

V – The Computer Game



Story:

V - the computer game is based on the TV series V.

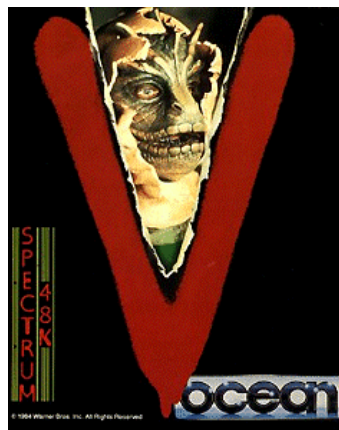
They arrived in 50 motherships, offering their friendship and advanced technology to earth. Sceptical of the visitors, Mike Donovan and Juliet Parrish infiltrated their ranks and soon discovered some startling [secrets](#)...

The resistance is all that stands between us and the **V**isitors.

What they found out was basically that the "friendly" visitors were lizards who planned to capture earth, enslave the human race and eating us up.

When the game starts - you, Mike Donovan, leader of the resistance, has entered a visitor mothership and must destroy it. Here are some tips on how to play the game:

- Objective of the game
- The control panel
- Learn how to open doors
- Moving in the ship
- Recharge your laser often
- Know your enemies
- Spread the red dust
- Bomb important targets
- Scoring



Objective of the game

There are two main goals in this game. The first is to spread the [red dust](#) all over the ship. The red dust is a bacteria that the visitors have no immunity against. The other goal is to lay out [bombs](#) to blow up 5 main targets in the ship. And off course, you must escape before the mothership blows up.

The control panel...

Let's give the buttons some meaning. Let's say that the control panel button are like this:



A	B	0	1
C	D	2	3
E	F	4	5

Buttons 0-5 are the lizards' representation of the digits 0-5. The other buttons have the following use:

A: Bomb

Drops a bomb.

B: Position.

Press this button, then any button 0-5 to get the position of important objects in this part of the ship. Button 0 shows your current position, 1 shows the outward door, 2 shows the inward door, 3 shows Laboratory #1, 4 shows Laboratory #2 and 5 shows the [target to bomb](#).

C: Data Link

While standing in front of a computer, this button will let you communicate with the computer(doesn't apply to the computers in the corridors).

D: Data Recall

Press this button, then any button 0-3 to get a schematic drawing of the four different [robots](#). Button 4 shows as much of the red dust formula as you have collected.


E: Security Codes

Displays a 6-digit code, which you must alter to make all digits equal in order to [open doors](#).







F: Movement

Press this button to exit the control panel and return to movement mode.

Learn how to open doors

To open doors - you must crack the lizards security codes. In the [control panel](#), press the button at the bottom left: . The display shows a 6-digit code. By changing this code to contain only one kind of digits, the doors will open for a few seconds. The rest of this page will tell you how to make the numbers equal.

The lizards use a base-6 system and have other representation of the numbers:

-  = 0
-  = 1
-  = 2
-  = 3
-  = 4
-  = 5

The different numbers on the [control panel](#) rotates the numbers in the code according to this scheme: (x denotes a rotation, - means no rotation)

```
0: x----x
1: -x-x-x
2: -x---x
3: x---x-
4: x--x--
5: -xx---
```

You can either press randomly on the different buttons and hope you'll get lucky, or you can use my "algorithm" :) I have chosen to make every number a lizard 2 = 🦎.

First, use buttons 0, 1 and 2 to make the 5th, 4th and 3rd number a lizard 2. Then use buttons 0 and 2 to make the 1st and 2nd number correct. By now, the first five numbers should be a lizard 2. Look at the 6th number. If it is also a lizard 2, then return to movement mode and pass the door. If it isn't - press button 2 the following number of times:

```
1 if the 6th number is a 🦎 (=1)
2 if the 6th number is a 🦎 (=0)
3 if the 6th number is a 🦎 (=3)
```

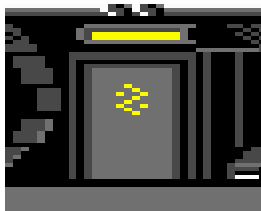
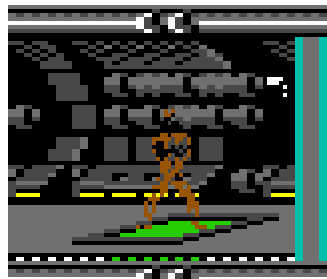
Start the algorithm over again. This time it should make all numbers equal.

Moving in the ship

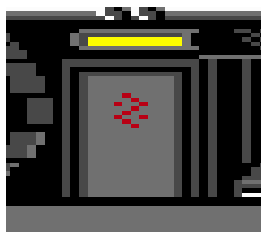
The ship is divided into 5 segments(planes) numbered from 0 to 4. Number 0 is the rightmost one. Each plane has 16 floors(levels) numbered from 0 to 15. Level 0 is the upmost one. To move between floors(levels) you use the green teleport pads. They move you one level up or down. If you can see a teleport right above/below it, then you'll probably end up there. To teleport - stand in the middle of the green pad and pull down on the stick. You have to stand in the very middle (or a little to the left) of the pad, or else you'll enter the [control panel](#). Do like this:



+ stick down =



To move between planes, there are transporters to the neighbouring planes. To move left = inwards (to a plane with higher number), use the yellow door.



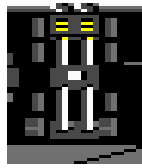
Move right = outwards (to a plane with lower number), using the red door .

Use the [control panel](#) to locate these doors. Press the position button and then 1 to show the position of the outward door, or 2 for the inward door.

Recharge your laser often

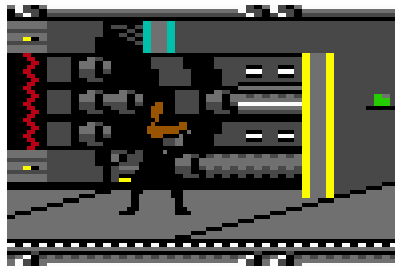


Your laser weapon has a limited supply of energy. How much energy it has left is shown in the bottom of the status screen as a red line: When that line gets too short, it's time to recharge the weapon.



This is done by standing in front of two white stripes which can be found around the corridors and pulling the stick towards you. It looks like this:

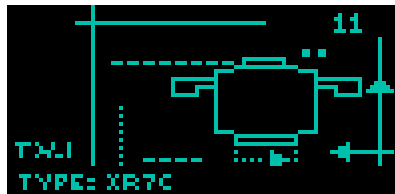
Recharge your laser whenever you get the chance. You are defenseless without it!



I've found another place to recharge the laser (*bug?*). It is by the left door of a lab. Stand under the two blue stripes and pull down on the stick. This only seems to work on laboratory doors.

Know your enemies

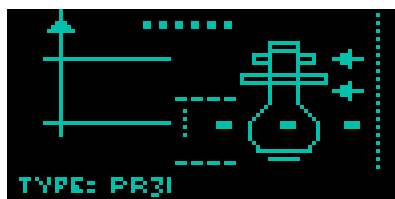
Robots:



Not so bad. Easy to shoot. Does fairly little damage.



You cannot shoot these. They can be pretty dangerous if you're standing still - teleporting or cracking codes.



Sensor units. Does no direct damage to you, but reports your whereabouts and thus gathering other robots. I haven't found it very risky to be seen by these if you move swiftly.



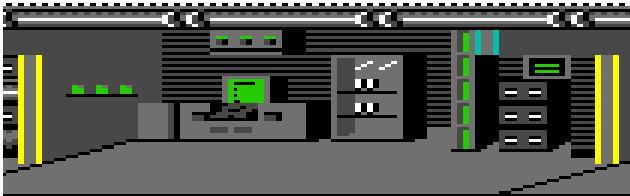
These are the worst robots 'cause they fire at you. They are sometimes difficult to shoot, as they do not fly at a constant height. They can be lethal if you are teleporting.


You are by far most vulnerable while teleporting. Also make sure that your [laser](#) is loaded so that you can minimize the risks.

Spread the red dust

In each plane, there are two laboratories. There's a computer in each lab. In one of the computers on a plane, there is a fifth of the formula of the red dust. To be able to make the red dust, you need all 5 parts of the formula. When you have them all, use the data recall on your control panel to show it, add the numbers together, convert them into base 6 with the table below and enter the calculated number into the computer in the air plant. Here's how to get a part of the formula:

Locate a lab.



Open the doors and enter it. Stand in front of the computer and use the computer link function  on your control panel.

If there was a part of the formula in the computer in it, this is shown on the display:



If this was the wrong lab, this will be shown instead:



Table for converting between base 10 and base 6:

Decimal	Base 6
0	0
1	1
2	2
3	3
4	4
5	5
6	10
7	11
8	12
9	13
10	14
11	15
12	20
13	21
14	22

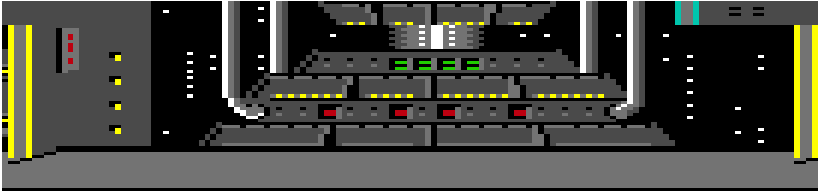
and so on...

An example: Suppose you have collected the entire formula, and it reads 0 5 0 3 1 (in visitor digits). The sum is $0+5+0+3+1=9$, which is then converted to 13 using the table above. Then the visitor digits 1 and 3 should be entered into the computer in the air plant.

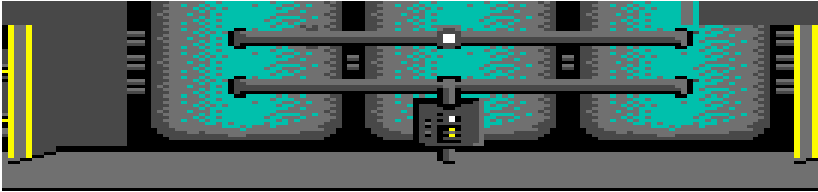
Bomb important targets

There are 5 targets that should be bombed, one in each part of the ship(plane). They are:

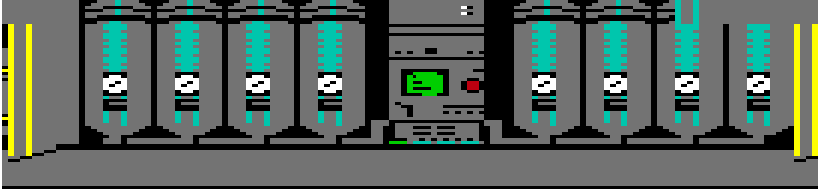
the reactor



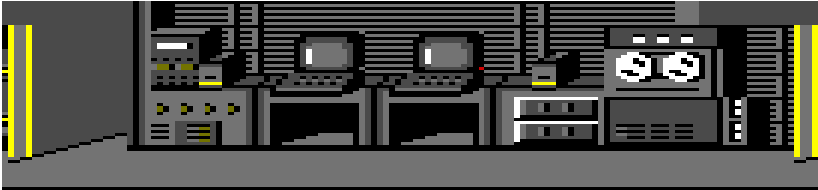
the water tanks



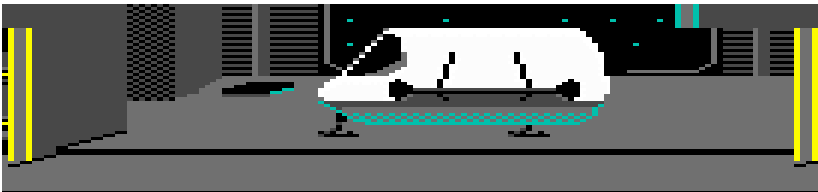
the air plant



the computer



the docking bay



They must be bombed in that very order. To drop a bomb, stand in the middle of the room and press the bomb button on your [control panel](#). The bombs are timed, so you must bomb all five targets before the first bomb blows up. I would advise taking care of the [red dust](#) business first. When you have spread the red dust and planted all bombs, escape by pushing the stick up while standing in the docking bay.

Scoring

Zapping a robot gives you 100 points.

Collecting 1/5 of the red dust formula gives you 500 points.

Spreading the red dust gives you 5000 points.

Planting a bomb correctly gives you 1000 points.