



RAMBLE PLANET

A Science Fiction Adventure Simulation by A. Hagen

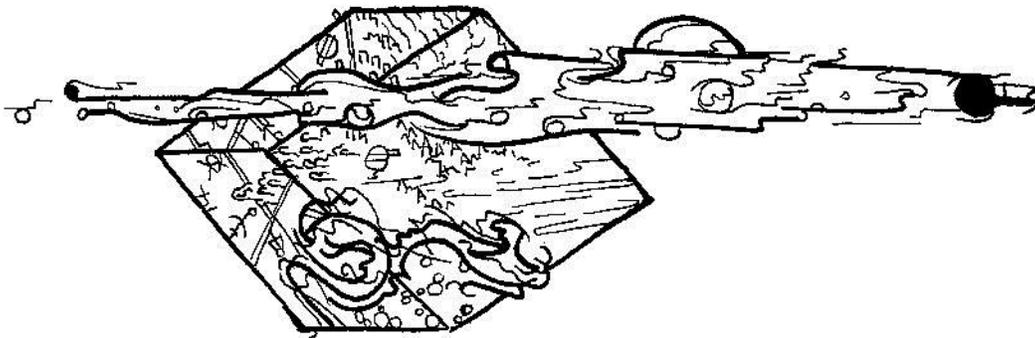
JOURNEY ONWARD

“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!”

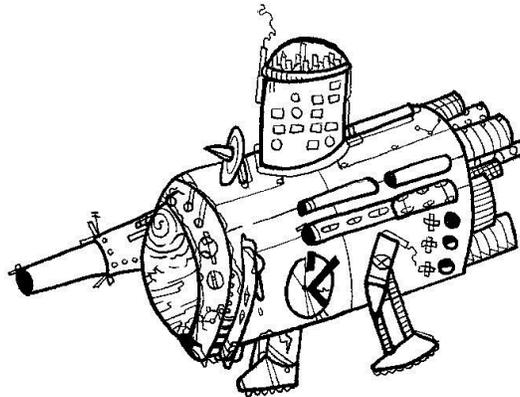
-Badmark Tourism Bureau

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

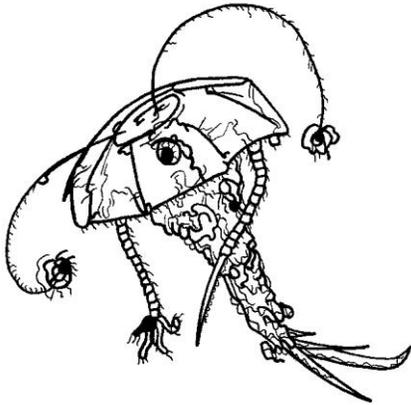
-Your Government



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.

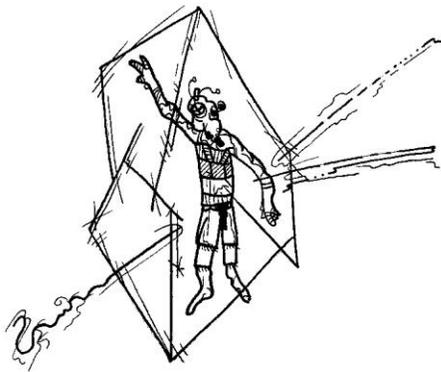
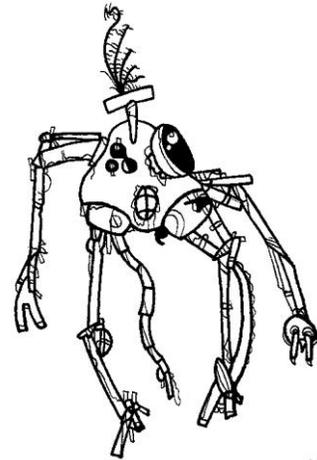


PALSINKS

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*.