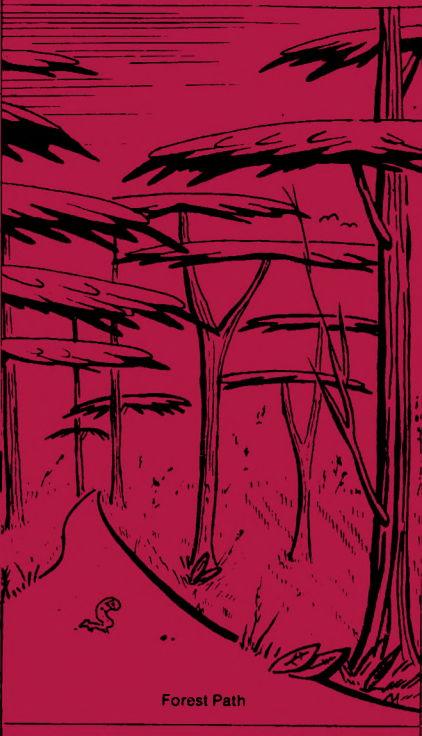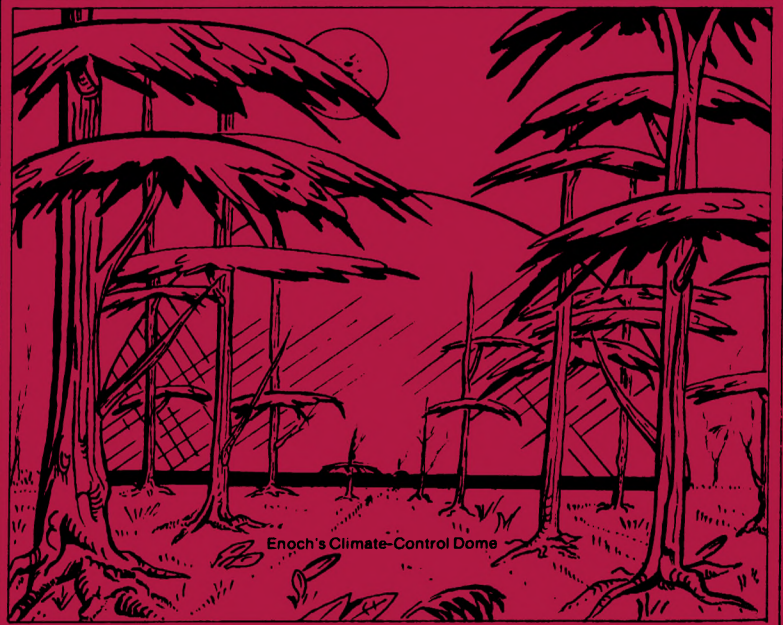Balloon
Plants

Forest Path

WELCOME
TO EDEN!

Enoch's Climate-Control Dome

RETURN TO EDEN

Return to Eden is Level 9 Computing's sixth adventure and has taken the usual enormously long time to produce. It's the second Silicon Dream adventure and starts where Snowball left off (though you don't need to have played Snowball first).

You play Kim Kimberley and have just saved the interstar transport. Snowball 9, from disaster. Unfortunately the control room vidcams show a different story. Kim seems to enter, hurl a bomb and the room is engulfed in flames. The evidence is damning.

Forced to flee, you just reach a stratoglider life-boat before the waldroids close in. And one hour later you become the first human to land on planet Eden.

Snowball 9 is in orbit, crewed by people who believe you to be a murderer. The only civilisation on Eden is a robot city far to the east. And the planet is reportedly populated by furiously-hostile beings of every kind: only ceaseless vigilance and hi-tech weaponry prevent them over-running the city.

Now you know enough to start. Good luck!

Instructions

Read the enclosed card for details of how to start the game and how to save the state of play.

The program asks "What now?" whenever it expects you to enter a command. Simply type an English phrase to tell it what to do and press the RETURN (or ENTER) key. The program will act on your request, then ask for the next command and so on.

The game knows an extensive vocabulary of English and futuristic words. It scans your command, picking out the words which it recognises and 'guessing' the meaning from these. Only two or three words are used from each phrase so it pays to keep things simple.

Words can usually be abbreviated (e.g. NORTH to N and NORTHEAST to NE) and, to help you get started, some possible instructions are summarised below:

INVENTORY	SCORE
LOOK AT COMPASS	OPEN DOOR
EXAMINE ANTS	QUIT
WEAR FIG-LEAF	DROP COLD LEAF
TAKE WATCH	PULL LEVER
LOOK AROUND	EAT BERRY

AGAIN (or A) repeats the previous command.
IT means the previous object. E.g: LIGHT LAMP and then EXAMINE IT

BACKGROUND

Snowball 9 started its journey to the stars from the EEC's Ceres base, one of the fifty giant colony starships launched in the 2190s. It carries the first colonists from Eden, only habitable planet in the Eridani A starsystem. ("Eden" is a short form of E-ri-DAN-i with sell-appeal).

Cocooned in a sphere of protective ice, the ship sped through the void, carrying its hibernating passengers to their new world. The journey took a century.

Meanwhile, robot probes had already colonised the Eden starsystem in their own way. Space cities trawled asteroids for minerals to reproduce themselves, moons were pierced with accelerators, thousands of daughter probes were fired towards nearby stars and, the lowest priority task, a city was built on Eden.

At first, city building went well, but gradually problems accumulated, for Eden was already occupied. Not by sentient beings, but by a myriad plants and a host of cunning creatures. Eventually these adapted to fight back..

Normally the robots would have holocausted the surrounding area and solved their problems once and for all. But they were preparing for fragile human colonists, vulnerable to poison and radiation.

So a wall was built and the war stabilised. Any machine venturing into the jungle was crushed and no living thing was allowed to reach the city or the Earth-plant farms beside it. Losses were enormous on both sides, but the robots were satisfied. Inside the wall, they work to perfect the city for the arrival of its new owners.

Scoring

There are no "treasures" in Return to Eden. Instead, you score points for doing things which are steps on the way to solving the game.

You lose points for getting killed.

Eden

Eridani A is a binary starsystem of a red giant and smaller sol-type star (though even this is significantly bigger than Earth's sun). Eden orbits this latter, yellow star.

It is a most unusual planet: Earth-like and habitable without Terraforming. Its surface is mostly water and climatic extremes are rare.

Eden's variety of plant-life is legendary and was the source of a host of documentaries back home until the plants became too hostile to scan. Ecologists speculate that it was seeded by long-vanished aliens.

Unfortunately, you know less about Eden than almost any schoolchild back on Earth. The only documentation in the stratoglider is an outdated travel guide containing artists' impressions of the scenery (on the cover of this manual).

Snowball

Snowball 9 is carrying the first 2 million sleeping colonists for Eden and was rescued from flying into the sun in the previous Silicon Dream adventure. The Snowball is now back on course, though several months ahead a schedule, and has just entered orbit around Eden.

However, the Snowball had been sabotaged and could not be completely repaired. Every signalling device was smashed and there were more important things to do than to jury-rig a radio. the crew have no contact with events outside.

Once in orbit a trial was held. The mempak record from the control room was fire-damaged but most interesting. It seemed to show Kim trying to destroy the ship. Kim was found quilty: unjustly, as it happens, but no one knew what really happened. The sentence was death.

Dragged to the life-boat hanger to suffer vacuum-exposure, Kim had one last chance. Amazingly it worked: Kim broke free, reached a Stratoglider and managed to launch it.

The game starts as this life-boat lands on Eden. As Kim, you have escaped a swift fate but your problems are far from over. The crew of the Snowball feel they have a score to settle.

CITY

The robot city, Enoch, is on an equatorial shore in Eden where four rivers meet.

From the outside, all that can be seen is a 3 klom climate-conditioning dome, surrounded by a green moat of farmland and an outer defensive wall. Gun-ships drone round the dome like wasps, swooping low over the surrounding jungle.

Inside, you'd think that you were on Earth. A single yellow sun shines through fluffy white clouds in the sky. Green parkland surrounds huge appartment-pyramids and the ground hums with a comforting mechanical buzz.

Enoch provides all the comforts of home: only the people are missing.

But all is not well. The city fathers have been fighting the jungle for decades and the city is beginning to pay the price. Its foundations are broken by a million root-cracks and vermin infest the lower-levels. The dome is repeatedly-patched and spores have attacked the buildings within. The city still looks new, but impressions are misleading.

And, what may be worse, is that the robot army has been fighting too long. Their responses are too ingrained. They have problems in recognising the enemy.

Events at the start of this game will reinforce their paranoia.

Space Base

The city of Enoch is linked to the space factories via a colossal space station in syncro-orbit above it. Physical connection is by sky-hook (ie space-elevator) and comlink is by laser. These integrate the city into the overall Eridani A presence.

This form entitles you to a cluesheet for:

RETURN TO EDEN

Name: _____

Date: _____

Please enclose a stamped, self addressed envelope for the clues. If you have any particular question, please write it on the other side of the form.

I promise to give the bearer on demand: a clue.

Gnargh

Address: RETURN TO EDEN DEPT
          LEVEL 9 COMPUTING
          229 HUGHENDEN ROAD
          HIGH WYCOMBE
          BUCKS. HP13 5PG

The space station is, like the orbiting factories, constructed from an iron asteroid a few kloms wide. This mass provides the inertial stability required for space-elevator operation: raising or lowering hundreds of tonnes of material between orbit and the planet's surface.

Communication is not the only function of the space station, however. It is also responsible for planetary defence...

So, when the Snowball 9 enters orbit off schedule and without identifying itself, then ignores all radio messages, and then threatens the city, the space base has a problem. Further attempts are being made to contact the "alien" craft but when these fail a decision must be made: the robots can not risk a hostile presence in orbit.

- -

Your Questions

Space Cities

Robots have been making all the important decisions since the late 2100s (if not before) and they run the colonisation program. Humans view the whole matter as an adventure on which to base interminable soap-operas.

The space robots are doing really well. They are rapidly infesting every chunk of rock in the Eridani A system and their manufacturing potential is enormous. It's easy when you have access to all Earth's knowledge. Their priority is further expansion through the galaxy.

The first probes are nearly 100 light-years away by now, and several promising planets have been found. The controlling computers are only waiting for the first generation of colonists to be born on Eden before shipping them out.

It would all be a lot easier if people could live all their lives in space, of course and the space cities are working on this. They plan to use Eden's sister-planets as space craft. Acceleration would be meagre, but would be constant and such a starship could travel for ever...

Absorbed in their projects, the space cities have little interest in Eden for the time being. You'll get no help from them.

Implementation

Return to Eden is written using Level 9's ever-increasing library of compression techniques to give you more adventure in the same memory.

Thus the game needs much less space than it ordinarily would and we can cram in much more detail than others do.

Credits

Game Design:	Pete Austin
Implementation:	Mike Austin with Chris Queen
Pictures (some versions only):	Tim Noyce
Adventure System:	Mike, Nick & Pete Austin
Booklet:	Pete Austin & Yannis Kassumis
Typesetting etc:	A & M Litho
Inspiration:	A Spell for Chamelion/Anthony/ Del Ray
	Deathworld 1/Harrison/Sphere
	Hothouse/Aldiss/Sphere
	I, Robot/Asimov/Panther
	Broot Force (in The Steam Driven Boy)/Sladek/Panther

Level 9 Adventures

Our current range of adventures is:

1) **Colossal Adventure**   **"Middle Earth" Trilogy**
2) **Adventure Quest**
3) **Dungeon Adventure**

4) **Snowball**   **"Silicon Dream" Trilogy**
5) **Return to Eden**
6) **The Worm in Paradise** (soon)

7) **Lords of Time**   **"Lords of Time" Saga**

∗) **Erik the Viking** (jointly with Mosaic Publishing)
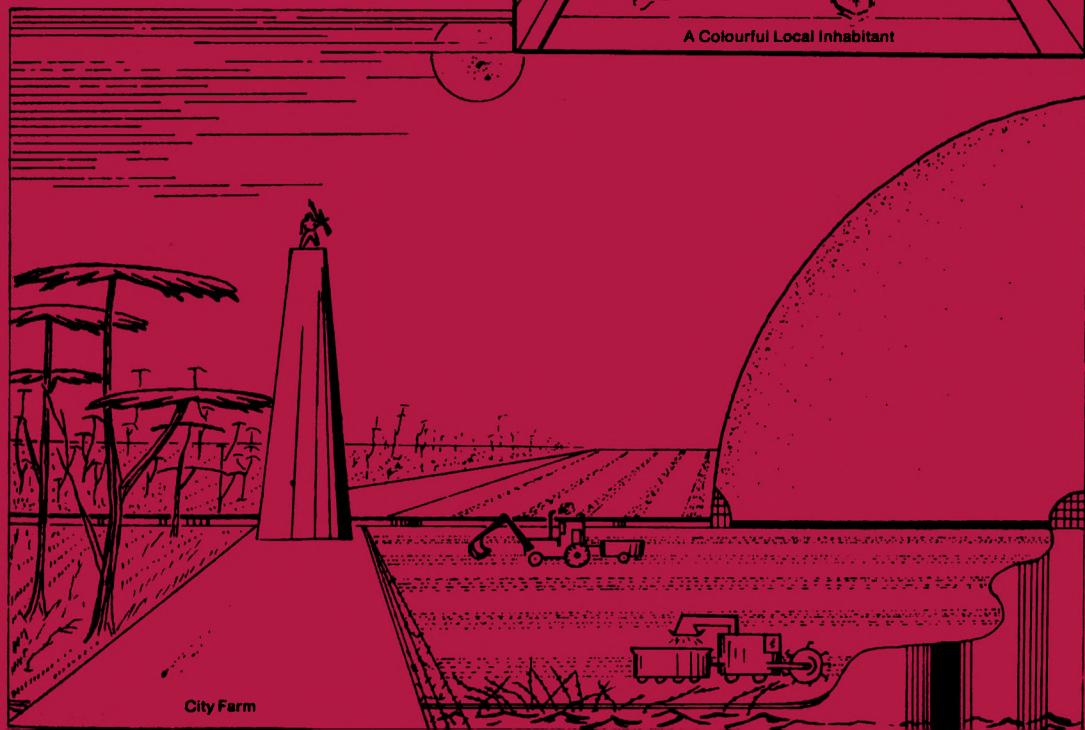
Stratoglider
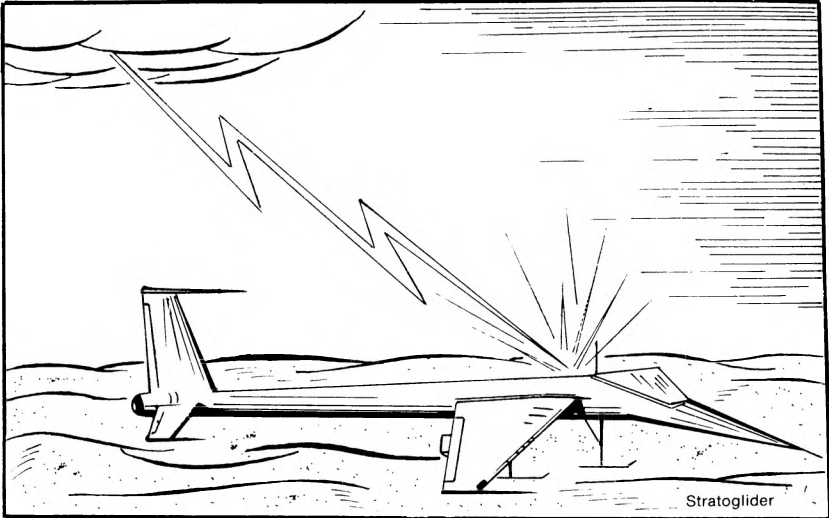
Details of all Level 9 Adventures are available from:
Level 9 Computing, 229 Hughenden Road, High Wycombe, Bucks, England

Palacial System-Built Appartment Pyramids
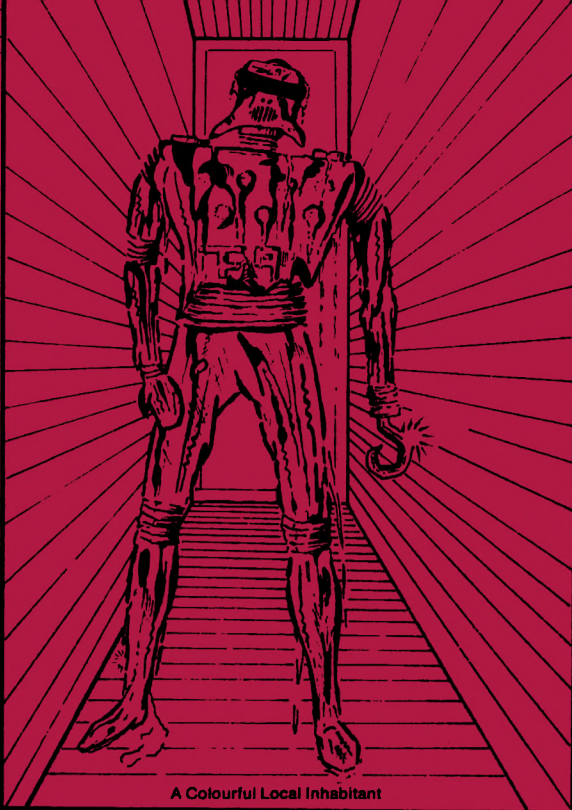
A Colourful Local Inhabitant

City Farm

SPECTRUM INSTRUCTIONS

This adventure game is for the 48K Spectrum. To load and start, type the following (remember to press ENTER afterwards):

LOAD""   (Press J; SYMBOL-SHIFT P; SYMBOL SHIFT P; ENTER)

Then play the cassette in your recorder to load the game (there is a copy on each side of the tape). The adventure starts automatically.

While playing the game, please ignore the graffiti scribbled on the Spectrum keyboard. DELETE (ie CAPS-SHIFT O) is the only special key that you can use, all words must be typed out in the normal way (though abbreviation is often allowed).

Playing the Game

The adventure asks "What now?" (or something similar) whenever it expects you to type another command. Simply type a short English phrase to tell it what you want to do next and press ENTER. The program will carry out your request and tell you if anything significant happens, then ask for the next command and so on..

If the game doesn't understand what you mean, try and rephrase the command, using different words, and this may work better. Use capital letters.

Here are some useful words. Not every one of these works in every adventure, but it's worth trying them:

TAKE, GET, WEAR, DROP, the 8 main compass directions, IN, UP, DOWN, CLIMB, LOOK, LISTEN, LOOK AT, EXAMINE, FILL, OPEN, CLOSE, LIGHT, SCORE, INVENTORY (lists everything carried), AGAIN, SCORE, QUIT, SAVE and RESTORE (see below for details of these last two).

Many words can be abbreviated, e.g. NORTH to N and NORTHEAST to NE.

Saving the Position

To save the state of play to tape, type SAVE in full and press ENTER. Start a blank cassette on RECORD and press ENTER again to start the position saving. This takes a few seconds. When the program asks you "What next?", stop the tape. It may be a good idea to use SAVE before trying anything dangerous.

To restore a saved position, you must be playing the game. Type RESTORE in full and press ENTER. Some adventures ask you if you're sure: if so, type YES and press ENTER. Rewind the cassette on which the position was saved, and start it on PLAY: the data will load in the same way as a normal Spectrum program. Then carry on playing from the saved position.

Loading Advice

We test cassettes thoroughly and few people should have any difficulties in loading our games. If you do have any problems, however, the following may help:

1. Try the other side of the cassette.
2. Load a program of your own to test that the recorder is connected.
3. Vary the volume and tone settings (using fairly loud and fairly high).
4. Clean and demagnetise the recorder, following the maker's instructions.
5. Some recorders don't work well with some computers. Could you use another type?
6. You may really have a bad cassette. As a last resort, return it under guarantee to get a replacement (just return the cassette, it costs more in postage if you return the box as well).

Notes for Spectrum owners.

Your version of Return to Eden
has two additional commands:
WORDS ..... Just display words
PICTURES .. Turn on pictures

Return to Eden displays a lot
of text and sometimes it can't
all fit on the screen at once.
The game prints the first part
and waits for you to read it
and press a SHIFT key before
printing the rest.