



## Dog Star Adventure- V 3.0

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## Background: The Inspiration

This game, as well as several other role playing adventure games, were originally designed and written for a Commodore B-128 PET OS in about 1987. With the advent of Windows, it became apparent that the old days of playing 'adventure' on the IBM mainframe (or VAX) were going away forever. I have always enjoyed playing these role playing adventure games, and think that this Windows format is easy to understand and to play. This game is intended to let the adventurer use a small amount of logic and imagination to solve the obstacles within this game. This game is dedicated to the people who have played these role playing games long before Windows was ever imagined.

This game is dedicated to my daughter, Jordan Ashley.

I hope you enjoy the adventure!

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## Background: The Story Begins...

It has been a very long time since you have had a chance to sleep. You can barely keep your eyes open, but getting Captain Argonaut back is what is driving you. Despite your predicament your mind traces back to picnics in the old days together as children, and then again as young men at the academy. All that fishing and....

Suddenly voices down at the other end of the hanger awaken your senses and the reality of your situation puts butterflies in your stomach to be completely surrounded by the enemy. You crouch and try and decide which way to go to find Captain Argonaut.

Captain Argonaut has been missing for a week, now. Who would have believed it could happen to him. His ship was overtaken by several enemy fighters, and forced to ditch on an asteroid about a day's flight from here. Captain Argonaut has not been heard since a somewhat hurried message was received a week ago today. In that short message was a call for help, and something about losing the Galaxia Crystals. Nothing has been heard since.

Those Galaxia Crystals are what Captain Argonaut was transporting from a new medical laboratory in the Clear Zone.

"The journey from your base took just a little over 5 hours.", you say to yourself, looking quickly at your watch. Luckily, your intelligence reports were right - the enemy's tractor beam had been inoperative and you were able to dock undetected. That's the good news. The bad news is that the enemy ship was much farther than they thought it would be, and the enemy has gotten their tractor beam functioning again, which means that you can't take off without being destroyed. Your ship is basically out of fuel.

"Hitch hike.", they said when you asked them what you were supposed to do for fuel. You decide that complaining about never getting one of those snazzy nuclear powered ships would be nice for a change.

Movement out of the corner of your eye, snaps you back into a predatory mode.



## Background: The Story Continues...

You check your communicator, again, and find that it is still not working. The batteries really are dead. Your curse rechargeable batteries and stash your communicator back in its soft case.

You try to call to your base using the transmitter in your ship. The transmitter radiates at such a high amplitude that the enemy's tractor beam and sophisticated computer system jam all your attempts to communicate with your base. If you keep trying, you are certain your presence will be discovered. "Captured ... that's all I need.", you mutter to yourself despite the situation.

You have been given a Personal Information Manager which identifies and tracks the required targets of recapture for this mission. Your most important mission is to get Captain Argonaut back, but other important technologies were captured with Captain Argonaut. Among these technologies were a new series of memory chips using 0.3 micron technology, and Captain Argonaut's code book. The Galaxia Crystals are the secret to the new computer technology, and the market share of the new solar network, the successor to Arpanet (TM), InterNet (TM), and the latest rendition, commonly called, VirtualNet (TM).

Hope you and Captain Argonaut have a safe trip!



## Object Of The Game

Your mission is to collect all the items programmed into the Mission section of your **Personal Information Manager**, and retreat immediately to your base. The plan says you should be able to get away if their tractor beam can be disabled, and a quick exit launch is made in your Falcon. Your base will provide cover to you, using amber-stealth technology which cloaks a ship under certain light conditions. Captain Argonaut's **communicator** should still be fine, if he got a chance to turn it off. You'll have to get to that communicator, and notify your base via that communicator so they'll know you're coming out, and need to expedite your approach clearance.

Double click on an item in the **Visible Objects Window** to pick that object up. Double Click on an object in the **Personal Inventory Window** to drop and item to the deck at your feet.

The **Commands Window** is where all the action is initiated. Command buttons are enabled / disabled internally. Only applicable commands are available on any single turn.



## Game Windows

There are 6 major windows which are involved in this game. Each window serves a different purpose. The 'controlling' window is a Multiple Document Interface (MDI) window, with the other 5 game windows being MDI Children. These windows are where the commands are issued to play the game. Each window is automatically displayed when the game is started, and is present throughout the game.

These are the Windows

Location

Visible Objects

Inventory

Command Bank

Personal Information Manager

Communicator

Click on the window type for more information.



## Personal Information Manager

Personal Info. Manager

Time: 16:11:25

Mission Articles

☒

 Captain Argonaut

☒

 Cpt. Argonaut's Code Book

☒

 Galaxia Crystal

☒

 Enemy Attack Plans

☒

 Ray Gun Schematic

☒

 60ns SIMMS Memory Chips

Personal Protection Articles

☒

 blaster

☒

 Communicator15123 Hz

☒

 Laser Gun

OFF

The Personal Information Manager (PIM for short) contains the pre-programmed list of mission articles. These articles are programmed in order of their importance, however, all are needed at all costs, but your life. The player does not have to keep the PIM programmed; as this is an automatic due to a small ROM encoded locator chip in each article of war issued in your service. Click on the graphic to the left for more specific information.



## Communicator

Communicator

0

Hz

1

2

3

4

5

6

7

8

9

\*

0

#

Off

Clear

Xmit

Set

☐

Frequency Lock

☐

OK To Xmit / Rcv

☒

Transmitter Output Low

☒

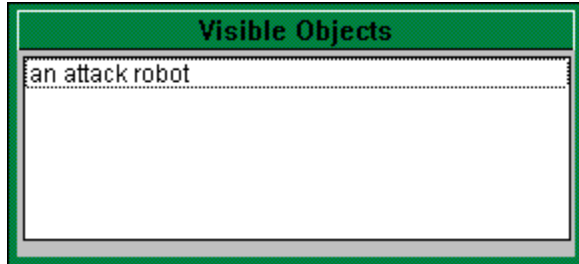
Battery Output Low

Your communicator has dead batteries, but Captain Argonaut's communicator had new batteries. Unfortunately - Captain Argonaut was unable to shut his communicator off before he was captured. His captives never took the time to examine what they had recovered, and have left the communicator undisturbed, but powered ON. Captain Argonaut's communicator is fine, but there is only so much battery left. Urgency is key to getting and using this valuable artifact.





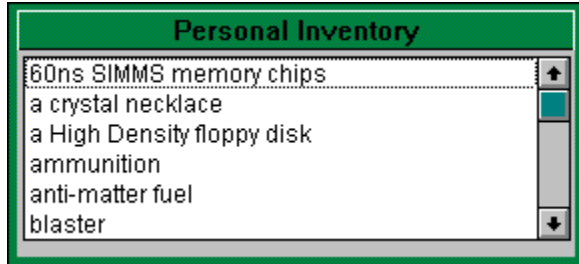
## The Visible Objects



The **Visible Objects Window** displays objects that the player is observing while they are at that location. This is the window from which objects will be picked up from, and deposited when objects are dropped by the player. **Double-click on an object displayed in this Window to pick it up.**



## The Personal Inventory Window

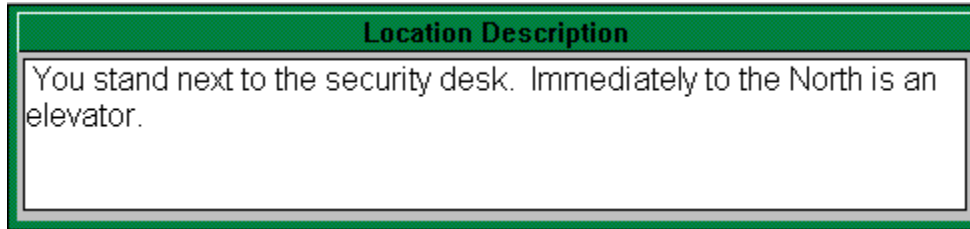


This window lists all of the objects that a player is currently holding. There is a limit to the number of objects which may be held at one time.

**Double-click on an object displayed in this Window to drop it.**



## The Location Window



This window displays what the player currently sees regarding their surroundings. Objects displayed in this window are not available to be retrieved by the player, but are merely observations made at the current game location. No further information on a location is available beyond what is displayed in this window.



## The Command Bank Window



This window contains the command buttons for movement or other actions. Most commands are only available at differing times throughout the game. If a command is not available, it will be displayed as any other disabled command button within Windows. In this example, the commands with the black text are enabled, and the buttons with the red text are disabled.

**Click on the command button for more information on that command.**



## Dog Star Menus

Dog Star supports **four** main menus.

File  
Electronics  
Windows  
Help



## Electronics Menu



The following Electronics Menu options are available:

- Communicator** - Display Captain Argonaut's Communicator
- Mission Checklist** - Display the Mission Checklist



## File Menu

The following File Menu options are available:

- New - Start a new game and initialize all game variables
- Open - Start from a game already saved to disk
- Save - Save the current game to a file which already exists
- Fast Exit - Exit the game immediately - do not stop go - do not collect \$200.
- Exit - Exit the Game and check your game status



## Windows Menu

This menu selection is a standard Windows (TM) feature that lets the user select a particular Window to 'get the focus'. If, for example the Personal Information Manager (PIM) has been minimized, and you want to display it - the player could either double-click on the Personal Information Manager window or select the PIM from this Windows Menu.





## Help Menu

- Contents** - Calls this Help program.
- About...** - A dab of --- StoneAge Software --- self promotion is in order.



## Available Game Commands

The following commands are available for this game:

North

South

East

West

Up

Down

Eat

Feed

Push

Shoot

Read

Copy



## Hints

It is difficult, to me as a game designer/programmer to analyze what should be included in the hints section. On one side I want each player to have a fair chance at winning the game, but do not want to give too much away.

The format of this Hints section is to allow the user to select a hint depending on the specific obstacle they face. The obstacles listed below represent the obstacles. By clicking on the Hint Section, the player will get a hint as to how to solve the current obstacle.

[Stormtrooper](#)

[Computer Programmer](#)

[Secret Attack Plans](#)

[Jail](#)

[Vault](#)

[Fuel](#)

[Tractor Beam](#)

[Communication With Your Base](#)

The Stormtroopers are always hostile, however, you can always get the jump on them. Stormtroopers only react to you - they do not chase you down. If you have either weapon (ammunition must go with the blaster), you have the power to overcome a Stormtrooper. There is a bit of chance, however, that you will not succeed. This chance is determined by a random number generator. You have 80% chance of success.

The computer programmer by nature is not dangerous, however, programmers are not the fighting kind, and have a knack for calling for help from the 'hardware' guys. You must deal with the programmer in the same manner that you would deal with a Stormtrooper.

The attack plans are kept in the enemy's computer lab. The only way to get a 'soft copy' of the secret plans is to use your high density disk, and do a little copying.

The jail is where Captain Argonaut is being kept. If you're having a hard time with the attack robot - the graffiti in the bathroom should tell you all you need to know. Mind you though - the attack robot doesn't like cold food.

You must have keys to get into the jail unless you know the back way. This means there's two ways to get into the jail, but only 1 way to get out.

The vault is where the enemy keeps the Galaxia Crystals, and other important things. There is no exterior code keypad for this vault. All you need is a working ID.



Your ship is out of fuel, because the flight to the Battlecruiser being twice as far as your intelligence reports had indicated . Luckily, your ship uses the same type of fuel that your enemy's fighter's do. Stowing the anti-matter fuel on board the Enterprise Falcon will remedy this situation.

The enemy's tractor beam was fixed shortly after you managed to slip through their defenses. If you defeat the Stormtrooper who is guarding the button, all you have to do is push the power button on the tractor beam.

This command allows the player to copy the Secret Attack Plans from their computer to your high density disk. WARNING - There is a copyguard on the disk you have, and if multiple copies of the Attack Plans are made - the disk renders itself unreadable.

This command will allow the enemy's secret attack plans onto a 3.5" disk. Beware, though - it is rumored that there is a bug in the copy program, and just because it works once doesn't mean it would work a second time.

This command allows the player to read whatever it is that need reading.

This command moves the player to the north one move.

This command moves the player to the south one move.

This command moves the player to the east one move.



This command moves the player to the west one move.

This command moves the player up.

This command moves the player down.

This command allows the player to push a variety of objects which require this action. It is not necessary to select the item being 'pushed' to execute this command.

This command is an offensive move toward an opponent. A player must have either the laser gun or the blaster and ammunition before they may be afforded this necessity.

This command takes the selected Personal Inventory object, and feeds it to whomever has been selected..

This command allows the player to consume the selected Personal Inventory object.

This window displays frequency for the communicator. The preprogrammed transmission frequency has been encoded into your PIM.



These keys allow the player to enter the needed frequency setting for communication with base.

This button allows the Communicator to be minimized, but not turned off. There is no way to actually turn off the communicator.

This button clears the display on the communicator to change or correct frequencies entered into the communicator.

This button sends a predefined transmission to base acknowledging your desire to return to base. Transmissions on frequencies other than the prescribed frequency are unproductive.

This button is used to lock in the desired transmission frequency into the communicator. This button always precedes transmission to base for security considerations.

Illumination of these indicators signals that the communicator is ready for transmission.

These indicators dispel trouble if you're not ready to use the communicator.

This indicator tells you that there is still power to the communicator.



The PIM reserves this place for the current time to be displayed.

The articles programmed into the PIM, and located in the box below are the objectives of recovery for this rescue mission.

These items' check box is marked if the Mission Article is possessed or stored in the ship.

This button minimizes the PIM Window.

This window displays the prerecorded frequency needed to contact your base.

These articles will defend you. The laser gun is sufficient by itself, but the blaster must have ammunition.

Your surrounding environment is described here. Objects are never retrieved from this window. To retrieve objects, see the [Visible Objects Window](#) section.

These objects are the articles which you have in your possession. To drop an object - just double-click on the item in this Window to be dropped.



These are objects which may be pricked up, may be dangerous, or may be too large or impractical for you to pick up.



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		TOTAL	

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