

2010

The Text Adventure Game

Coleco Adam

Suggestions, Room Contents, and Maps

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2 Suggestions

- I. Take time to examine all parts of Discovery before attempting to solve the problems. You will die many times, so systematically examine areas.
- II. After each move, press "Return" and examine area, equipment, and items. Keep notes!
- III. If Smart Key VI -- "Use Equipment" is lit, press it to see what the equipment can be used for.
- IV. If there are items, pick each one up and press the Smart Key with the name of the item.
 - a. Example: "I / PLU" --> A new set of Smart Keys will appear. Press "I" "Select Use" --> This will show what each item can be used for.
- V. Explore the exterior in your Suit, not the Pod -- some broken items look fine from the Pod!

3 Room Contents

3.1 *Repair Locker*

3.1.1 Items

STB	Space Toolbox
Fuse	(2)
Plate	(for patching hull)
CCP	Contact Polisher

3.1.2 Equipment

Battery
Emergency Lights
Auxiliary Generator

3.2 *Water Recycler Room*

3.2.1 Equipment

Water Recycler (circuit board shorted)

3.3 Life Support Room

3.3.1 Equipment

Air Recycler

* Recharge air and water here

3.4 Food Locker

3.4.1 Items

Food (2 portions)

3.5 Parts Locker

3.5.1 Items

Pipe	
Fuse	(4)
Meg11	(2) **
Meg27	(2) **
AE-35	Dish Antenna Circuit Board
WR-6	(2) Water Recycler Circuit Board
Lub-99	(3) Lubricant

** Main Generator Circuit Boards

3.6 J.R. Kimball Suit Locker

3.6.1 Items

PWC-3	Water Canteen (empty)
Suit-B	Blue Space Suit

3.7 Victor Kaminski Suit Locker

3.7.1 Items

Suit-G	Green Space Suit
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3.8 Hibernator Room

3.8.1 Equipment

Hibernator

3.9 Galley

3.9.1 Items

PWC-3	Water Canteen (empty)
Food	(1 portion)

3.10 Charles Hunter Locker

Nothing Usable

3.11 Dave Bowman Locker

Nothing Usable

3.12 Toilet / Shower

Nothing Usable

3.13 Lounge

3.13.1 Equipment

MedPak Recharge Station

3.14 Frank Poole Locker:

Nothing Usable

3.15 Main Console

- Communicate with Earth or Leonov
- Command HAL
- Activate power / engines

* Identical to Bridge functions

3.16 Bridge

* Identical to Main Console functions, except for air leak (hint)

3.17 Electric Closet (Electronics Section)

3.17.1 Items

Pipe

3.17.2 Equipment

Electronics Diagnostic Module

3.18 Spare Circuit Board Locker

3.18.1 Items

Tons of Circuit Boards for HAL

3.19 "HAL" Room

3.19.1 Equipment

HAL

* Press "use equip" to see all possible options

3.20 Pod Bay

* Largest room in Discovery

3.20.1 Items

Hatch (spare for a Pod)

3.20.2 Equipment

Emergency Pod bay door controls

3.21 Pod Garage A

Nothing useful

3.22 Pod Garage B

3.22.1 Items

Cable (for recharging Pod)

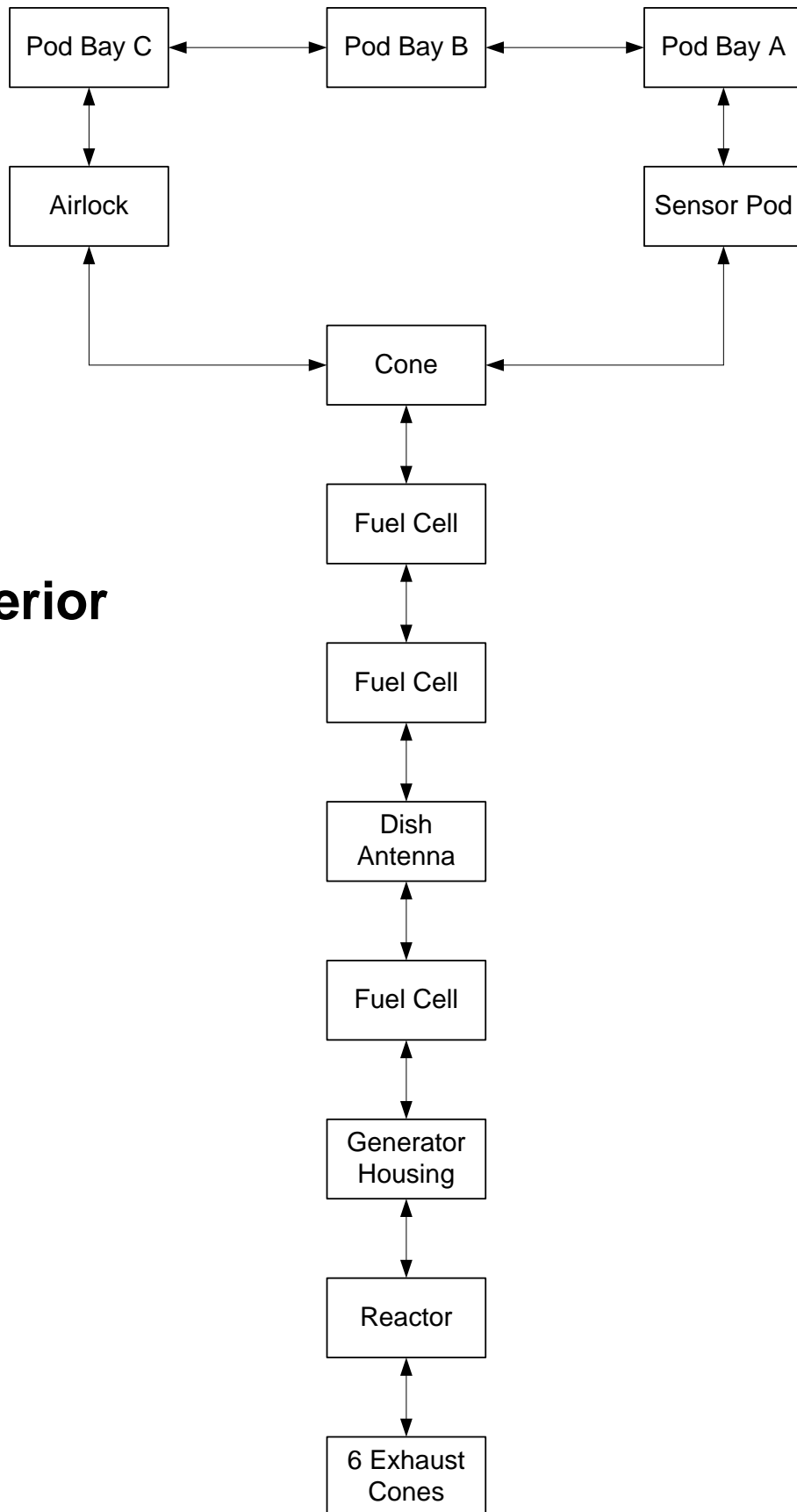
3.23 Pod Garage C

3.23.1 Items

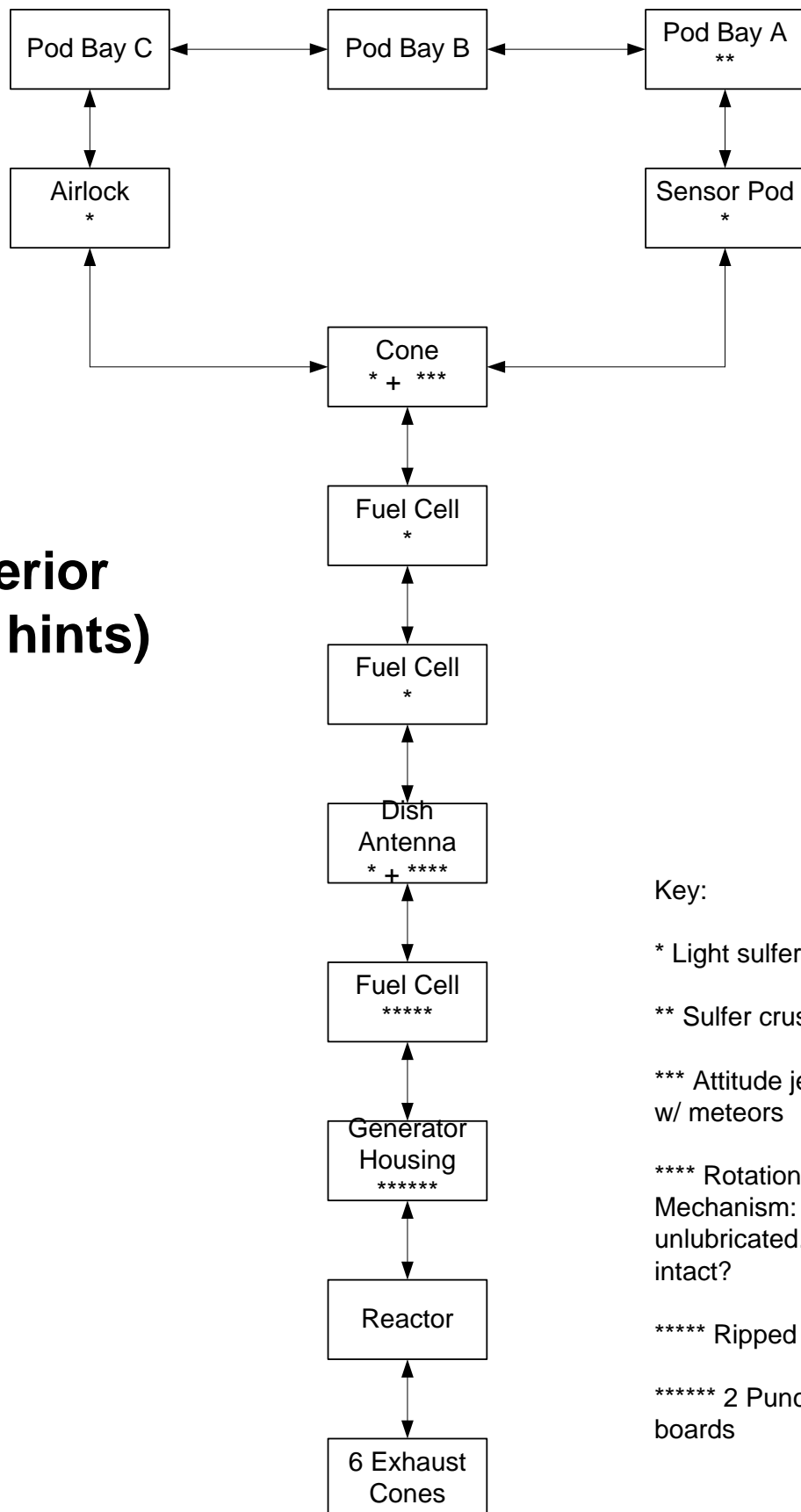
GR-77	Grinder (for removing sulfur)
NINA	Discovery's only remaining Pod (missing hatch)

4 Maps

Exterior



Exterior (with hints)



Key:

* Light sulfur (dusting)

** Sulfer crust

*** Attitude jets clogged
w/ meteors

**** Rotational
Mechanism: clean but
unlubricated. AE-35:
intact?

***** Ripped + torn

***** 2 Punctured circuit
boards

Interior

