



# RAMBLE PLANET

A Science Fiction Adventure Simulation by A. Hagen

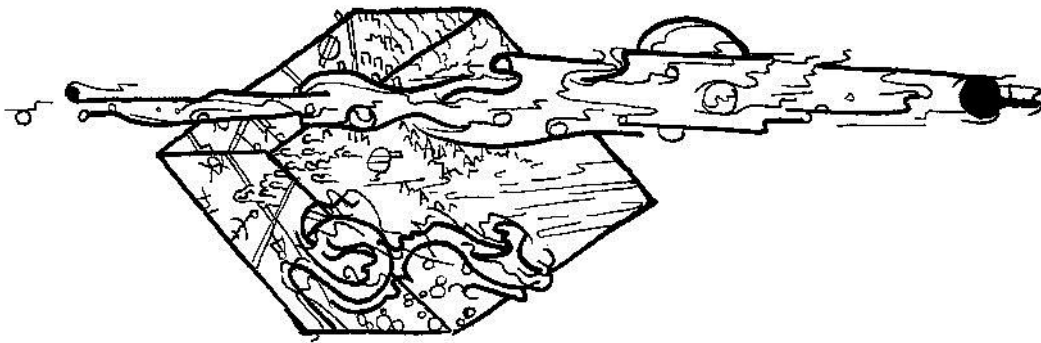
# JOURNEY ONWARD

“Welcome to the planet Badmark! Molded by cataclysms, Badmark’s landscape is a diverse wonderland! Flora and fauna transplanted from across the universe are transformed by unique radioactive signatures! Marvel at beautiful oddities beyond your wildest dreams! Thanks for visiting!”

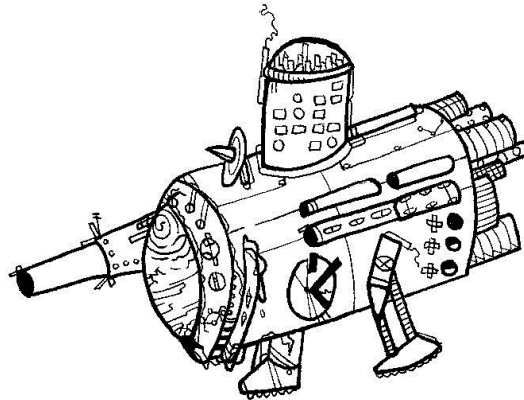
-Badmark Tourism Bureau

“Interact only with your Tourist Advisor. Never stray from sanctioned tour zones.”

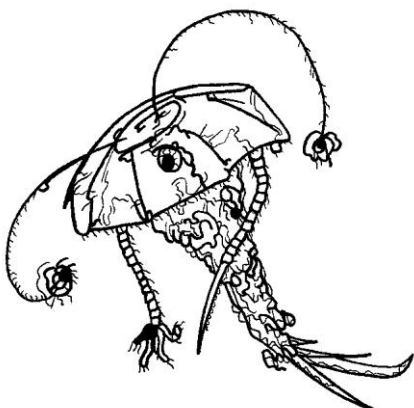
-Your Government



You are a lowly microbot swarm toiling aboard the spaceship Bigwisp. After Bigwisp crashes on Badmark, you must scour the planet for replacement parts. Badmark is a hostile frontier ravaged by catastrophes. Adventurous tourists visit to uncover its rich history.



Millions of traders, soldiers, priests, and pilgrims serve aboard Bigwisp. Generations ago, the ship was a bioengineering marvel but it has since deteriorated to a derelict heap. Many races comprise Bigwisp’s crew. The most populous are Palsinks, Dropbulges, and Holdboxes.

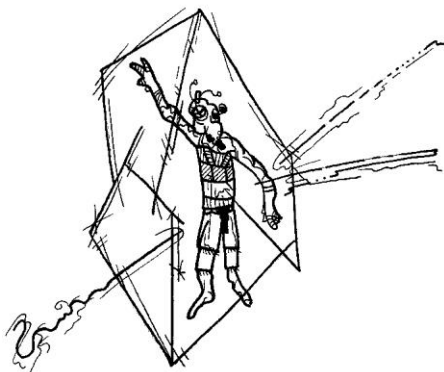
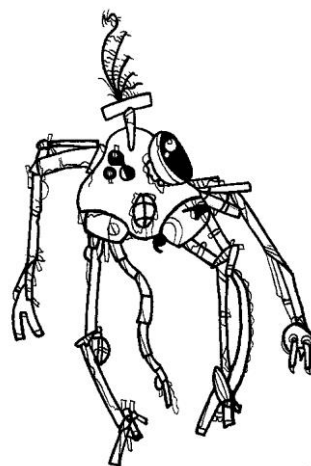


## PALSINKS

Despite being brainless invertebrates, Palsinks are savvy merchants and explorers. Their propensity for haggling and gambling is renowned.

## DROPBULGES

Dropbulges are vat-grown cyborgs. Perhaps due to their artificial origin, they value life little, usually seeking careers as soldiers, law enforcers, or criminals.



## HOLDBOXES

To compensate for their miniature stature, Holdboxes develop heightened psychic abilities. They are inclined toward intellectual and spiritual pursuits, often studying philosophy or religion.

# HOW TO PLAY

Roam Badmark and manipulate menus using the arrow keys, escape, and spacebar. Check the *Status* screen to review your progress.

**Level:** Your *Level* represents your fighting ability. When encountering a hostile creature, if your *Level* meets or exceeds its *Level*, you defeat it. Your *Level* is derived from your *Experience* and *Equipment*.

**Experience:** Upon defeating a creature, you earn 1 *Experience*. Every 10 *Experience* increases your *Level* by 1.

**Equipment:** Each piece of *Equipment* acquired increases your *Level* by 1.

**Parts:** Your objective is to gather as many *Parts* as possible. The more *Parts* you have, the greater your prestige when you return to Bigwisp.

## HINTS

\*Your race (Palsink, Dropbulge, or Holdbox) affects how certain beings respond to you. It also determines your ultimate destiny when you leave Badmark.

\*You will accumulate many items. Items labeled “junk” are often useless, but some are important in unexpected ways.

\*It is impossible to make a mistake that prevents you from getting all the *Parts*. Any item that can be lost is unnecessary for gathering *Parts* or else may be recovered.

\*The *Beacon*, *Booklet*, and *Diagram* are items with special functions. Once you have collected them, they can be activated from the menu. The *Beacon* teleports you back to Bigwisp. The *Booklet* offers suggestions and advisories for tourists. The *Diagram* lists all the missing *Parts*.