

THE BACKPACKER'S GUIDE TO THE UNIVERSE PART 1

INTRODUCTION

Ziggy realises that this is one adventure where he will need some help but in this remote area of the universe there is just one place where he can find assistance, the CAVERNS of EXILE on the planet Thallis. Here is found a colony of weird and wonderful creatures, most of them secured for their own protection, although some for the protection of others. You as Ziggy must read the references contained in the Backpackers Guide and use the information to collect as many creatures as possible to help in your mission. If you are particularly resourceful you may also be able to retrieve the two halves of the Talisman of Noria which will be of great use in the second half of the game.

THE BACKPACK

You travel to the cavern entrance in your exploratory capsule but to negotiate the caverns you have at your disposal the latest in backpack technology. This remarkable piece of equipment enables Ziggy to cope with any environmental conditions and acting as a total life support system. It

compacts itself while he is walking but converts to a full jet-pack for flying, a buggy for rapid exploration on the flat and to a mini-sub for underwater exploration. The backpack also has an amazing capacity, using the latest space-time compaction techniques to allow storage of an almost limitless number of objects and creatures in its relatively small volume.

THE GAME

The creatures are locked up in their cages which act as their life support system. Once you remove a creature from its cage it is up to you to feed it and look after it. The Caverns of Exile consist of open chambers where you can fly around in jet-pack mode and narrow passages where the jet-pack cannot operate. These passages are always short so walking through these sections is adequate. Although the backpack is capable of converting to a buggy or a mini-sub these two facilities won't in fact be of use to you in Part 1 (you'll have to buy Part 2 to see them). Your sole means of defence is your flamethrower. Ziggy chose this weapon to combat the ring-wraiths that fly aimlessly around the caverns. It is not possible to destroy these phenomenon but with the flamethrower you can deflect them away. If

they make contact with you and your backpack they will draw precious energy away.

If your backpack energy drops below a certain level you will be automatically beamed back to your capsule. Backpack repair time will be added in to your real playing time. You can choose this option at any stage during the game by pressing the CAPS SHIFT and SPACE key together. There is a drawback to this facility however, for the hyperspace jump involved in beaming back causes a terrific shock to the body and even super-hero, Ziggy, can't immediately bounce back into action. A recovery time will be added in to your real playing time. You have just 12 hours to complete this first half of your mission so you can't afford to beam back too often.

When you are walking the flamethrower cannot be used (it is dangerous to use it near surfaces because of flare-back!). The fire-button or key is used to pick-up creatures and objects from cages or cells in this mode. The backpack will easily consume anything that is put in it but to retrieve anything from the space-time compaction system it is necessary to input a great deal of gravitational energy. Ziggy has only enough to retrieve the backpack contents 5 times so it is certainly not

possible to bring out the creatures one at a time.

In the short passages you will come across brick cells, many of which contain useful objects. These can be picked up and put in your pocket but you can only carry 4 objects at a time. You will find a whole variety of keys which can be used to open stalactite gates. You should note that the colour of the keys is significant and that there are secret chambers which can only be entered by placing 4 keys in sequence in the cell, one after the other (perhaps 4 keys of one type, perhaps 4 of one colour). It should also be noted that in many cases it is a good idea to take the key with you after using it to open a gate since it can lock behind you and trap you in. You will also find special transformation crystals which enable you to beam around the maze but take care again of getting yourself trapped. Explosive can be useful to get at objects that appear inaccessible (just make sure you use the right amount!). Finally, you will find indicator discs which will help you to find the location of the exit key. You will need the exit key to leave the maze (without beaming back) and you will find that once used to open the exit gate it will deviously disappear to be hidden in the maze once more.

There are two means of scoring. Firstly by a percentage related to the number of creatures you have brought out alive and the finding of the talisman. The game is so complex that it is not even known if 100% is possible. In the author's opinion it will require a tremendous amount of dedication to get near it. Secondly, the game can be played at a less esoteric level by trying to visit as many different screens as possible in one 'life'. This may be fun while you spend time familiarising yourself with the layout of the caverns.

On return to your capsule your backpack is unloaded and the score is updated. At this point it is possible to save the state of the game to tape. When you have a creature in the backpack you will be able to find out how it is getting on by pressing SYMBOL SHIFT. Next time you leave the current screen the status will be displayed. To return to the game press SYMBOL SHIFT again. Although it was very tempting to keep the clock running we're kind enough to stop the real time clock while you're looking at the status. The game can also be paused at any time by pressing ENTER and then restarted the same way. Finally, your game will finish after 12 hours or after the backpack contents have been retrieved 5 times.

0

1

2

3

4

5

A

	A	B	C	D	E	F	G	H
0	0A	26	4C	15	C1	63	02	7D
1	13	B2	34	C1	87	1D	1F	59
2	D6	99	81	E6	E4	B1	C7	27
3	9C	00	92	C5	97	00	00	00
4	8E	A0	F9	26	43	BA	49	C5
5	01	40	49	AB	2C	3E	6A	1F
6	49	01	9A	28	B6	00	B2	D2
7	F9	50	35	80	D8	A5	89	FB

	A	B	C	D	E	F	G	H
0	9C	A7	44	E9	21	DE	F3	37
1	8D	CC	DA	3E	05	3D	3A	8C
2	95	00	EE	E4	CB	06	2C	B7
3	67	D6	FC	27	ED	CC	76	63
4	08	87	6D	6C	56	7D	39	4D
5	1F	FA	67	56	F1	CA	07	19
6	B6	5E	18	00	A2	92	59	3B
7	EB	00	2E	AE	42	0B	DC	92

	A	B	C	D	E	F	G	H
0	3F	44	03	25	2A	AE	27	F7
1	E6	D6	AC	31	E6	61	27	6C
2	29	7B	AE	47	BB	51	D4	57
3	14	05	58	53	E2	CB	74	6B
4	43	0A	E2	B5	DA	01	1A	FF
5	50	D9	58	10	D6	10	C3	64
6	6E	D1	80	0A	4F	AA	C4	E8
7	B1	7B	BE	14	A7	58	F5	73

	A	B	C	D	E	F	G	H
0	CB	8E	CB	52	F8	0E	AA	CC
1	9E	32	9C	30	E3	FF	2C	F8
2	E7	FD	2F	FF	26	B4	23	41
3	AD	AC	9A	49	02	9A	FB	12
4	80	D4	FC	EB	64	ED	62	CA
5	D6	27	BC	FA	C9	00	F6	ED
6	F2	27	CF	C7	49	CC	C7	18
7	D0	79	8F	5C	3B	D5	C7	CB

	A	B	C	D	E	F	G	H
0	D2	0E	0D	4D	D9	19	43	68
1	88	2A	71	52	E4	06	24	F5
2	80	63	B2	B1	0A	0D	25	1C
3	10	1B	21	8C	96	9C	69	A5
4	0E	88	A0	A4	A3	17	A0	2D
5	A2	0E	26	98	17	9D	69	94
6	18	90	17	93	15	90	89	95
7	1B	8F	09	6C	11	98	85	0A

	A	B	C	D	E	F	G	H
0	47	03	10	40	4D	91	99	3B
1	8B	52	51	21	DB	0C	17	0C
2	06	40	14	CD	53	CE	52	53
3	DF	B9	B8	C7	1D	CB	00	25
4	16	33	00	90	3D	51	4C	40
5	08	6B	F8	55	C4	44	51	40
6	69	86	BD	7F	29	15	71	E7
7	47	B3	29	B9	20	22	21	3A

B

	A	B	C	D	E	F	G	H
0	7C	F9	26	1C	D0	05	25	8F
1	23	FB	7D	26	0F	5F	B8	0A
2	18	38	52	A5	A5	B6	12	4D
3	16	03	E2	AB	BB	E2	2B	87
4	32	2C	FA	0B	26	F7	56	02
5	44	35	7F	3B	D3	FB	61	14
6	07	4B	ED	D9	35	1D	0F	8A
7	5A	14	BE	41	75	E2	2F	C2

	A	B	C	D	E	F	G	H
0	2A	E2	B6	5A	DF	1E	93	45
1	74	B8	C8	1F	A7	FE	90	BE
2	D3	51	3C	38	1B	A3	7F	7A
3	27	43	8A	9E	F0	B0	0A	9A
4	2B	DD	82	F9	A9	7C	2C	91
5	10	74	3E	AE	B1	AB	8B	F9
6	F5	F2	7C	F5	20	D4	97	98
7	34	CB	0B	19	83	76	39	CA

	A	B	C	D	E	F	G	H
0	3A	B7	0D	C1	A4	6E	36	AA
1	B9	25	F3	BD	47	E6	BD	8C
2	42	CB	D6	AB	06	3D	6A	BE
3	3C	9C	7B	E1	97	35	74	F0
4	A1	AE	C7	6C	51	1E	F5	06
5	3F	E6	F3	8C	0A	7F	97	14
6	0A	36	C1	90	25	BC	62	48
7	95	C3	D0	5A	A8	36	1B	A8

	A	B	C	D	E	F	G	H
0	57	23	96	25	00	D7	FB	A6
1	47	06	0E	8B	65	0B	01	39
2	F5	46	44	F2	DA	E5	43	CB
3	71	58	03	D6	6F	00	AB	C2
4	5A	F7	FA	54	2B	7D	DE	F1
5	F0	94	AE	1D	CC	E8	96	81
6	05	88	4F	5D	AE	7C	9A	71
7	0A	50	CB	65	2E	4E	0A	00

	A	B	C	D	E	F	G	H
0	AA	82	20	A0	81	13	97	91
1	1D	8C	93	27	95	06	1D	89
2	A2	17	95	97	18	95	AA	93
3	9E	13	88	9D	17	8A	93	F1
4	98	A1	25	F6	0C	EE	15	91
5	A7	9F	98	0A	14	EC	1A	9A
6	A9	A6	A5	9A	9B	E9	92	8D
7	97	F2	27	94	24	87	8F	13

	A	B	C	D	E	F	G	H
0	A1	CB	FD	1F	43	C2	90	58
1	13	A3	12	7D	C3	9F	15	A6
2	38	CB	0F	2F	3A	C2	48	00
3	3F	4E	8B	1E	06	0B	40	52
4	C7	41	51	48	46	47	3B	B5
5	87	F4	AF	BE	89	58	EA	39
6	2D	3A	B5	9B	CE	9E	9D	71
7	70	B1	B0	22	1B	4A	71	22

C

	A	B	C	D	E	F	G	H
0	3C	11	59	8F	00	18	78	6C
1	4D	38	7F	01	00	D0	65	DA
2	BD	A9	EB	58	4C	23	3F	02
3	0C	51	2B	38	11	5A	42	3C
4	5A	0B	C7	C4	41	4A	50	FF
5	24	36	2A	39	1E	25	70	25
6	F4	4F	FD	EE	99	EF	51	B5
7	FD	02	40	66	EB	0D	3D	16

	A	B	C	D	E	F	G	H
0	4E	7B	03	A0	E9	AA	17	7A
1	DB	6E	D7	FA	C2	FC	2D	6A
2	E3	88	00	01	9A	2F	11	D1
3	84	20	ED	4C	F8	DB	AB	2A
4	BC	26	25	E1	45	DA	15	A3
5	AA	53	07	41	92	91	CF	54
6	F8	CE	7E	0B	FD	84	60	F0
7	2E	60	F5	13	00	0F	2A	

	A	B	C	D	E	F	G	H
0	41	07	28	59	63	F2	EF	07
1	AA	81	1E	BE	47	E9	65	92
2	92	20	12	18	13	2C	B0	F5
3	15	07	33	B8	5B	33	2B	CB
4	3A	FF	7C	B6	28	C6	D2	00
5	F6	7B	78	29	05	49	B2	7D
6	5B	00	65	A6	46	BA	82	7D
7	6F	FC	8C	9E	A3	9D	E0	25

	A	B	C	D	E	F	G	H
0	21	E6	05	D5	62	35	01	3F
1	81	3E	25	8F	EB	EF	F1	C6
2	9E	57	0F	5B	37	CC	63	85
3	C4	75	26	46	16	0B	02	50
4	00	44	23	3D	AD	6A	DE	41
5	C3	A8	A8	E8	9F	Ce	80	1E
6	3E	67	89	3B	CB	53	58	F8
7	35	00	70	C9	EE	CC	67	77

	A	B	C	D	E	F	G	H
0	A1	97	97	9A	05	83	91	9D
1	02	8E	FF	8D	14	94	8A	93
2	98	95	21	A2	94	A9	A6	91
3	1F	85	0D	98	40	8D	93	8C
4	93	AB	9C	A4	A4	A2	8F	25
5	9D	9D	AA	11	94	A5	86	23
6	9C	A3	20	93	1E	EB	F3	8F
7	91	90	A6	99	6C	F6	9F	8A

	A	B	C	D	E	F	G	H
0	27	36	18	22	A6	95	14	CD
1	CC	22	70	36	9E	78	68	29
2	E6	AE	79	19	1B	66	32	C9
3	68	36	86	7E	33	18	73	CB
4	1B	0B	0A	CB	91	0C	60	5A
5	75	71	61	12	00	9C	9F	13
6	50	20	6D	72	DF	0B	DA	0F
7	F0	E8	4E	43	92	83	5C	1B