

Rama

①

"This area of the Great Plain is bounded by a number of slots cut into the otherwise smooth, grey floor. Another slot runs through the area's center. Protruding from this slot is a gleaming, metallic pod."

EXAMINE POD > "The pod stands about one meter high, and is about two meters in diameter. Its appearance is that of a flattened, metallic globe perched atop a thin stalk."

EXAMINE SLOT > "You see nothing special"

EXAMINE STALK > "You reconsider your words"

EXAMINE GLOBE > "You don't have that object."

LAURA, ADVISE > "To be honest, I don't know what to tell you, Captain."

WILL, ADVISE > "Whatever it is, it looks kind of forlorn and abandoned."

PIETER, ADVISE > "I know you think I'm a genius, Skipper, but this one's got me stumped."

TAKE GLOBE > "It doesn't budge."

TAKE POD > "You can't"

CLIMB POD > "The pod immediately lurches forward, and you are carried southward at great speed. Fortunately, the pod executes no hair-raising turns. Instead, it comes to a gentle halt just north of the cylindrical sea."

STARE IN GLOBE > "You can't do that here"

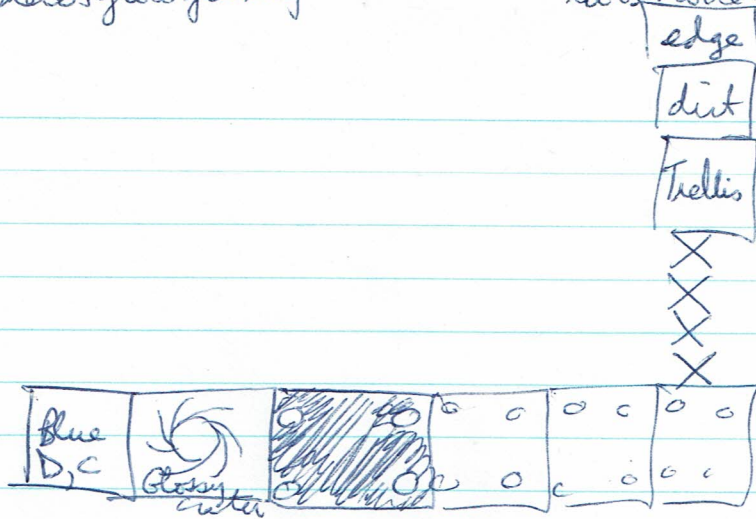


- EXAMINE GLASS > "The glass appears to be clear. The milkiness is caused by some swirling gas or chemical beneath the surface."
- CUT GLASS WITH LASER > "The glass absorbs the laser's heat, the surface remains cool to the touch."
- CUT GLASS WITH KNIFE > "You can't make so much as a scratch."

D - dragonfly  
C - crab

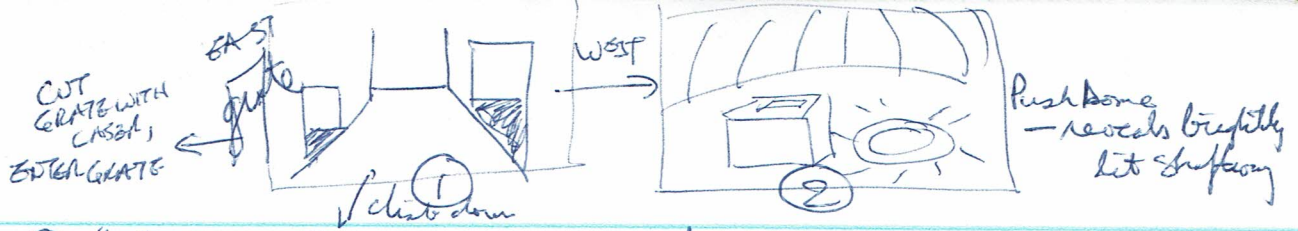
~~water~~  
- Crab moves slowly to crater  
- hemispheres glow faintly

- trellis (dirt surface covered by thick transparent roots + wire rooted in dirt)



### Southern side

- D - Dirt (covered by glass/plastic sheet)
- T - Trellis (rods and wires brittle carbon, 20cm apart)
- H - Hemisphere (glow faintly)
- C - Crater
- B - Blue (featureless)
- E - Edge
- S - Sponge (perforated with holes, like quicksand, platform in mid-air)
- N - Nine Crabs (in 3x3 pattern, with nine button panel also)
- W - Wire Mesh Tent-like Cage-like (closed doors on sides of cage)
- R - Red
- P - Copper (big horn + little horns south)
- G - Slith Grey Surface edge (no traction) (G) - Bars in slope
- F - Three Fences (around a hole, each fence 5m high 6 wire strands) hole 20m across.
- Z - Plowed field? Furrows uniform meter depth.
- Y - Rug/Tapestry of wire (communicator spreads) (acts as antenna) - something is alive out there!
- (Push ROYGB) (Y) - T hexagon tiles
- (Y) - Crystals in sand (you see: crystal) Dust Devil here!
- M - Forest of metal columns 1m to 5m high (music on entering!)  
Columns near you: red, blue, green, orange, yellow.
- K - Very Black square. 1m high podium with black button



① "This is a small, recessed room in the base of bighorn. There is very little gravity here, but with your feet planted where there is some G force, you see 2 doorways. A narrow one, to the east, seems to lead to a very dark shaftway. Around this shaftway is a grate. Very strange markings surround this portal. A wide doorway to the west seems to lead to a dimly lit room. There are bars protruding from the wall where the slope of the Southern hemisphere meets bighorn base"

② "This room is shaped like the interior of a hemisphere. The walls are ~~un~~marked & dimly lit by a soft, white light. The light is emanating from a hemispherical dome protruding from the floor. There is a plain waist high platform in the center of the room. Below this dome are parallel tracks which are highly polished. You see - roomcut 2

EXAMINE DOME > 1 meter diam, milky glass-like, glows almost phosphorescent light.

EXAMINE ROMANETZ > rectangular shape, with both ends missing. About 10 cm long.

On one side there is a circular, darkened glass plate.

On every other surface there are tiny openings & small plug-like

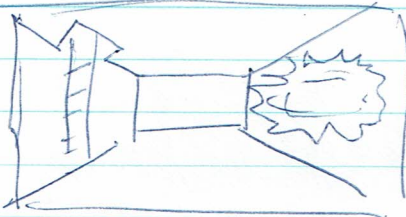
LOOK THROUGH PLATE TWO > within the ovoid object, there is a miniature <sup>protrusions</sup> holographic image - some kind of 3-D picture.

EXAMINE GRATE > This grate has your access from a dark shaftway



ENTER GRAVE > strong suction effect, in shaftway several km long.  
darkness to N, bright base S. Tremendous amount of air going N.  
(death trap as far)

CLIMB DOWN >



room tall & narrow like a silo. long ribbed shaftway up.  
dozens of shelves; each shelf holds a globe with spout protruding  
before each globe is a small light panel. Two shelves in reach:  
one orange, one green. Orange shelf is empty. The room is filled  
with a bright light emanating from the globes.

EXAMINE GREEN SHELF > globe's spout is inserted into soft rubber wall opening.  
white light shines in bottom of globe, & small disk  
protrudes from globe's surface. Swirling movement in globe.  
Panel below the green shelf glows brightly.

EXAMINE ORANGE SHELF > empty, depression & panel is dim.

TAKE GLOBE > You must turn off the light first, as it appears to catalyze  
the replication of chips.

PUSH DISK > light panel blinks out & swirl in globe ceases

Trellis - use file to cut an opening into trellis. But why?

Hexagons - all hexagon tiles are perfectly smooth  
- STEP ON CENTER HEXAGON, EXAMINE CENTER HEXAGON  
(has a small wheel flush with surface)  
- EXAMINE WHEEL - 5 cm in diam  
- TURN WHEEL CLOCKWISE  
centraltile ascends into sky. 3 handrails rise about 1 m.  
Also podium rising from the tile.  
- EXAMINE PODIUM  
Before you is a miniature replica of RAMA.  
lights on podium correspond with lights on southern hemisphere  
- Hexagonal shaft comes to a sudden stop & momentum carries you & your belongings off the platform (die) <sup>HOLD HANDRAIL</sup>

Furrows - made of some kind of metal & covered with small rubs.  
Each rub's edge is extremely sharp.  
CUT FURROW WITH LASER  
The laser's tip slices through the furrow.  
A long narrow piece, about a half-meter long, breaks free.

9 Crabs - Buttons 1-3 crab hoers the land below it  
Buttons 4-6 crab tells the land below it  
Buttons 7-9 crab digs -

Cage - possibly a podium inside. Cage is tightly woven of fine wire  
"PULL DOOR DOWN" inside is podium 3ft high 1ft diam. On podium rectangle is 1-button panel

Fences - climb over them easily. Crater at center is 250 m deep & circular  
3 tunnel exits at bottom, each large enough for an elephant.

> Pushing Button "a chorus of strange but pleasing sounds rises slowly from within RAMA, while all around you, the cage is awakening with flashes of light & color.  
The walls of the cage seem to respond to every note, sending giant arcs of lightning out into the room, to criss-cross over your head."