microdeal



EL JUEGO

A comienzos del Siglo XXI, a raíz del peligro de la guerra nuclear, se crearon ciudades submarinas que aislaban de la contaminación.
La Federación Oceánica es una organización que tiene la misión de mantener la paz en el mundo sumergido.
Tu serás uno de los agentes importantes de la F. O.: el AQUANAUT 471.
Empieza tu aventura a bordo de un submarino que se dirige hacia la Cúpula Trident, respondiendo a un S O S de un robot de servicio que responde al nombre de Huey-14, cuyo mensaje quedo trunco antes de finalizar. Algo está pasando en Trident y tu debes solucionarlo.



VALENTE omp tación
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INSTRUCCIONES DE CARGA

Antes de ejecutar el juego debes hacer una copia del cartucho original.

1.- Presiona F1 o F2
2.- Pon el cartucho original en el MDV 1
3.- Pon un cartucho formateado en el MDV 2
4.- Teclea LRUN MDV1_BACKUP
5.- Pulsa ENTER

Automáticamente se hará una copia del programa.

PARA CARGAR EL JUEGO

1.- Pulsa el RESET
2.- Pon la copia en MDV 1 y el original en MDV 2
3.- Pulsa F1 o F2 y el programa se ejecutará automáticamente.

NOTA: No debes olvidar tener colocado el original en el MDV2, para cargar el juego.

AQUANAUT 471
UNDER THE DOOMED SEA

By the beginning of the 21st Century, undersea cities have become necessary to avoid the mess we made of the Earth's surface. You will play the part of Aquanaut 471, a high ranking member of the Oceanic Federation. The O.F. is an organization dedicated to keeping peace in the underwater world. You begin your adventure in a submarine headedtowards Trident Dome, a scientific research station. You are going ther because of a mysterious call for help. The message was from the service droid, Huey-14 and was cut off before he could tell you what the problem was. something is going on at Trident and it will be your job to find out what the problem is and rectify it.

PLAYING THE GAME

This game is actually a story that you take part in. By typing simple sentences, you control the action of your character, Aquanaut 471. There are many paths that you can take. Some are easy to find, others are more difficult. There are also many objects

for you to work with. Some will have obvious uses, and others will not. Some objects may be totally useless!
In order to solve this adventure you will probably have to make a map. For every move you make, draw a square on a piece of paper to represent the room you are in. Then draw arrows to tell you where you can go from that room. This adventure is known to contain mazes, which in particular require careful and detailed mapping. In a maze directions are not as they seem.

Just about the only sucessful way to map out a maze is to drop one of your objects and then move away from it. Then when you find it again you should be able to draw the path that got you there. As in most adventures, you will probably find yourself being killed often. Happily, this is not permanent. You are just sent back to the beginning of the story. Before you enter a dangerous situation, you can save your current position on a microdrive cartridge in DRIVE 1. A formatted cartridge should be used, but if this has not been carried out the command FORMAT will format this cartridge. The position is saved by typing SAVE n - where n is a number from 1 to 9. Any previous saves of a particular number will be automatically overwritten. Up to 9 individual positions can be saved on a microdrive cartridge. If you die you can use the command LOAD n to restore your game.

SIMPLE COMMANDS

To help you move around easily, there are a few abbreviated commands available. Here is a list of them:

Up arrow	Go North
Down arrow	Go South
Left arrow	Go West
Right arrow	Go East
U <ENTER>	Go Up
D <ENTER>	Go Down
I <ENTER>	Inventory

Additionally, you can type GET ALL or DROP ALL to get or drop everything in one room. Remember, you can only carry a limited number of things, so be selective in what you decide to pick up. You will need to carry certain objects in order to accomplish certain tasks. The left arrow als acts as a delete key on any text that has been typed in, and the shift/left arrow key will delete the entire line.

MORE COMPLEX COMMANDS

For the most part, the computer is looking for simple verb-noun sentences. GET THE BLASTER and GET BLASTER are both acceptable, and will do the same thing. There are times when you will need to tell the computer what object to use to accomplish the task. For example, GET THE BLASTER WITH THE GLOVES. If you leave off the "WITH THE <object>", the computer will ask you WITH WHAT? At this point, you just need to type in the name of the object you want to use. Only the first four letters of each word need to be typed, so the sentence above could be entered as GET BLAS to save you typing time. If you type a word that the computer doesn't understand it will respond "I don't know that!". If you try to look or get an object that isn't around, the computer will respond "I don't see it!". If you try to get something that is too big (like a building), the computer will respond "You can't do it". Finally if you are carrying your limit and try to pick up something else, the computer will respond "You're carrying too much!".

HELP

If you have tried in vain for days to get further in the adventure and require help the following two help sheets are available for 1 each from the address below:

1)AQUANAUT 471 MAP AND OBJECT LOCATIONS
2)AQUANAUT 471 FULL SOLUTION