-I - N -T- R - U - D - E - R-

The year is 4592- Mankind has reached out for the stars, and grasped them with an ever tightening iron fist. This is the darkest age of the Imperium: A time when mankind walked amongst the stars with others not of his kind, and his soul tarnished with the soot of de-humanizing technology. . . A time when theft, murder and war where ran malignant through the galaxy. . .A time when an individual had to do whatever he could to survive.

You're a mercenary who has just cashed in on his latest mission, and waiting for another to start up. You know that on this run down mining planet, it won't be long until someone will be in need of your services. . .

The game is fairly easy to play: Simply type in what you want to do. If, say, you wanted to go north, simply type "north", or even more easier, type "N". You can choose several basic commands from the "Commands" menu, as this will speed things up somewhat. The game also understands English commands. The parser (the speech center of the game's brain) looks for "key words" in your commands; it will always understand what you are trying to do, providing what you're trying to do warrants the situation at hand. If you wanted to throw a brick at a very expensive vase, and you have a brick in your possession, and there is a very expensive vase within throwing range, then you can attempt this action by stating so in several different ways: "Throw brick at vase", "Throw the red brick at the vase on the pedestal" or "Valiantly throw the sandy maroon brick at the priceless Ming dynasty vase." In all these situations, the game looks for the guidewords "throw", "brick" and "vase", and will react in accordingly. Just keep the guidewords simple. Don't type "hurl" or "toss" or "chuck" instead of "throw": the parser isn't THAT good.

DISSKLAIMER:

This game has LOTS of spelling errors: that's beacuse World Builder has NO provision for a spelling checker, and a dictionary is out of the question. I'm a fairly good speller, it's just that we all make little typing mistakes every now and then, right? So, pleaze fourgive me Iff I mispel somthing, okai?

FINAL VERSION NOTICE

Yep. This is version 1.2, and as far as I'm concerned, it's the final version of Intruder. This version (as well as all the other versions) is FREE! I'm not going to beg for donations or contributions, since less than one half of one percent ever send anything anyway. But If you feel this game is worthy of the trouble involved in sending me money, then go right ahead. Either way, please send me a letter and let me know what you think of the game.

Dave Kellum
35949 Avenue 13 1/4
Madera, CA, 93638

GEnie: D.KELLUM

You can give copies this game to your friends, your relatives, your hamster. . . you can even radio transmit a copy to Alpha Centauri for all I care, but just do me this one favor:
I N C L U D E   T H E   D O C U M E N T A T I O N   P L E A S E ! ! !

Intruder][is completed; it has been for about seven months now. It too is all text with digitized sound, but I'm trying to sell the concept to a computer game manufacturer. If I sell the concept, then Intruder][will be text / graphics / sound / animation. Otherwise, look for it in Public Domain in its current form.   I've already started on Intruder III, and have concepts for Intruder IV! However, both will be written in either Hypercard or some other Object Oriented Programing system. Therefore, they will definitely have text / graphics / sound / animation!