manual (near the end) that is a cross reference to a classic Oric game by Tansoft. Those who finished that great (and weird) text adventure surely recognized it... or not?

Final Words

Space:1999 has been developed on top of WHITE (World Handling & Interaction With The Environment), an abstraction layer over NOISE (Novel Oric Isometric Engine), the Isometric Engine for Oric machines, and using the OSDK (Oric Software Development Kit).

A lot of effort has been put in developing this game. Even if I did most of the dirty programming work (and most bugs also, so you know who to blame), Twilichte & Dbug provided very useful ideas and key routines. Twilichte also provided all those BRILLIANT graphics and sound. Dbug also coded the astonishing intro.

We would also like to thank Fabrice Frances for his support and the totally rocking Euphoric, and the people who patiently beta-tested the program (with special mention to Maximus, who also made the French translation) and all the Oric community who keeps this machine alive.

Thanks indeed!

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