

IRON PLANET
by
Terry Dossey

The Game:

You have infiltrated the terrible IRON PLANET, a planet sized spaceship run by the evil DARK LORD. Your mission (and you must accept it,) is to find and free the rebel PRINCESS before the DARK LORD can catch you and dispatch you with his laser sword.

Your ROBOT has infiltrated the computer center and it provides you with a map of the utility deck on the Video Screen of the high-speed elevator which you use to plunge to the center of the IRON PLANET.

When you arrive on the Utility Deck to rescue the PRINCESS, you find there are no lights and your ROBOT is only able to report on your communicator the distance to the PRINCESS and the DARK LORD. There are numerous locked bulkheads in the dark and you must either go around them or blast your way through with your Blaster Pistol. A shot at the outer hull however is dangerous since it may penetrate causing a loss of pressure which will kill everyone on the utility deck and may even suck them into outer space.

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The Game(continued):

But beware! The DARK LORD is after you, and each time you make a move or use your Blaster Pistol, he moves toward you. A single shot at the DARK LORD will not kill him because of his protective cape, but he must run away before the next shot. He then returns to the utility deck and comes after you again.

MAY THE SOURCE (or whatever) BE WITH YOU!

How to Play:

LOAD the program from cassette and RUN.

A brief display on the video screen shows bulkheads, your location(L), the DARK LORD(V), and the PRINCESS(F).

You may move or shoot in four directions by using F for forward, B for back, L for left, or R for right. Always use the RETURN-key after each entry to signal the PET to use your entry. If you make a mistake, use the DEL key at the very top right of the keyboard to delete the incorrect entry then type the correct entry before using the RETURN-key. You may abbreviate the SHOOT command by the letter S, then after using the RETURN-key, type F, B, L, or R to indicate the direction.

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How to Play(continued):

Forward is considered to be toward the top of the screen. You may only shoot in one of the four corridor directions, therefore if the distance to the DARK LORD is not an integer number then your shots cannot reach him.

The changes in distances with each move provide you with information about the location of the PRINCESS and the DARK LORD. If you move toward the PRINCESS the distance is reduced, or increased if you are moving away. The DARK LORD always moves toward you one unit if he is in a corridor with you. If he is at an angle he moves one unit in each direction toward you. If you move away, the DARK LORD can reduce the total distance less than one unit. If you move primarily toward the DARK LORD the distance will be reduced two or more units.

Locked bulkheads block your movements but not those of the DARK LORD, however enough shots will shoot a hole in the bulkhead and you may then go through. Before the DARK LORD gets within reach you must shoot him, otherwise he will cut you to ribbons with his laser sword, thus you lose the game.

You win the game by rescue of the PRINCESS.

Type RUN to play the game again.

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How to Play(continued):

If during the course of a game you wish to leave the game, press only the RETURN-key in response to a request for a command. If you should omit a command and press RETURN accidentally (shown by READY. on the screen during play,) type GOTO 200 followed by the RETURN-key to continue the game.

Game Strategy:

Rescue of the PRINCESS without being cut to ribbons may appear difficult before learning some techniques, but with practice you have a very high chance to rescue the PRINCESS. It is however an exceptional player who can win ten games in succession.

To obtain the direction of the DARK LORD, it is best while he is some distance away to move in one direction, then another while watching the change in distances. Once you know his direction, you may shoot when the DARK LORD gets close. If the DARK LORD is nearby, but at an angle, you should move away from him until he is in a corridor, then a shot in the direction which you came from is sure to find him.

Custom Modification:

The IRON PLANET game is easily modified for a different set of characters; for instance the characters of a popular movie can be used, or perhaps your own set of friends and enemies.

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Custom Modification(continued):

Statements 5, 6, and 7 provide the names used in the game. For instance, to give the name A1B1 to the robot type LIST 7. Then modify the statement so that it appears as: 7 R\$=" A1B1 " instead of: 7 R\$=" YOUR ROBOT ". The Screen Editing feature of the PET as mentioned in the instruction book is very useful for such modifications. This modification will change the name of the robot throughout the program so that instead of YOUR ROBOT REPORTS showing on the screen, A1B1 REPORTS will be shown. Similarly, you may change the villain's name to that of your own preferred villain. "Sexist stereotypes" can even be changed by the substitution of LUKE SKYWALKER, for instance, to replace THE PRINCESS. The map graphics for the bulkhead and the characters are defined in statement 70 after :D\$= .

Several modifications are possible to change the game difficulty. For an occasional very easy game, in line 103 change the minimum distance to THE PRINCESS from 6 to a smaller number. Statement 200 sets the DARK LORD's reach. If you wish an easier game when the DARK LORD approaches at an angle change the 1 after the = to a zero. The probability of blasting through a bulkhead is set in line 840 as .5 for 50 percent, and could be changed

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Custom Modifications(continued):

from .1 for nearly impossible to .9 for a very easy bulkhead blast-through. A potential of 60 bulkheads is set in line 100. Fewer bulkheads make the game easier while a change to 100 can provide a real challenge.