

Navigating Planet Arizona

Scenario

You are a space creature. You have fallen asleep and crashed your ship on the mysterious planet of Arizona. Your ship is badly damaged. Your on-board computer can repair the ship, but it requires that you locate certain materials for it to use when performing the repairs. After you locate those materials, you will be able to leave the planet.

Task

You must find the following: a ring-shaped container, flexible tubing, copper nuggets, machine oil made from a plant, a timepiece, a large, flat piece of fiberglass, and steel pipe. It is not enough to just see these materials-you must take them into your possession. Most of the materials will be given to you by people-others you will find on your own.

Quick Start

Talk Use the console to talk.

Look Drag the trackpoint to look around the scenery.

Move Click on the spot where the cursor turns into a hand.

Give Click on the object's icon. Then click on the person you would like to give the object to.

Save Type 's' to save the game.

Titles Type 't' to turn subtitles on or off.

Load Click on the rapidly moving purple planet on the opening screen.

Quit Type <Ctrl>+q to quit the game.

Detailed Instructions

The Console

The console is the device that enables you to communicate with your computer and with the people of Planet Arizona. It looks vaguely like a car radio with buttons on the bottom. If the console temporarily disappears from view, you can call it back by double clicking on the small console icon on the lower right part of the screen (the small icon actually looks more like a letter slot).

Speaking

To "speak", use the trackpoint to select one of the canned phrases from the center of the console. After you select the phrase, click on it and the computer will pronounce the phrase.

Listening

After you speak, a character may reply. If you have the subtitles turned on, you will see the character's words appear in the space above the console. If you have the subtitles turned off, you will not see any

words. To toggle the subtitles on and off, type "t". To ask a character to repeat a phrase, click on the back arrow circle on the right edge of the console, beside the red dot.

Words

Many words and phrases that may be unfamiliar are listed in the on-board glossary. To use the glossary, click on the console button labeled "Words". The words are listed in alphabetical order. To return to the alphabetical list after using the glossary, click on the entry itself (not the definition). After using the dictionary, you can return to the talk function by clicking on the radio button "Talk".

Diary

The diary keeps a record of what you are looking for and where you have been.

Last

At any point you may review recent conversations. (This is useful, for instance, if you would like to look up a word, or if you would like to double check that you understood a statement correctly if you are using the program with the subtitles off.) To review recent conversations, click on "Last".

Status

This feature keeps track of what you have already found and what you still need to find. To track your progress, click on "Status".

Recording Your Own Voice

To record, plug a working mike in. Then hold down the button with the red dot on the right of the console while you speak. To play back your voice, press the forward arrow button on the left of the console.

Energy Bar

On the very left of the console, there is a thin red bar. This tracks your energy level. You need to keep feeding yourself to keep your energy up. There are several sources of food on Planet Arizona. If you cannot find any, see "Hints". If you do not keep your energy levels up, you will lose the game.

Navigation

Navigation uses Apple QuickTime Virtual Reality to give 360 degrees of vision around and a very wide scope of vision up and down. Once you get used to it, it isn't hard to use, although it may make you dizzy.

Viewing the Scene

- To examine a scene, move the trackpoint. On the screen, you will see a small circle within a circle (the cursor). If the cursor changes into a circle with a hand as you pass it over an object, you are able to interact with that object in some way. The object may be a character with whom you can talk, a item that you may examine, or a direction of movement that you may take. To follow up, click on the object.
- To zoom in on something, press the <Shift> key. To pull out again, press the <Ctrl> key.

- To look around, hold the mouse key down while you move the the trackpoint. The cursor will change into an arrow, and the scenery will spin. Don't forget to look up and down as well as left and right.

Movement

To change position, you must find a defined movement zone. To do this, examine the scene. Turn around and continue to examine the scene until you see the cursor turn into a hand. When the cursor turns into a hand, click. You will move in the direction you were pointing to.

Examining Objects

To zoom in on object, press the <Shift> key. If the cursor takes the shape of a circle with a hand when you pass the cursor over it, then you may manipulate the object by clicking on it. If you have the object in your possession (in other words, if you see it to the right of your console), double click on it to examine it more closely.

Interacting with People

Greeting

To start a conversation with a character, click on the character. Then greet the character using the conversation starter available to you in the console.

- Tip: Help people out whenever possible. It's the only way to get the items you need.
- Tip: Ask the characters about other people in town. The information they give you may be very useful.

Receiving Objects

In order to receive an object from a person, you must usually do a favor for the person. Find out how you can help the person. Follow that person's instructions very carefully. If you complete the task successfully, the person will hand an object to you. The object will then appear to the right of the console. Once you have received an object, you may look more carefully at it by double clicking on its icon to the right of the console.

Presenting Objects

To give an object to a person (or place it somewhere), you need to select it by single clicking on its icon to the right of the console. When you click on the object, a red border will appear around it. Then click on the person you would like to offer it to (or click on the location you would like to put it). The person will take the object (or turn it down politely).

Program Settings and Functions

- s Save the game in the current position. (A Save As box will pop up that will allow you to choose where to save the game, and under what name.)
- t Titles. Turn subtitles on and off.
- 0-8 Volume.
- <shift> Zoom in

<ctrl> Zoom out

<ctrl>+q Quit

Hints

Leaving the Spaceship

In order to leave the spaceship, you must find your body suit and the exit. Look around the room for an exit.

Finding the Town

Once you are out of the spaceship, examine the landscape. Spin around. If you see the cursor change into a hand, you are probably facing the right direction. Click when you see the cursor change.

General Tips

- Play every radio you find.
- Read every poster and book you see.
- Eat all the food you find.
- Look at every picture you see.
- Talk to every person you see.

Food

Think about where you might find food. Did you bring any with you? Where you could buy food?

The Ring-shaped Container

Do a favor for Cathy. Follow her directions exactly.

The Flexible Tubing

Do a favor for Sam. You will need to look for her around the car she is working on.

The Copper Nuggets

Look for pictures of desert animals. Examine them closely for clues. Then go on a hunt for the mine.

The Machine Oil Made from a Plant

Who could give you information about plants? Talk to those people. Also, look around for some books to read. They will tell you information about Native Americans and their beliefs.

The Large Piece of Fiberglass

Ask everyone you meet where you might find a piece of fiberglass. You should also participate in the radio trivia contest. In order to do that, you'll need some money to make a phone call, but you won't find any at the bank. You'll need to work for someone to earn the money.

The Timepiece

Talk to everyone in town to find out who has a timepiece. Perhaps someone will give you something that someone else wants. Then the second person might give you what you want. To find the right people and the right things, you need to find out a lot about all the other people in town-what they want, who they know, and who they like.

The Steel Pipe

Do a favor for Jane in the saloon.

Repairing the Spaceship

After you find all the items you need, return to the space ship and drop them in the deposit slot to the left of the computer monitor. Then lift the red lever on the far right of the navigation console.

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This Website is maintained by [Erika Mitchell](#) and [Michael Noonan](#). Please send any additions, comments, or suggestions to us via e-mail, departmental mail, or in person.