

PURPLE SATURN DAY



**PURPLE
SATURN
DAY**

Upon this great day of joy, celebration, and meaning, this glorious Day of Purple Dawning, the launching of a new year on Saturn, the Supreme Gem of the Sky, we native Saturnians bid to you alien athletes who desire to participate in and of course perhaps win the events created to honor our great Being Exxos for giving us this new day, new year, new victor -welcome!

The day's events will be held in whatever order the athletes want. The winners of each round of events will go on competing in a sort of ladder of winners until there is one single victorious and gloriously delirious champion who will be rewarded by our Queen — the Queen of Saturn — then and there.

What follows is a rendition of the Grand Purple Saturn Day Ceremony Speech, given with the Benediction of Exxos Himself, in Person, and orated by the Purple Saturn Day Prezident before the commencement of events:

Oh Exxos! You Are Good for Us!

Oh Exxos, it is once more the new year on Saturn, the Day of Purple Dawning, Wonder of Wonders. Ata Ata!

Gaze, great Exxos, upon the humans from the Blue planet, the Bulul from the Asterox constellation, and the Golgos all the way from marvelous Klakos. Look, oh Exxos, upon the proud Croolis warriors from ancient Mastochok and the humble, homeless Shaaxa refugees. Finally, smile fondly upon your friends the Kumo from Corpo WW! All have come for You, oh Exxos, and for the Pangalactic games we hold each and every Purple Saturn Day.

This year, four superb competitions have been randomly selectorized by Exxos Himself: The Ring Pursuit, The Time Jump, The Tronic Slider, and The Brain Bowler. These will be explained to you when you most need to know about them.

Dear friends, competitors, loved ones, others, and those of you who come to benefit by placing bets, let us with one voice heap thanks on Exxos!

(All chant:)

ATA ATA HOGLO HULU
ATA ATA HOGLO HULU
HAM TOT ZOGLO HULU HULU
HAM TOT ZOGLO HULU HULU
ATA ATA HOGLO HULU
ATA ATA HOGLO HULU

IBM PC & COMPATIBLES

1. Set up your system. If you have a mouse and/or joystick to use for gameplay, plug them in now (mouse is recommended).
2. Boot up your system.
3. Insert *Purple Saturn Day* Disk 1 into drive A. (If your system boots from a hard drive, type **A:** now and press **ENTER**)
4. Type **PURPLE** and press **ENTER**.
5. The configuration menu appears. Press keys **F1** through **F5** to highlight your choices:

GRAPHICS MODE: Highlight the graphics mode supported by your system.

SOUND: Highlight YES if you want to hear the game's music and sound effects; otherwise, highlight NO.

MOUSE: Highlight YES if you have a mouse connected to use for gameplay; otherwise, highlight NO.

JOYSTICK: Highlight YES if you have a joystick connected to use for gameplay; otherwise, highlight NO.

PANIC KEY: Highlight YES if you're playing *Purple Saturn Day* at the office. Then, if the boss shows up without warning, you can press **ESC** to immediately cover your game screen with a simulated system prompt screen. When the boss leaves, press **ESC** to get back to the game. (If you have a well-trained boss, highlight NO.)

When the choices you want are highlighted, press **ENTER**.

6. The opening screens appear. Press any key to begin play. (If using 5 1/4-inch disks, follow the on-screen prompts during play to switch disks in the drive.) Use the keys below at any time during play:

F1 or **F2:** Pause a game. Press any other key to resume play.

F9 or **F10:** Quit the current competition and return to the podium screen

1. Insert your original *Purple Saturn Day* Disk 1 into drive A.
2. Type A: and press ENTER.
3. Type **harddisk** and press ENTER. Then follow the on-screen prompts III complete the operation.
4. At the hard disk prompt, type **cd\psd** and press ENTER.
5. Type **purple** and press ENTER. Follow Loading Instructions 5 and 6 to finish loading and begin play.

Note: While playing "Purple Saturn Day" from 1 hurd disk, you must keep the original 'Purple Saturn Day" Disk 1 in drive A.

HATS OFF TO HANZ MERLOCK!

Hanz Merlock is a Human scientist born on Earth circa A.D. 1950. He is currently in vegetized survival status in Switzerland. (Visitors are welcome to discuss interesting topics with one of the several thousand Merlok clones at the Saturn Institute in N.N.N.Y. City, Mars.)

A renowned intergalactic alternative medicine expert, H. Merlok left an indelible mark on Space Conquest Phaze 2, also known as the "Great Second Phaze of Interstellar Conquest." Political shadowboxer, pizza playmate, crooner, inventor of note and notorious cocktail-set Cazanova, Hanz Merlok is also uncle to General Robert "Snarling Bob" Merlok, better-known as Blood, first husband to Torka Blood.

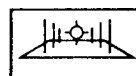
The Merlok family chromosomes were classified Golden Genes of the Universe in 2002, terrestrial dating, by Kommandant Lung, also at present in a vegetized state of ongoing survival in Switzerland.

PURPLE Saturn Day games are held on the first day of every Saturn new year. (In competitor's terms, that's every 29.46 Earth years, 3 Klakonian years. every day on Mastochok, and less time for the Corpo WWians than it takes them to suit up.)

EIGHT forms of physically mobile life are invited to contend in the games. Competitors divide into four pairs. The two individuals of each pair **compete** against one another in four competitions. The winners of these quarter-finals go on to the semi-finals, and the winners of those go to the final. The outright winner receives a swift face lock-on and leg entwinement from the Queen of Saturn a prize highly valued by all life forms for its universally euphorious sensation.

FROM THE PODIUM

FROM the podium (the first game screen) you can see the symbolic plaques for each of the four events. If an event has been played, its window also shows the latest scores, with your score at the top and your opponent's score below.



TRONIC SLIDER



BRAIN BOWLER



RING PURSUIT



TIME JUMP

A PRACTICAL RECIPE

The great sporting encounters that make up Purple Saturn Day leave our bodies and minds so drained, don't they! Well, why not try the following easy recipes from Doctor Hanz Merlok's acclaimed blockbusting bestseller *My Alternative Medical Inside Secrets From Across the Ages*, published in the hard-hitting series "I Can Feel Exxos Doing Me Good."

THE PAIN TRANSMUTER: This fun recipe is guaranteed to solve all your stomach scale Pruritus problems! Millions of fighter pilots have known this itchy horror, caused by laser-fire "dribble."

Here's what you do: Grab a big juicy Putrex Vomicus quince, preferably from a Turpos 17 recycling pharmacy. Place it gently in your closet. After a few days, the quince will be covered with Writhing Yuks. They love fruit! Put one of the Yuks in a little metal box with lots of air holes, so that breathing remains a viable primary life-support option. (After all, even Writhing Yuks hate not being alive any more!) As soon as your scales start itching like crazy, remove the Yuk from his box and slip the wriggly fellow in-between two flamed scales. You'll be delighted with the results!

PODIUM CONTROLS

<u>MOVES</u>	<u>MOUSE</u>	<u>KEYBOARD</u>	<u>JOYSTICK</u>
Move Cursor.	Roll in any direction.	Press Arrow keys.	Move handle in any direction.
Select item cursor points to.	Press left button.	Press Spacebar .	Press fire button.

TRAINING ALLOWANCE

If you need to train before the competition begins (after all, it's been almost 30 years since you last worked out), move the cursor to one of the event windows and select it. Training will begin in that event with a robot acting as your opponent.

When the session is over, you can train again by selecting the same window. You can train in all events as many times as you want before going on to the real competition.

THE REAL THING

To begin competition, select the triangle at the bottom of the screen. The competition lineup appears, showing all eight competitors. Starting from the left, each set of two competitors is grouped into a competing pair. Each contender's cumulative score appears beneath his picture.

You (the Human) and your opponent are privileged to open the competition. To do that, select an event window. You are free to play the events in any order.

BOWING OUT

If you don't want to compete, select the X at the bottom of the screen. The other contenders will compete (without you) to the finish and the ultimate winner will receive the victory prize from the Queen. To continue, press the left mouse button, **Spacebar**, or the fire button.

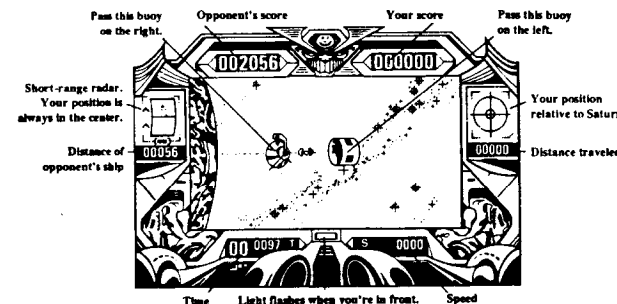
OINTMENTUS METEORIS

Goodbye bumps and bruises! Here's how to make a soothing cream to chase those meteor-shower blues:

Choose a plump Style-Conscious Glook (a variable unit of measurement formerly employed on rubber plantations). With a carefully selected Exxos feather, make an incision in the throat of a prepared Migrax (prepare him by buying him large quantities of gin in a low-life joint). Use the feather to spread a few drops of green Migrax blood over the Glook.

Next, soak the Glook in used engine oil. Bring to a boil. Pour into a bowl containing large numbers of Writhing Yuks. Rub the resulting ointment over your entire body. Now, meteors, come make my day!

Important: This cream is ineffective in the case of incandescent meteors.



MASTERING SPACE

In the Ring Pursuit you fly in Saturn's brightest ring (called the B ring on Earth and the Bathtub ring on Mastochok). This competition is a duel in which time doesn't count. To win, you must score higher points than your competitor. Space buoys mark the route.

<u>MOVES</u>	<u>MOUSE</u>	<u>KEYBOARD</u>	<u>JOYSTICK</u>
Accelerate	Roll forward	Press Up Arrow	Handle up
Brake	Roll back	Press Down Arrow	Handle down
Veer right	Roll right	Press Right Arrow	Handle right
Veer left	Roll left	Press Left Arrow	Handle left

SCORING

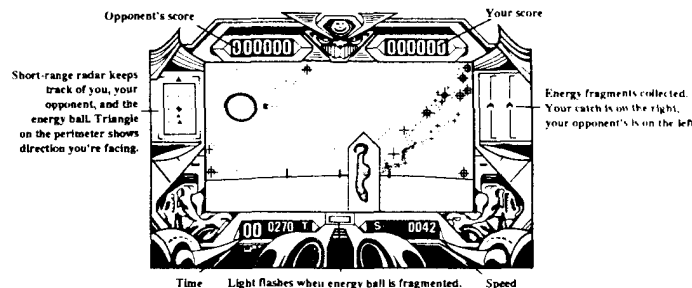
You score points when you're in the lead, and when you pass the markers correctly while in the lead. You increase your opponent's score by passing on the wrong side of the buoys when you're in the lead. You get no penalty for passing on the wrong side if you're behind (although you should!).

TIPS

Push your opponent to get him out of the way. Move into the inside curve to catch up to your opponent.

RITUALS FORBIDDEN DURING THE RING PURSUIT

1. Hostile gestures, words, subliminal messages, or any form of negative sentiment transfer.
2. Mumbo-jumbo antics of any kind.
3. Radio chants based on Prayon technology.
4. The wearing of dark spectacles.



MASTERING ENERGY

This is a grab game! To win, you must capture more energy fragments than your opponent as you pilot a slider about an orbiting squared ring. To compete, fire at the energy ball that's flying around. A direct hit fragments the ball. The energy fragments are now yours to take, so fly your slider over them to pick them up. (Don't forget that your opponent is also grabbing fragments!) As soon as you pick up all the fragments, the energy ball reforms and you start again.

This is a timed event! You compete until the **clock** reaches 5:00.

<u>MOVES</u>	<u>MOUSE</u>	<u>KEYBOARD</u>	<u>JOYSTICK</u>
Accelerate	Roll forward	Press Up Arrow	Handle up
Brake	Roll back	Press Down Arrow	Handle down
Veer right	Roll right	Press Right Arrow	Handle right
Veer left	Roll left	Press Left Arrow	Handle left
Fire	Press left button	Press Spacebar	Press fire button
Turn right	Hold down right button, roll right	Press Pg Up or hold down Ins & press Right Arrow	Hold down fire button (button 2 on IBM) and move handle right
Turn left	Hold down right button, roll left	Press Home or hold down Ins & press Left Arrow	Hold down fire button (button 2 on IBM) and move handle left
Turn 180°	Hold down right button, roll back	Press End or Pg Dn or hold down Ins & press Down Arrow	Hold down fire button (button 2 on IBM) and move handle down

TIPS: Push your opponent to make him drop fragments. Cut away into 90° turns to gain time and pick up more fragments. Turn 180° when up against the end of the platform to quickly get away. Stay away from the bumpers on the platform—they can turn you into a pinball!

RITUAL FORBIDDEN DURING THE TRONIC SLIDER

1. The Mastochok version of the Croolis Reproduction Dance, judged to be long and tasteless, has been experimentally banned. (Appeals may be lodged with the G.P.S.D.C.)

BRAIN BOWLER

MASTERING MENTAL WAVES

Brain Bowler is a revolutionary cutting-edge technology way to control someone's mind! You and your competitor face a brain wall. The two sides of the brain are your territories—yours on the right and his on the left.

Hurl your electro-ball to strike your targets and guide the electrical charges towards your pins. In the meantime, your opponent is doing all he can to steal energy from your condensers, deactivate your chips, open and close switches to block your progress, and other dastardly needs. Of course you can (and should) do the same to him!

<u>MOVES</u>	<u>MOUSE</u>	<u>KEY BOARD</u>	<u>JOYSTICK</u>
Move electro ball	Roll in any direction	Press Arrow keys	Move handle
Hurl electro-ball	Press left button	Press Spacebar	Press fire button

Hit a **Switch**  to open or close it and either release or block an electric charge. **Condensers**  are temporarily charged up when electric charges pass through them. When a condenser is charged up, hit it to power up your elecuto-ball. Then hurl the energized electro-ball at a **Chip** . **When you** make contact, the chip lights up. Pass an electric charge over the lighted chip and the chip becomes permanently activated. Hit charges blocked at one end of a **Gate**  to push them through it. **Resistors**  slow the charges down, **Accelerators**  speed them up. **Short Circuits**  restart the charges from the beginning.

SCORING

Light up the six pins connecting your side to the center of the brain before your opponent can light up all his pins, and you win! Your score is shown at bottom right and your opponent's score at bottom left. The clock is in the middle, between the two scores.

TIPS: When your opponent's condensers light up, steal his energy! Open and close his switches to keep his charges from traveling towards the pins. Hurl your elertro-hall into his to deflect his aim.

ASK HIM

Here's a wonderfully soothing mind-massage technique called "Ask Him". *Him* knows everything. With *Him*, everything becomes clear: why we're here, what happens afterwards, the truth about flying saucers. and so forth.

First. stop reading. Now count to 100 in a loud, clear, positive voice: One.. two.. three.. four.. . You should be ready now, your mind empty of all material desires and intruding thought modules. Breathe. Kill those lights.

Now I'm going to count to three. When I say "three", you stare relaxedly at a nice picture. Ready? Here I go: One. two. two and thirteen seventeenths . three. Stare!

There! I told you it would work! Now you feel happy. in control of your corporeal body. Your astral eyes keep reading as your physical eyes stare at the magic picture. You feel so wonderful *now*. The doors of your inner mind open to receive the thrilling secret: **I am Him!**

You come to with a start. Sweat spurts from many of your pores. You breath in a manner known to doctors as "hmmmm." And yet you are convinced nothing has happened. Or has it?

Don't ask me. Ask *Him* !

TIME JUMP



winding.) When the catapult is at rupture point, your spaceship wobbles and shakes, then the sparks start flying. Now fix your sight on the sparks and grab them! If your sight is directly on a spark when you make the grab, a box flows out to capture it.

Repeat the winding up and spark-grabbing three times. Then fasten your safety-belt. wind up the catapult one more time, release. and-jump!

MASTERING TIME

You're going to jump into the future! To make the jump, capture energy to fuel your gravity-catapult and explode through time!

First. wind up the catapult. (You can slow down the sparks by pressing rapidly while

If you captured enough sparks, your trajectory leads you past the crown of seven suns. Beyond them, you exceed the speed of light and enter another dimension. The more sparks you captured, the further you plunge through mind-altering visions of space-time contraction, a vertiginous spectacle of theoretical vacuum, intrinsically extrapolational the competitor with the farthest jump wins !

MOVES

Move sight to aim

Wind up catapult & grab sparks

MOUSE

Roil

Press left button repeatedly

KEYBOARD

Press **Arrow** keys

Press **Spacebar** repeatedly

JOYSTICK

Move handle

Press fire button repeatedly

A GOOD'UN FOR INTERGALACTIC VERTIGO

The sickening vacuum of deep space, we've all suffered from it, haven't we? It's awful enough just remembering those timeless moments of intergalactic horror when your mind wanders off into forbidden and useless metaphysical speculations, when you can't resist the temptation to light up a Tromp tail.

This recipe is for you: Mince together some used chewing gum, moldy sock powder, nasal scrapings, and garlic and mix into a pound of ground computer disks. Add bat droppings, chili powder, and a zest of concentrated body dampness. Knead mixture until it is an oozing yellow dough. Divide into reptile size balls, dip into thoroughly-beaten toad spawn, and fry slowly in deep, smoking bug juice. Serve with savory rat and decomposed vegetable sauce.

You've forgotten all about total vacuum and space fatigue, haven't you? How about another sickball? Look at this one, just dying to be gobbled up! It's winking at you!

competitors change at the time as their species continue to evolve. As a result (and taking one species as an example), the golgos on the first Purple Saturn Day won't have the same characteristics as any other Golgos on any other day.

Note: Competitors' evolution and performances are recorded on disk. so do not write-protect your disk!

Select the triangle at the bottom of the podium screen to see the lineup of competitors. Then select a life form in the lineup to consult his species' I.D. file. When his file appears, you'll see his picture on the left. Next to it is a list of characteristics and the rating this particular permutation of the species holds for that quality:



Agility



Mental Fluid



Aggression



Temporal Flux



Size

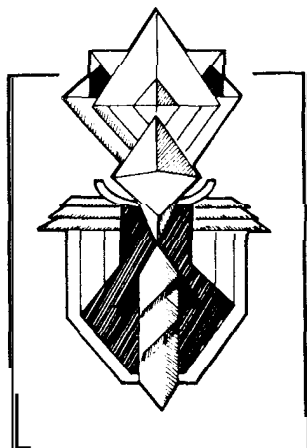


Eyesight

On the right you'll see the contestant's name and his top scores and percentages in each competition.

Select another contender in the lineup to see his file. When you've seen all you want, select the triangle at top center to close the file.

BIOZ

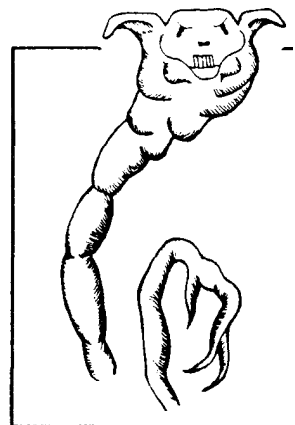
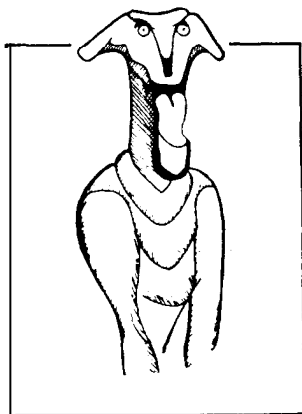


NOVTEK-STZR

Novtek-Stzr means Prism-Head in the Human speech. This contender is very hard-headed, but he lives so close by that he simply steps away from the office to contend. (Notice his corporate dress. Such a hormone-loaded dude often wins and gets his victory prize. Bet he goes back to the office with a big smile on his-crystal.)

SHAAXA

The Shaaxa used to have a planet but their owner moved and dropped them off on a side galaxy on his way out of town. When not competing, Shaaxa make great pals. They're quite friendly, like to have their ears scratched, and can be counted on to treat newcomers to a warm, if somewhat unusual, greeting.

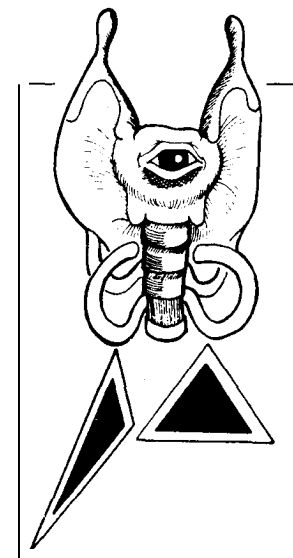


GOLGOS

Early on in history, a forebear of the Golgos race stepped on a nail and didn't go to the doctor. Lockjaw set in, and was passed on to the rest of the species. Golgos have never been known to speak, or even smile, although they can whine in a mystical, menacing soprano.

KUMO

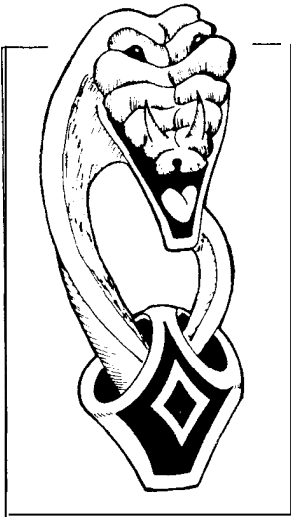
Kumos leave most of their bodies on their home planet, Corpo WW, when they come to the Purple Saturn Day games. They regard the games as mental endeavors, steer with their trunks, and wear gigantic earrings to keep their center of gravity. Bodies, to the Kumo way of thinking, are for work, not pleasure. Therefore, when a Kumo wins, his body doesn't get in the way of the thrill of victory.



HUMAN

Humans communicate with guttural, nasal speech. Quite astonishing, since the nose is the least prominent organ, especially compared to some of the other combatants. Another unusual feature of this species is something the Humans call "hair", a matting-like material on their heads. Speculation has it that the purpose of "hair" is to get a nice tight fit for the space helmet. Perhaps you other species might look into this!

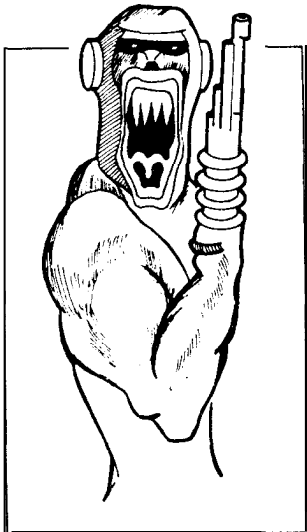


**SWIL**

Contrary to what some of you might think at first glance, Swil is among the friendliest, most agreeable of all contestants. Swil hails from the rare planet Swol, which orbits with a long, undulating motion. Two Swill, or even three Swillll, will often accompany their participant. At the previous Purple Saturn Day, half a dozen or more Swillllll came along to cheer on their favorite.

BULUL

Bulul hail from the only planetoid known that is 100% water. When not participating in or training for the strenuous events of Purple Saturn Day, Bulul stay busy with their inventions. Among the better-known Bulul contributions to intergalactic civilization are the Buoy-O-Bed and tankless goldfish.

**CROOLIS**

The Croolis have a long history of warfare. Starting with the same simian ancestors as Earth's Humans, the Croolis evolved into fighting machines. From eons of holding automatic weapons, these warriors eventually ended up being born with armor and machine guns growing from their bodies. Croolis never show mercy, but you can get them to negotiate for a bag of peanuts and a banana.



PURPLE SATURN DAY EVENTS PROGRAM

edited by the G.P.S.D.C. (General Purple Saturn Day Committee)

CREDITS

Amiga programming by Fabrice Decroix. IBM PC programming by Remi Herbulot. Events Program by Carol Ann Brimever, based on an earlier version by Infogrames, Villeurbanne. Illustrations by Carlos Hueso, Ilva Klar, and Sheryl Knowles. Special thanks to Hugh Bowen, Jeff Davies, Jill De Maria, Erik Flom, Jerzy Gronostalski, Clyde Grossman, Nadine Ngo, and Jeff Wagner.

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