



THE PLANET OF DEATH

An interactive Science-Fiction Thriller
by David Hutter



This computer game has been created, designed and programmed by David Hutter in 1999 (at the age of 15). It took over 1 1/2 years to complete the development. The programming language used is Power Basic which is based on Microsoft DOS. Unfortunately, most computer these days are not compatible with DOS programmes, therefore here's the story...



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PRODUKTION, PROGRAMMIERUNG GRAFISCHE LEITUNG

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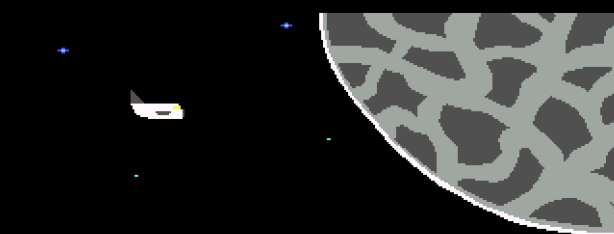
SPECIAL THANKS TO

JESUS CHRISTUS MUM + DAD
MICHAEL HUTTER STEVEN HANOV

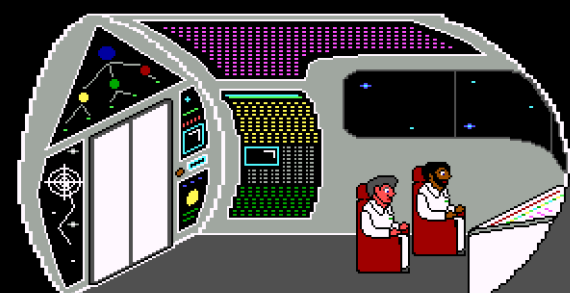
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THE PLANET OF DEATH

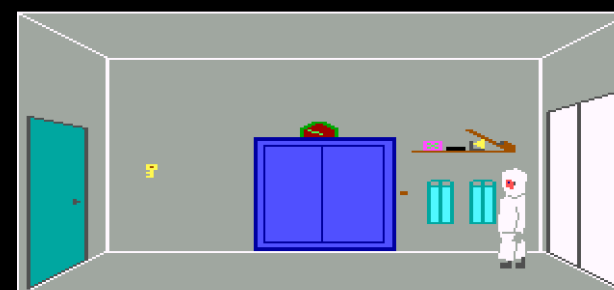
An interactive Science-Fiction Thriller



At their landing the 'Rescue One' is caught in an immense gravity field. The spaceship is falling towards the surface and the crew is scared to death. Shortly before impact the gravity field disappears and both astronauts leave the ship...

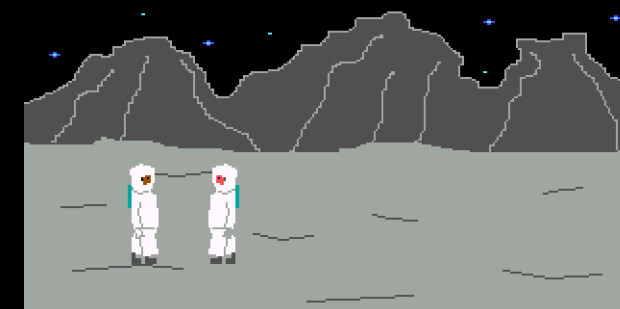


John Smith grabs his oxygen cylinder, his pistol, gun, lamp and some food. Afterwards he leaves the 'Rescue One' through the hatch in the middle.



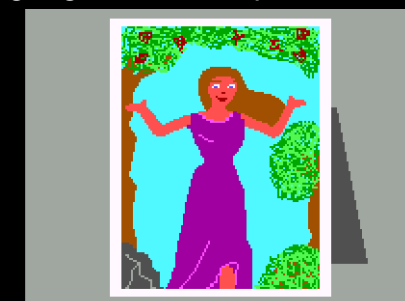
After a chat with his college Steve White

he goes back inside to carry some instruments outside. Steve instead is exploring the area around the spaceship.



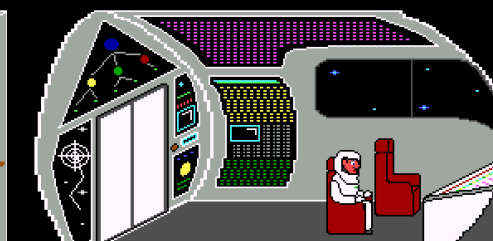
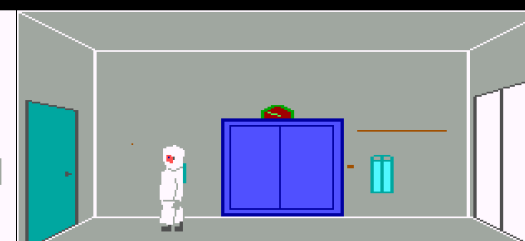
Chapter 1: Inside the 'Rescue One'

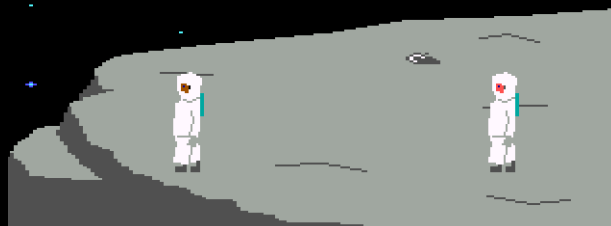
Inside John grabs the key and goes through the left door into the workroom. There he uses the key with the cupboard and picks up the Geiger counter. After having a glance at the picture on the table



he takes the dynamite, the inflatable tent and the box with instruments. Outside again he puts the box and the tent next to the 'Rescue One'. Now he goes into the cockpit (right door) and checks the radio set. He tries to contact Chris Weldon at their mothership, the Sirius. This doesn't work so he goes back outside just in time to hear Steve calling. Quickly he goes further to the right to look for him...

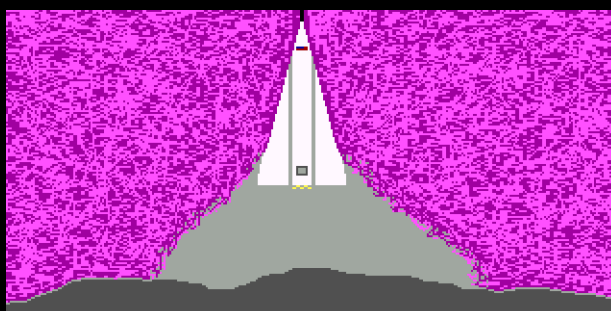
RESCUE ONE



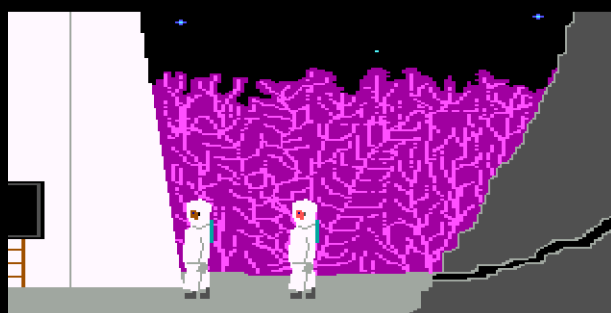


Chapter 2: The spaceship of dead

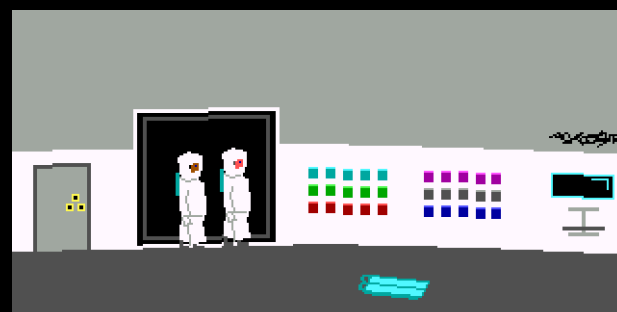
Steve shows John his discovery. From the cliffs they can see the spaceship of the first mission to Pluto: the 'New Hope'! As



quickly as possible both men descend to the other ship and sneak inside...



Inside it's completely dark. With a click on the lamp it gets lighter and the spacemen can have a look around:

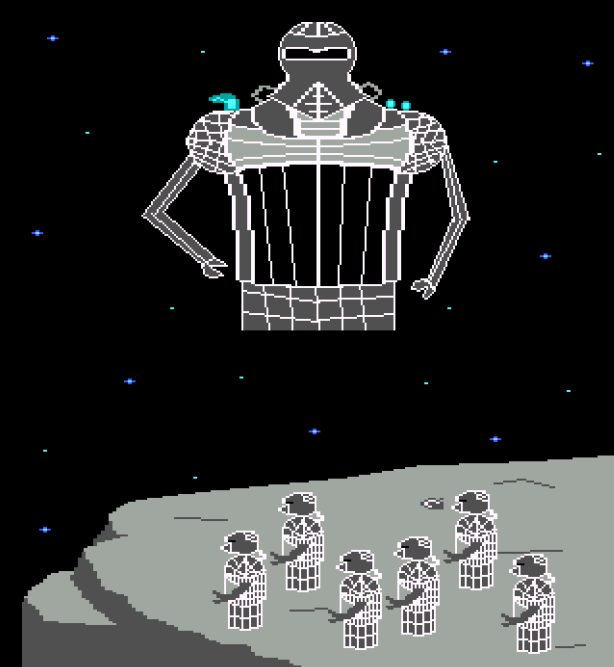
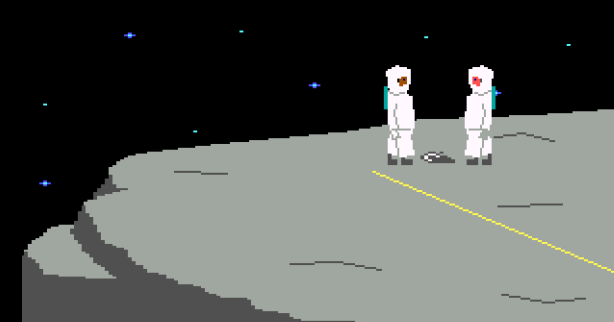
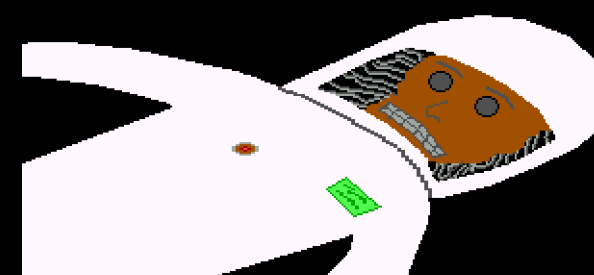


After checking their instruments they realise that the 'New Hope' is ready for Take off but that there's not a drop of fuel left in the tank. As they cannot see any trace of the crew except of an empty oxygen cylinder on the floor, Steve decides to leave the 'New Hope' again.

On closer inspection John discovers a note on the wall: After having a look at the numbers on the armatures, he combines both sets of information to gain the code for the locker: 783! He grabs the shovel and flare rocket and goes back to the cliffs. There he uses the shovel with the peculiar spot in the sand...

Chapter 3: Robots attack

He's completely shocked as he discovers a mummy in the sand. Steve is there



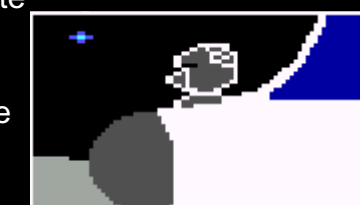
immediately and they detect the name on the uniform: It's Richard Percy, the captain of the first expedition to Pluto. While both stand around the corpse suddenly an army of robots appears and attack the astronauts with lazer beams. In fear of death John and Steve flee to the jungle...



They hide whilst the robots keep searching for them. In order to distract the robots, John tries to use his flare rocket. However, in order to open the panel he needs a knife. As he didn't bring one, he asks Steve for help. He's lucky and can use the knife with the flare rocket...

Whilst the robots are distracted, they decide it would be best to tiptoe back to the 'Rescue One' in order to get some more oxygen and to contact Chris Weldon. However, both are afraid that their spaceship cannot take off due to the gravity field.

As they expect further robots, John and Steve separate and climb up the mountain. Just as John arrives at the 'Rescue One', he sees how Steve -





coming from the

other side is attacked by a robot and shot with a laser. In panic and chased by robots John flees back to the jungle...

Chapter 4: Dangerous venture

The next three chapters are a small Jump'n run game as John is exploring the jungle. To control John you have to use the arrow-keys (right, left, up), space-bar to jump and Enter to shoot. In the first picture he follows the path, jumps over the carnivorous plants and shoots the plant under the first climbing rope!

In the next picture, he simply follows the path. He shoots another plant and climbs up again. After jumping across the chasm of thorns he cannot walk simply to the left to the next level below (otherwise he will be eaten by another plant). He needs to stand at the edge and jump to the left.



John jumps over the branch and goes

further to the left. He can't believe his eyes as a giant scorpion runs towards him. As soon as it is close enough to John he starts shooting at it. In between he moves a step back. Suddenly, he falls over the branch behind him. The scorpion comes closer and closer... at the last moment John manages to shoot again and the deadly monster is finished.



As he gets up, he hears another scream behind him. He turns around and sees another scorpion running towards him!

Chapter 5: Jungle of terror

After killing it (using ten shots) he walks further to the left. On the level below he jumps over the plants and climbs up the rope up into the next picture.

Here John climb down the rope and leaves the picture on the left after jumping over four further plants.

He follows the path and climbs up the next rope. Now he can see the next scorpion coming towards him. Luckily there is some brushwood covered with the deadly plants between them. The scorpion is too much focused on John and blindly runs into the carnivorous plants. As soon as the scorpion is dead, John leaves the picture the same way that he entered has it.

Now he jumping again to the right, climbs up and leaves the picture this time on the



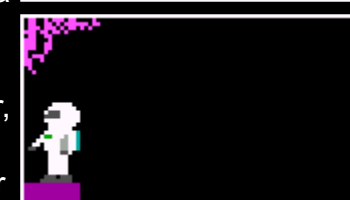
has nothing left to protect him...

Chapter 6: Unarmed and helpless

He jumps over a plant and the chasm and climbs up the next level. Here are two plants very close to each other. The ground between them is not very stable and having stepped on it, it disappears after a short time. Speed is very important!

In the next picture John walks towards the edge. As soon as the scorpion has walked past him to the right, he lets himself fall down and then runs as fast as he can to the left until he falls from the ledge. From here it's no problem to get to into the next picture.

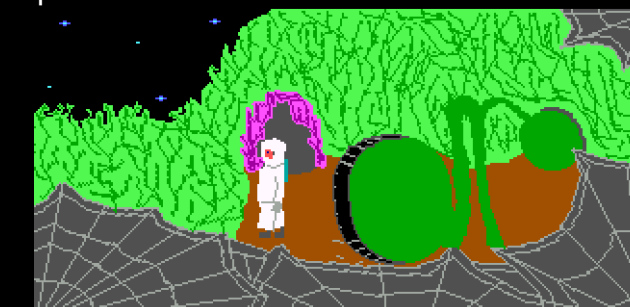
A final abyss is in front of John. On the ground below is a sea of thorns. There are some tiny ledges in front of him. However, these are very far apart from each other



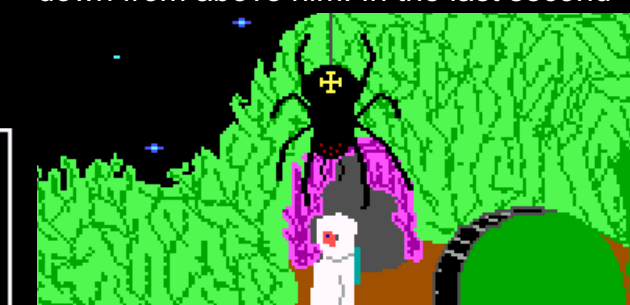
so John needs to go as much to the edge as possible! (Until it looks like only his heel is left on it!) Now he can jump. He does this several times until he gets to the other side. John almost falls into the abyss as the ground is not very stable. The Jump'n run is finished for now and the adventure can continue...

Chapter 7: Graham's report

John finds himself in the middle of a strange looking clearing. All plants are dead and giant spider nets are hanging everywhere between the dead branches. As he cannot go any further, he takes his pocket knife and tries to cut himself a



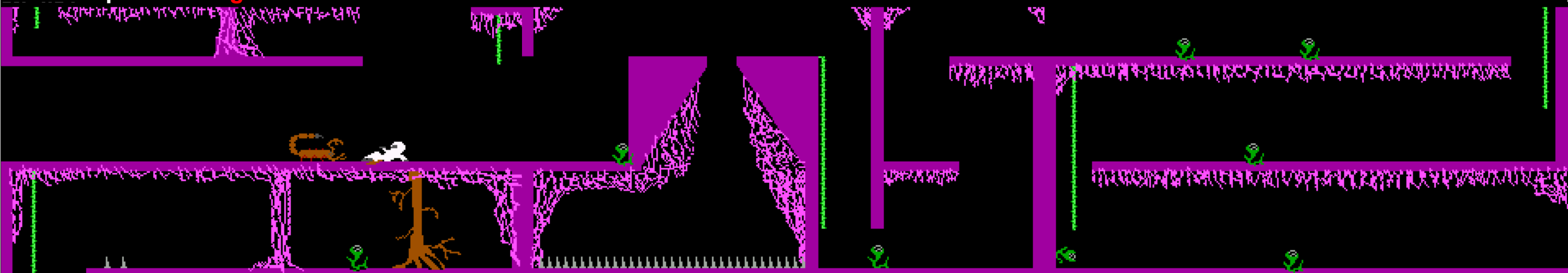
passage through the nets. Whilst he struggles to open the zip of his pocket he does not realise how a giant spider glides down from above him. In the last second



before it is too late for him, John he detects the danger and jumps a few steps back. The monster falls on the ground in front of his feet. To bring himself to safety John quickly turns around and finds shelter inside the calyx of a dead plant behind him. The spider is too big for the small entrance and bounces off the calyx.

As it is very dark inside the plant John turns on the light as he did it previously

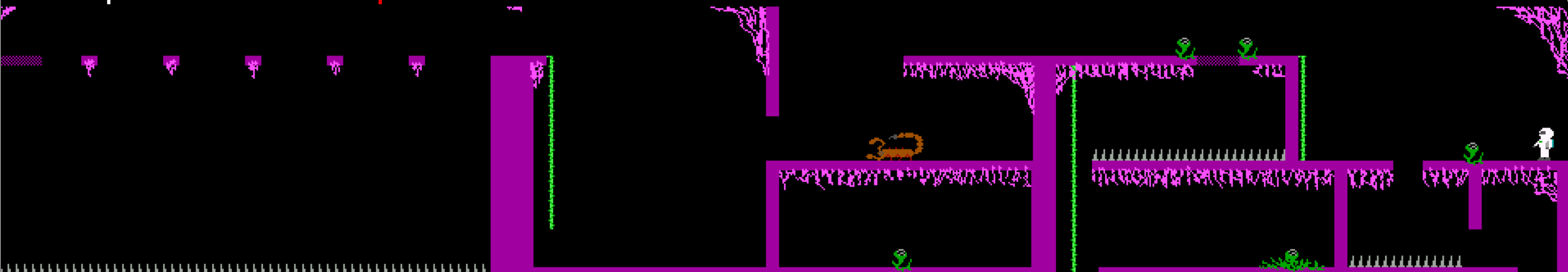
Chapter 4: **Dangerous venture** Level overview



Chapter 5: **Jungle of terror** Level overview



Chapter 6: **Unarmed and helpless** Level overview

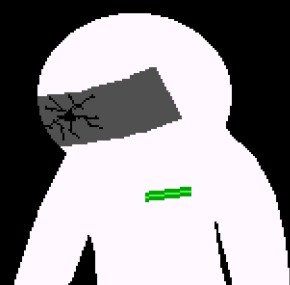


inside the 'New Hope'.

It gets lighter and John is in shock! In the middle of the calyx he finds the corpse of Jack Graham! He still has a pistol in his hand that he has used to

commit suicide.

In his pocket John discovers a tape recorder which



he opens in order to find a small tape. Graham used the tape to record his story: After being caught in a gravity field, his crew was stranded on the planet. On their first excursion on the planet's surface one of his colleagues was then attacked and eaten by a sandmonster, a creature that lures for prey under the sand. A sudden attack by robots then killed his other friend.



After hours hiding in the jungle fighting with monsters, Graham managed to follow some of the robots back to their main base. Hidden in endless mazes underground he managed to find information about the whereabouts of the machines.

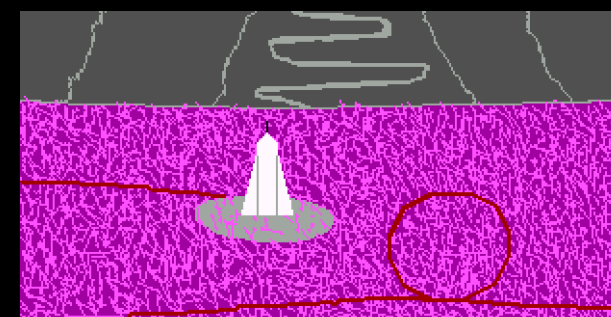
According to some recordings he found, Pluto was used as an outpost by an alien race. Due to an atomic strike, all lifeforms died, however, a few creatures (such as scorpions, lizards, spiders, etc.) that were hiding underneath the sand surface survived and mutated.

***"I want to say to mankind: Stop with all your wars! Stop being so egoistic and narrow minded! Life is beautiful. I know because I have only a few minutes left."* - Jack Graham**

Although the aliens are gone, the robots still patrol the area. After hours of trying to find the command centre within the underground network, Graham eventually walked back, trying to find a safe and quiet place to die. Finding shelter in this plant, he recorded the message and then killed himself to avoid a slow or painful death.

The report leaves John frustrated and terrified. However, he decides to somehow flee from this calyx and spider.

Firstly, he pushes against the thorn in the middle of the calyx. He has to try this several times until he is finally successful. Next he cuts off a piece of Jack Graham's spacesuit with his knife. He uses the shred of cloth with the sharp thorn and waves them both through the small hole of the calyx. This lures the spider closer to the plant. She jumps onto the calyx and clings to it. John seizes this chance and rams the thorn into her body. Finally free he starts his journey back to the spaceship.

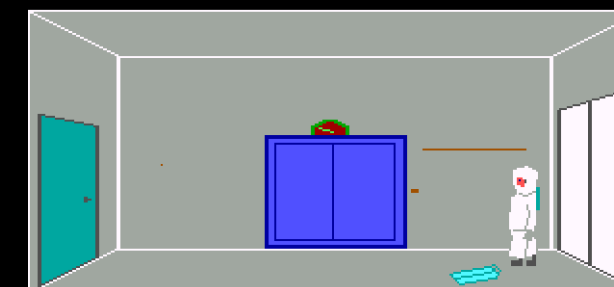


Chapter 8: Back at the 'Rescue One'

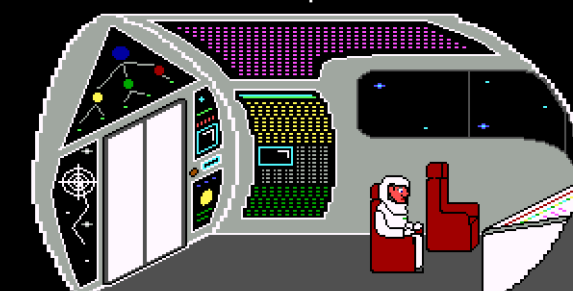
The spaceship is guarded heavily by robots. Discouraged John hides behind a rock and gazes at the motionless machines. Suddenly a sandstorm darkens the sky and the area around him. As fast as he can John runs towards the hatch and dives into the spaceship.



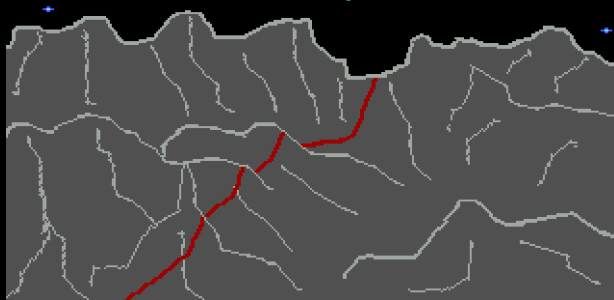
It feels good to breathe air again without an oxygen mask. John throws the old cylinder on the floor and takes another one



for later. Next he goes into the cockpit and turns on the main power unit to



destroy the robots outside. The deadly machines are melted. The 'Rescue One' however remains solid on the planet surface without taking off. The gravity field is stronger. John accepts that he cannot flee. Neither can he contact Chris and so he decides to find the secret hidden cave system that Graham mentioned.

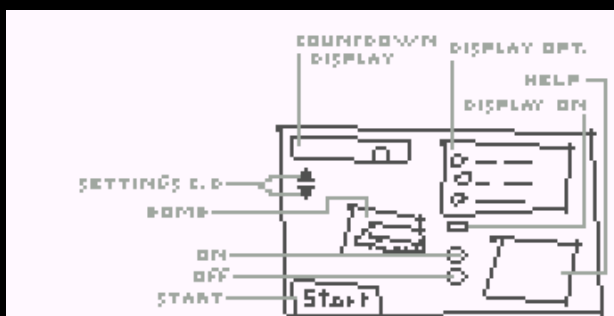
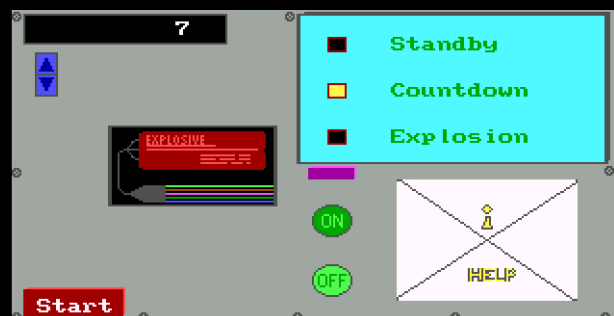


Chapter 9: The eye of the enemy

After a long walk through many rifts and many rough spaces, John finally arrives at the crater. Just as starts climbing down the hill, an object looking like an eye glides



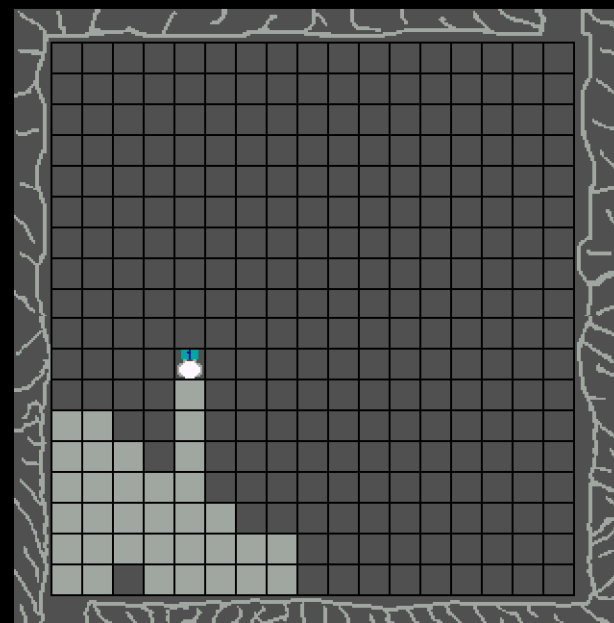
towards him. Completely irritated he sees a horde of robots leaving the main entrance of the central mountain - moving towards the eye. John combines that the eye is another mechanism that detects intruders and sends a message to the robots. A desperate try to shoot the eyeball fails.



To get himself out of this awkward situation John grabs his dynamite and sticks it into the slab of rock in front of him. After pressing the On button, he switches the display on (switch on top of the ON-button), picks the option 'Countdown' and sets the timer to 8 seconds. Finally he submits all his settings by pressing 'START'.



John takes cover as quickly as he can... the bomb explodes... clouds of dust raise... he can't see anything... bright light... After half an hour all the smoke and dust settle down. The robots have left, the eye is still hovering at a different spot in the distance. John continues his journey to the central mountain.



Chapter 10: The sandmonsters

This chapter is similar to Minesweeper. John needs to be navigated through a field of sandmonsters using the arrow-keys.

The number on his instruments indicate the amount of monsters around him. The place of the sandmonsters is set randomly and therefore are different each time. Anyhow it is possible to choose the difficult easy, medium or hard. (Cheat: If you press X, Y, Z and then Esc you can see the places where the sandmonsters are hidden!)

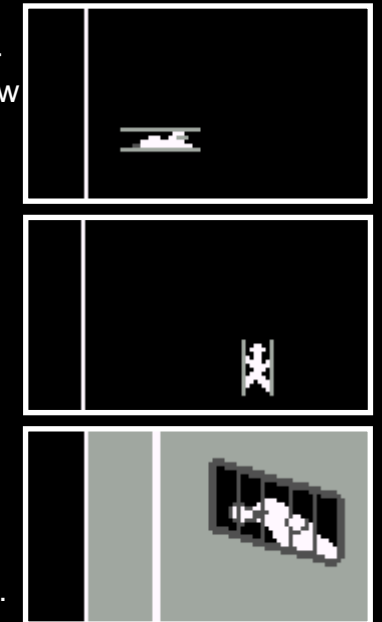


Chapter 9: The secret cave-system

After finishing this task John arrives at the mountain in the middle of the crater. Now he needs to get into the caves somehow! John goes a bit further to the left and finds himself at the entrance which is guarded



by robots. There's no chance to get past them so John needs to find a different way in. He walks around the mountain to the right until he finds an odd looking black shape on the wall. After taking a closer look and John assumes that this is the shadow of an alien that has been standing here. Some very strong source of light - such as the atomic explosion Graham mentioned - must have been responsible for the shadow being burned into the rock while the alien evaporated. After some more inspections he discovers an air shaft which was difficult to see due to the shadow. He opens it and crouches through the shaft towards his uncertain future.



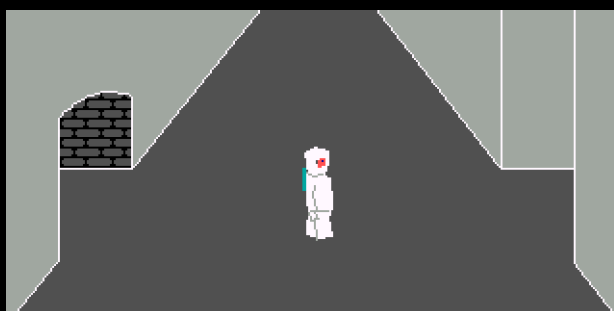
Chapter 12: Inside an endless maze

After a pushing through pipes and shafts he reaches an immense tunnel system. Every attempt to follow a tunnel ends with him coming back to his starting point. As he doesn't have any clue of direction, he



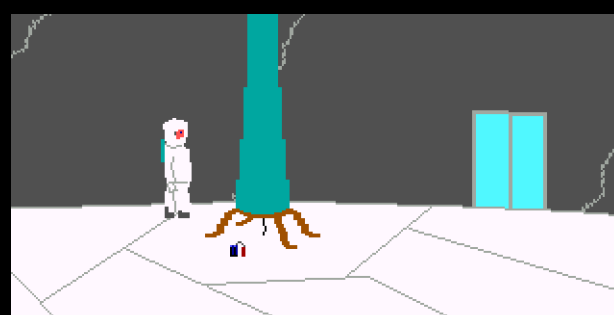


needs to think of way to methodically progress through this labyrinth. Without thinking much longer he grabs his Geiger counter and uses it. Surprisingly it indicates some radioactive radiation. The Geiger counter points towards different directions which John has to follow: (West: left / South: down / East: right / North: up) After a few turnings John finds a small dark tunnel leading further to the left.



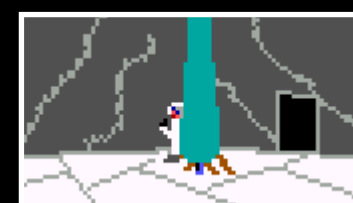
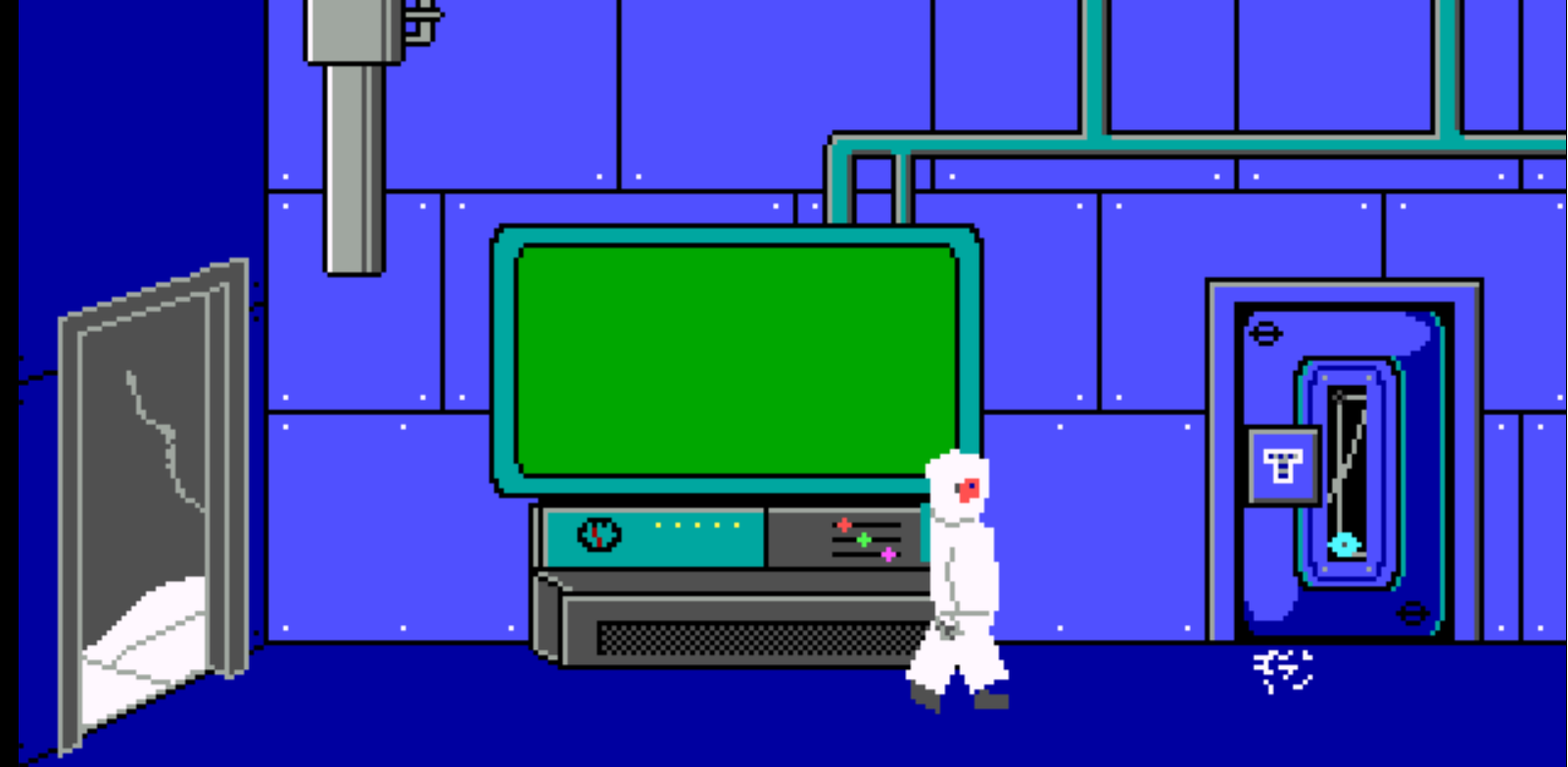
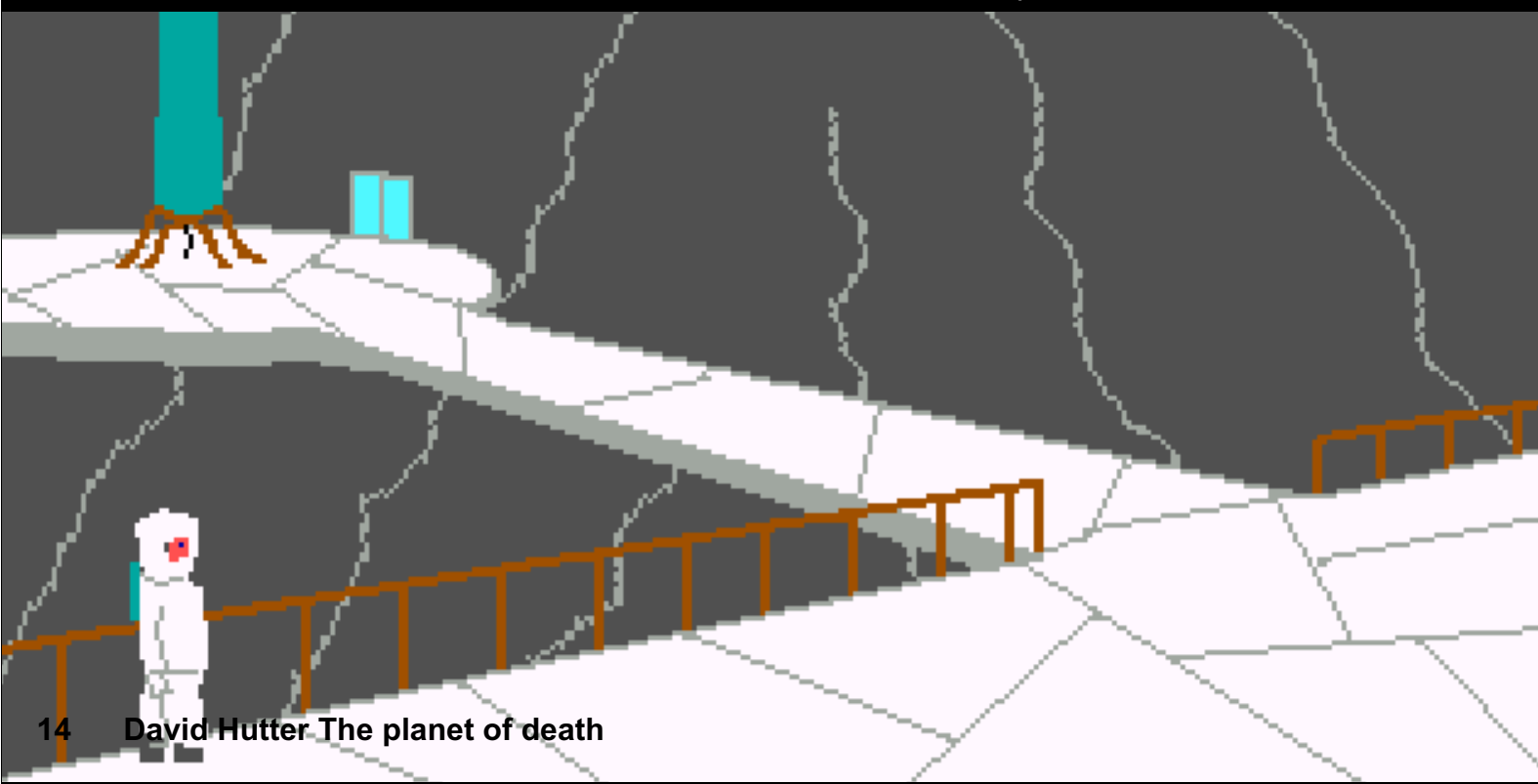
Chapter 13: Loaded weapons

Full of caution he enters a hall through the narrow tunnel on his left. A small bridge leads to a huge rocket. He walks towards it and picks up an igniter with timer that is



lying next to it. After severing the ignition cable of the rocket with his knife he can attach the timer to the cable. John sets the timer to five hours and decides full of joy about his success to leave the devilish cave-system and wander back to his ship. He hopes the rocket will destroy everything including the gravity field making it possible for him to leave.

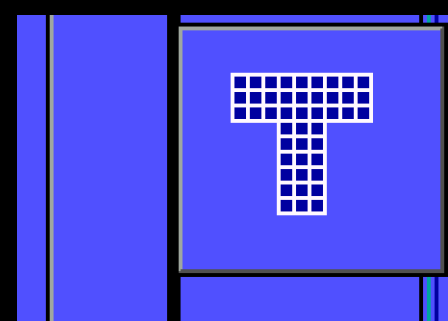
Just as he goes about leaving the hall another horde of robots enter. The astronaut runs back to the rocket and hides behind it. In the meantime one of the robots inspects the automatic door next to John and opens it.



Quietly John slips into the just recently opened room to avoid being detected by the robots planning to wait until his enemies disappear.

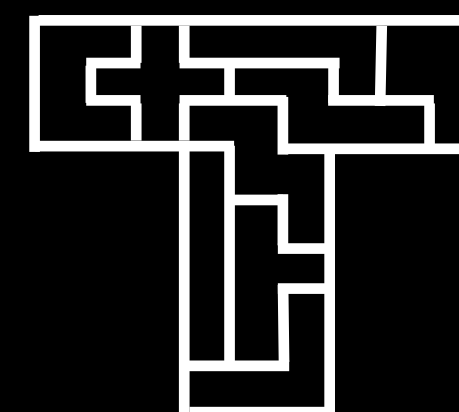
Chapter 14: Inside a control-room

John is glad and relieved to have found this shelter but realises far too late that the door behind him is closing again. The way back to the spaceship is cut off.



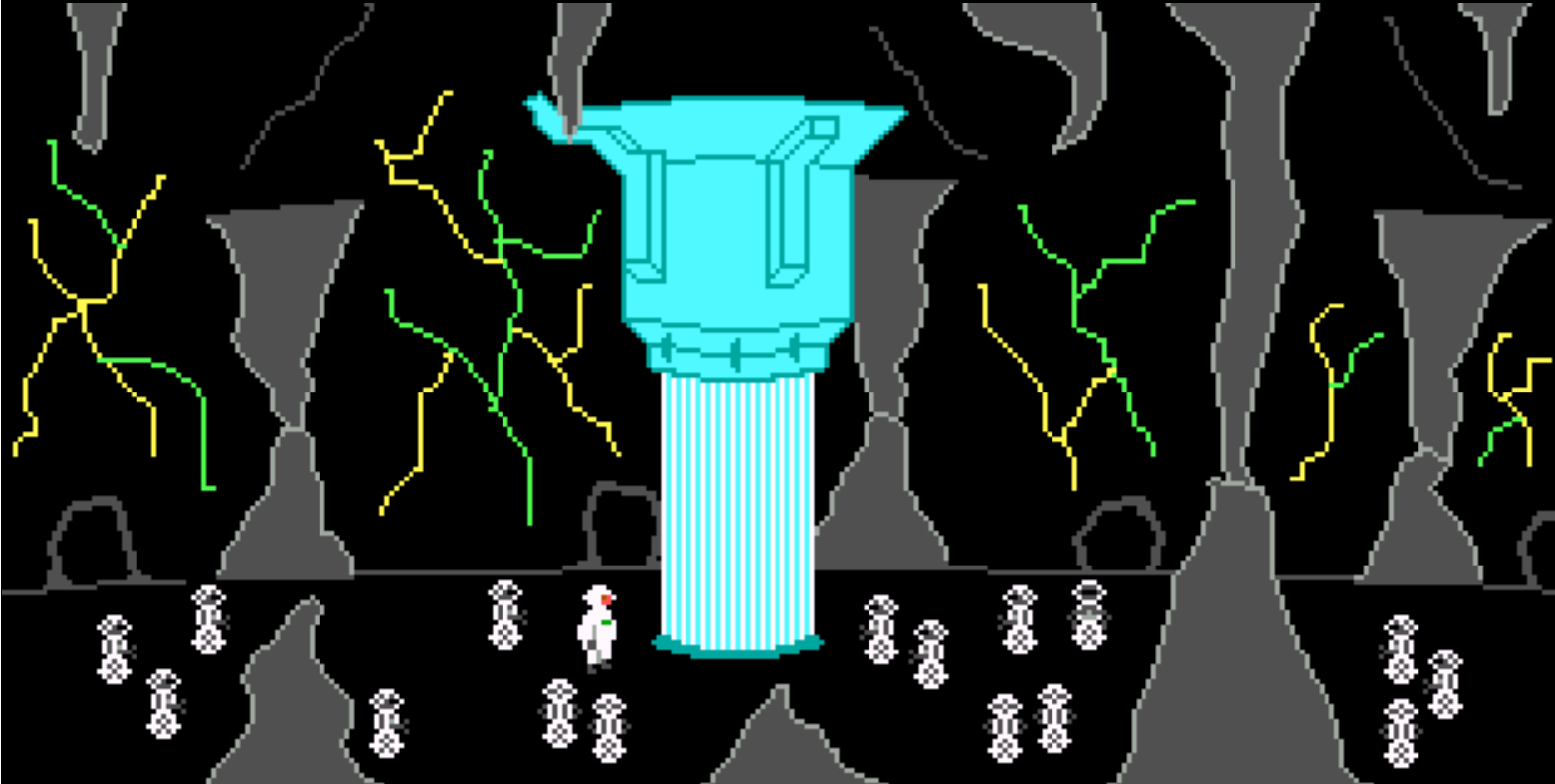
Depressed and disappointed John looks around the control-room. Some weird

shaped tiles on the floor attract his attention. After adding them to his inventory he uses them with the panel on the second door in this room. (To take pieces out again press ESC!)



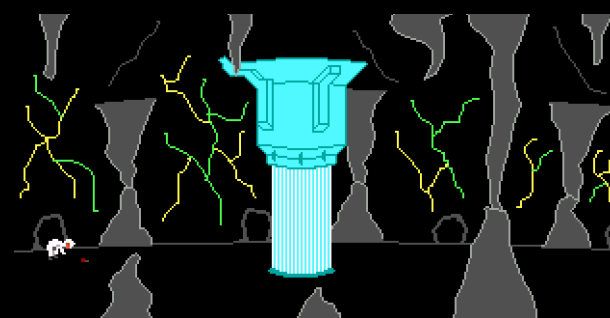
Just as the last piece is inserted into the panel the heavy door opens and John enters a dark and gloomy tunnel...



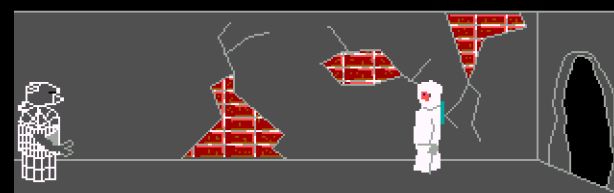


Chapter 15: Radioactive radiation

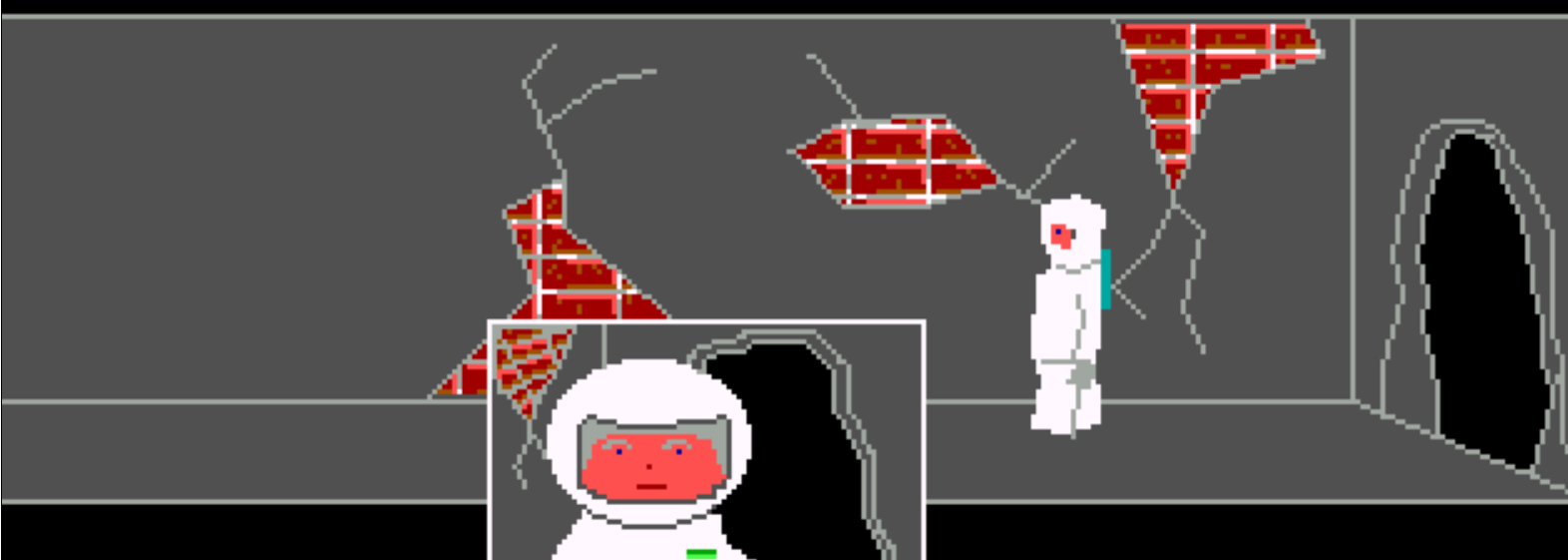
A few minutes later he ends up in another massive cave with a huge and bright reactor at its centre. John realises that as soon as the rocket explodes (that was set two chapters ago), it will destroy this reactor and before John will be able to take off, the explosion will evaporate him and his spaceship!



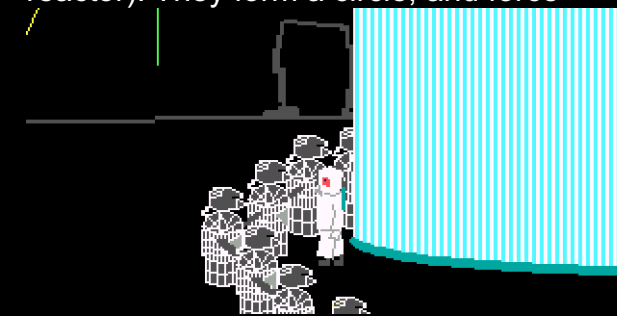
Out of habit he pulls out his Geiger counter to see the intensity of the radiation. In desperation he throws the Geiger counter on the floor. But before he can pick it up again, the electro-magnetic powers of the reactor draw the Geiger counter to its core, melt and destroyed it. Aware that he can do nothing here, John decides to follow another tunnel...



Just as he enters the tunnel another roboter moves towards him. John runs back to the cave but suddenly robots come from all sides. However, for some reason they are afraid to shoot (John



guesses it is to not accidentally hit the the reactor). They form a circle, and force



John closer and closer towards the reactor core intending to kill him this way! As soon as John realises that there are only a few more steps away from certain death, he ducks, breaks through the chain and throws himself against the next robot (Click on robots!) It reels, staggers and



finally falls towards the reactor. The electricity and energy of the reactor flows from robot to robot (as they hold each others gripping tongs when forming the circle) and finally the melt and shut down. Full of exhaustion John carries on his odyssey and ventures through the next opening in the wall.

Chapter 16: Deadly path

This chapter is similar to the Jump'n run game at the beginning of the game when you had to lead John through the dangerous jungle! (Arrow-keys, spacebar and Enter!)

John jumps over the electricity leak on the floor and leaves the picture to the right.

Here he climbs down the chain and comes back to Picture One by leaving this screen to the left.

After taking the elevator going down by one level he activates the button on the left with his pistol (first however he has to climb up the chain!). Then he uses the elevator again to descend into Picture 3.

To reach the next elevator John has to jump across the chasm (for that purpose he has to go as much to the left as possible - until only his heel is left on the edge). After taking the lift down another level, he activates the next switch with his pistol and moves to the next level below. Next he jumps over the electricity leak and walks into Picture 4!

On the other side of the abyss are robots! To avoid being shot he takes the elevator up a level as quickly as possible and walks back to the left into Picture 3.

He pushes the button and steps back into Picture 4.

His last action (the turning on of the button) has activated a bridge across the abyss. He takes the lift down again and lures the robots onto the bridge. As soon as they are on the bridge he flees back up again into Picture 3.

Now he pushes the button twice: the bridge disappears for a moment and the robots fall into the abyss!

The danger is banned and John can climb up the chain on the right into Picture 2.

Here he jumps over the electricity leak, activates the switch and marches back to the right - down the chain!

He walks back further to the left.

John jumps over the electricity leak, uses to elevator to go up two levels, jumps across the chasm and uses the second lift.

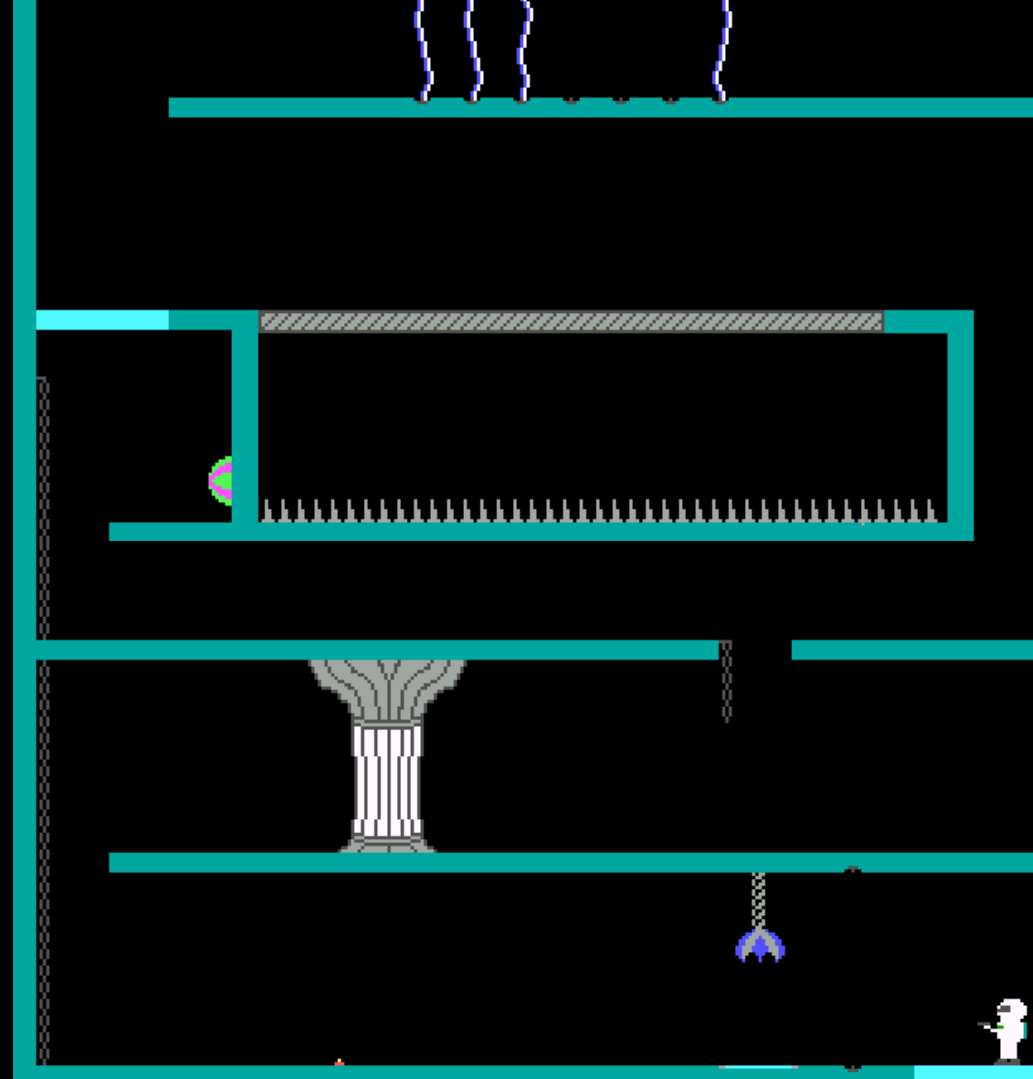
He moves up another level with the elevator and leaves the screen to the right.

Finally back at his starting point he can now use the lift on the right und rises up into Picture 5.

At this point the game creates a new Savegame within the same chapter! So don't worry if you fail at one of the following challenges: you don't have to play all the bit from the beginning of this Jump'n run again!!

At first John jumps over another electricity leak. Now he climbs up the chain and runs as soon as the pillar has lifted to the other side. John takes the chain on the left.

He pushes the button which activates a bridge across the thorns. Now John can go back into picture 5!



This time John takes the chain on the right!

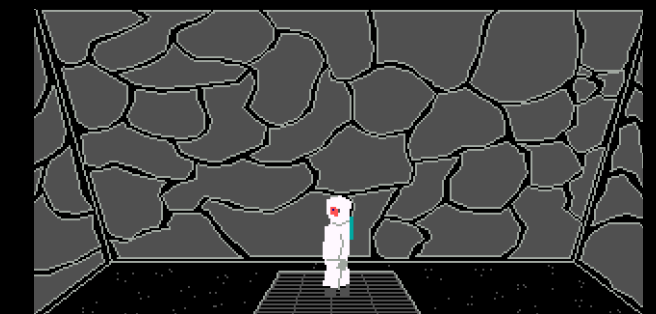
Now he walks to the left and uses a lift for a last time. The following bit is a bit tricky: To get through the electric barriers he needs to go as close as possible to the first one and run to the right as soon as the first barrier turns off. On the other side he leaves to the final picture.



He finds himself inside a dark cave. In its middle is a huge abyss. Suddenly a robot enters on the other side. There is no way to escape. John takes a deep breath and jumps from the ledge...

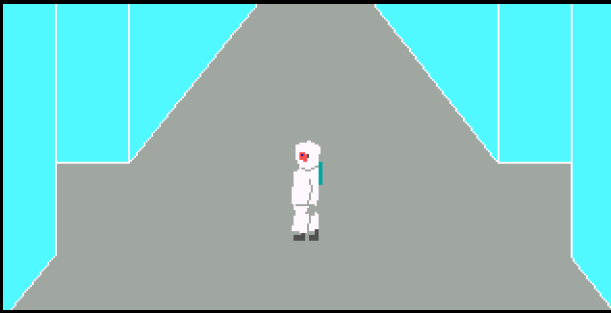
Chapter 17: Chased and lost

He falls to the bottom of a huge air shaft. After getting up in pain he has a glance around. It's impossible to climb up again! Then John discovers a lattice on the ground. John tries to open it with his hands which doesn't work. So he gives it another go with his knife. As the knife breaks, John just wants to give up as the lattice suddenly opens. He falls into another maze...

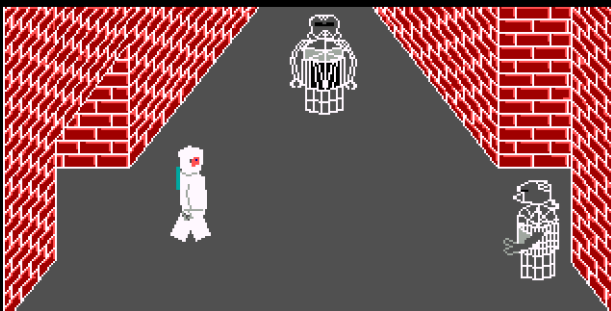


Chapter 16: Deadly path Level overview

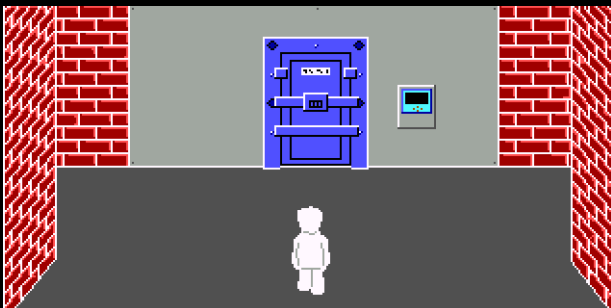




John is devastated: It is impossible to flee from this prison. Frustrated and tired he looks into the different tunnels. The robots have already found him. After looking into the tunnels he always will find one without any machines. He runs through the maze trying to escape his certain death...



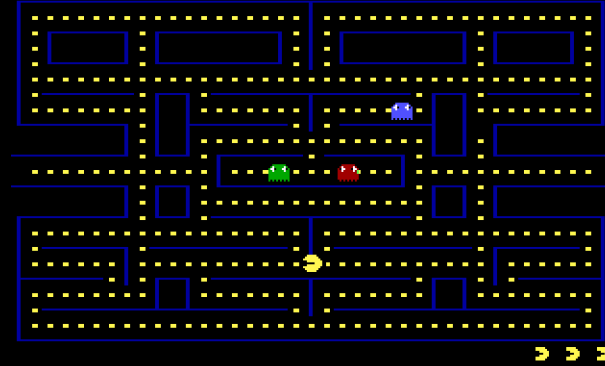
Shortly afterwards the robots have nearly caught up with him. John does not have to look around, he merely runs into the next corridor to hide. But now robots seem to come from all directions. Further and further John flees into the labyrinth. His flight ends in front of a locked iron door. In panic he tries to fiddle around with the opening mechanism.



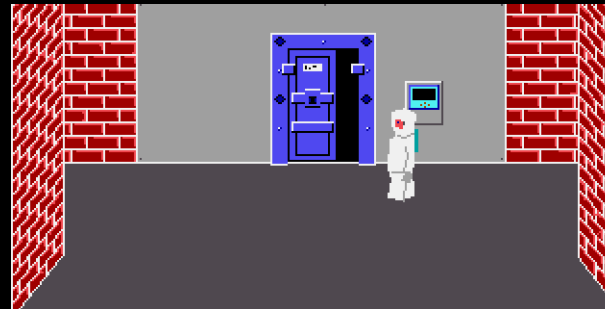
Chapter 18: IT - The evil force

To open the door John needs to get past a small Arcade-sequence. At first the computer will ask you for an optional speed. As this depends on the speed of

your computer and the difficulty you want to play with, the game offers a range from

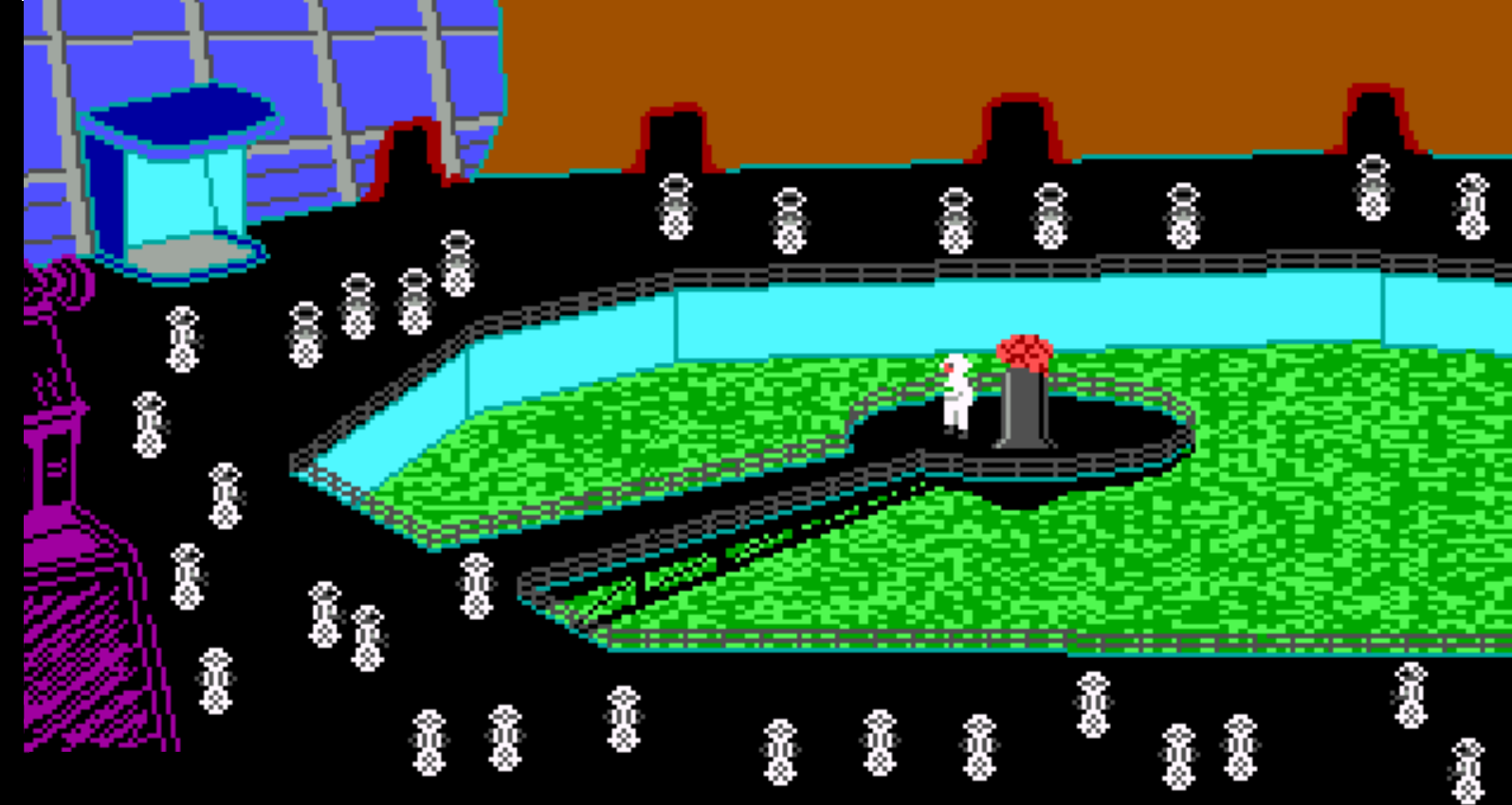
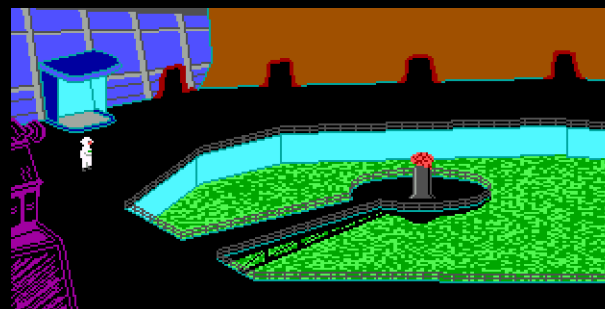


1 (fast) to 30 (slow), however if 30 is still too fast for you it's no problem to pick a higher number. The aim of the game is to eat all the yellow dots with your PacMan before the ghosts will get you!



The door opens and John enters a massive cave with a brain sitting on a pillar in the middle. This is the first point where you can decide how you want the story to end. You have a short time to click on the teleporter on the rear wall. If you pick this option John beams to the planet of Aliens and this chapter is finished. The game continues with "Chapter 19a: The alien laboratory". If you don't click anywhere the story continues by itself:

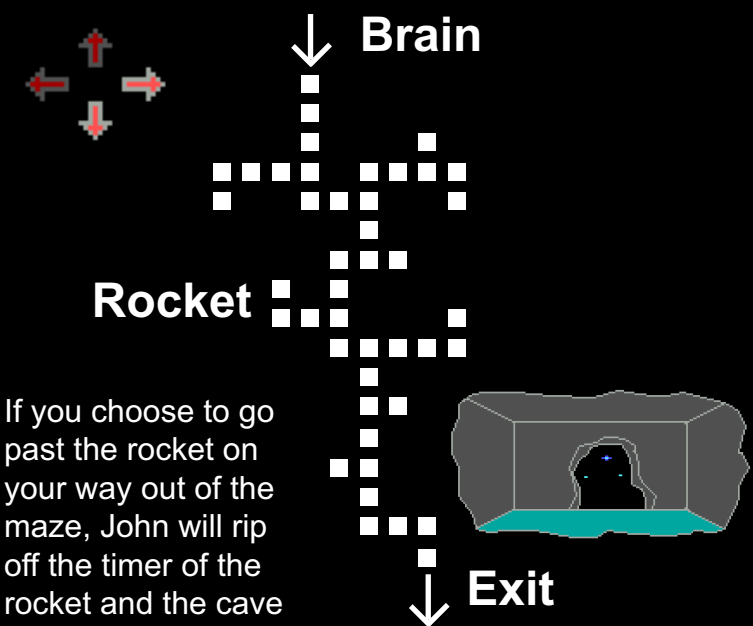
John steps on the ramp on which end the brain is resting. Full of distrust he investi



gates it and before he can do anything else robots appear at all entrances and corridors and fill the cave.



another labyrinth. After switching on the light, it's your task to find the exit. John is controlled by the arrows on the screen...



If you choose to go past the rocket on your way out of the maze, John will rip off the timer of the rocket and the cave with surrounding area will not explode at the end of the game. Outside the cave system John starts his way back to the spaceship...

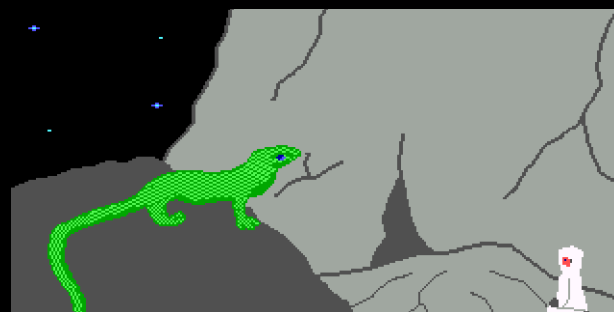


Chapter 19: The giant-lizard Level overview



Chapter 19: The giant lizard

John staggers slowly back towards the spaceship. At the edge of a hill however he finally collapses and rolls down a slope and remains lying on the ground in complete exhaustion. Just as he makes out the 'Rescue One' in the distance and decides to stumble on, a giant-lizard appears! John just manages to stop himself from being eaten as he finds safety within a small cleft. It leads into a small



cave. Nevertheless, the only exit remains blocked by the lizard waiting for its prey. After inspecting a rock in the middle of the cave, John discovers a gap that leads into a bigger cave system. He levers the stone block away with his shovel.



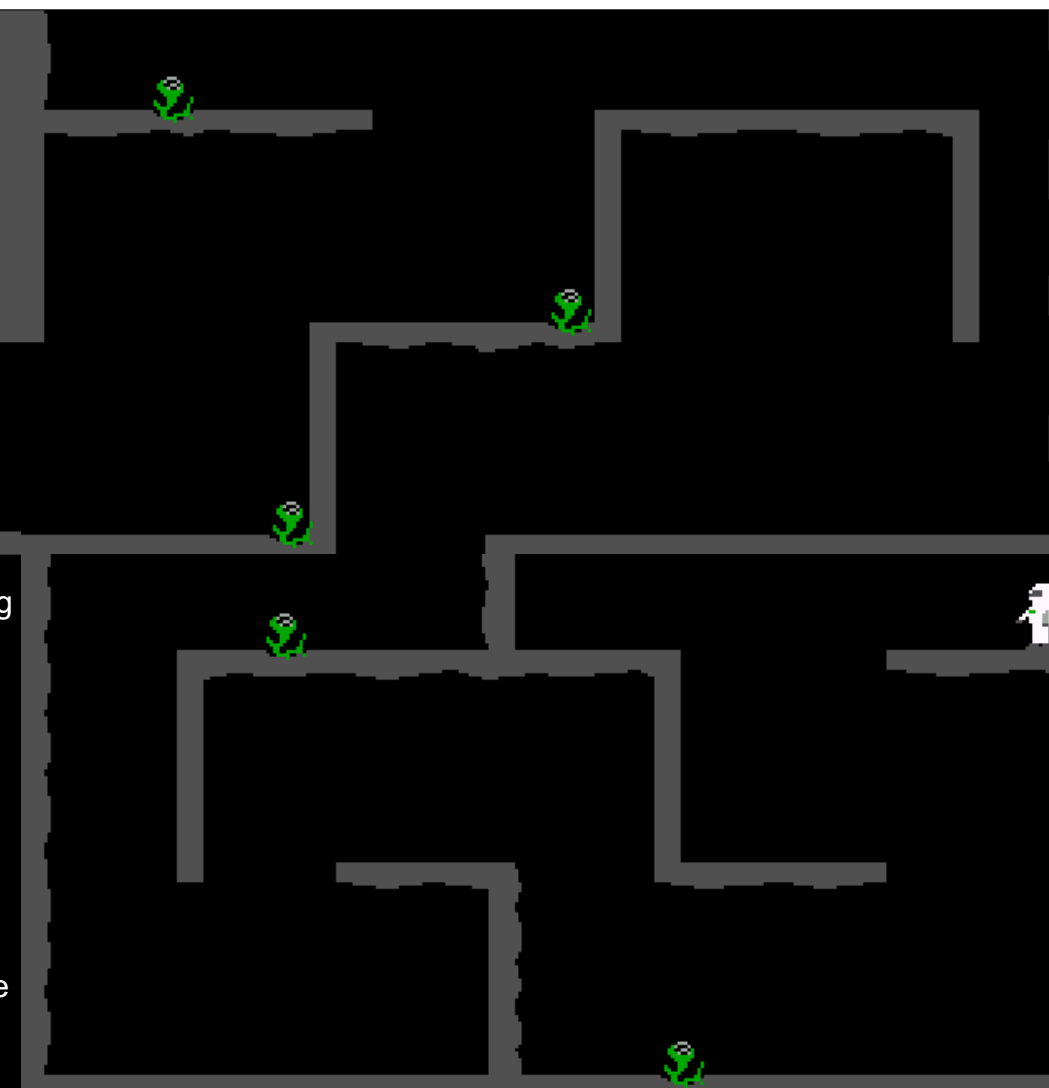
Here the game continues with a further Jump'n run. In Picture 1 John follows the path, jumps over the carnivorous plants and climbs up the stone wall.

Next John climbs up a further stone wall and jumps from here to the left until he reaches Picture 3. He carefully avoids the

carnivorous plants by jumping off the edge.

The next part is a bit harder. John climbs up the wall and in order to get to the other side John has to cross a sea of thorns. The stones on which he steps are not very stable and disappear after a few seconds. He has to move very fast! The gap between each stepping stone is quite big, so John has to go again very close to the edge before jumping. (It's helpful to make sure that only the heel of his shoe is left on the rock.) After surviving this danger the astronaut climbs down the second wall and leaves the screen.

Here John follows the path, jumps over plants, climbs up the walls and leaves the chapter on the left!

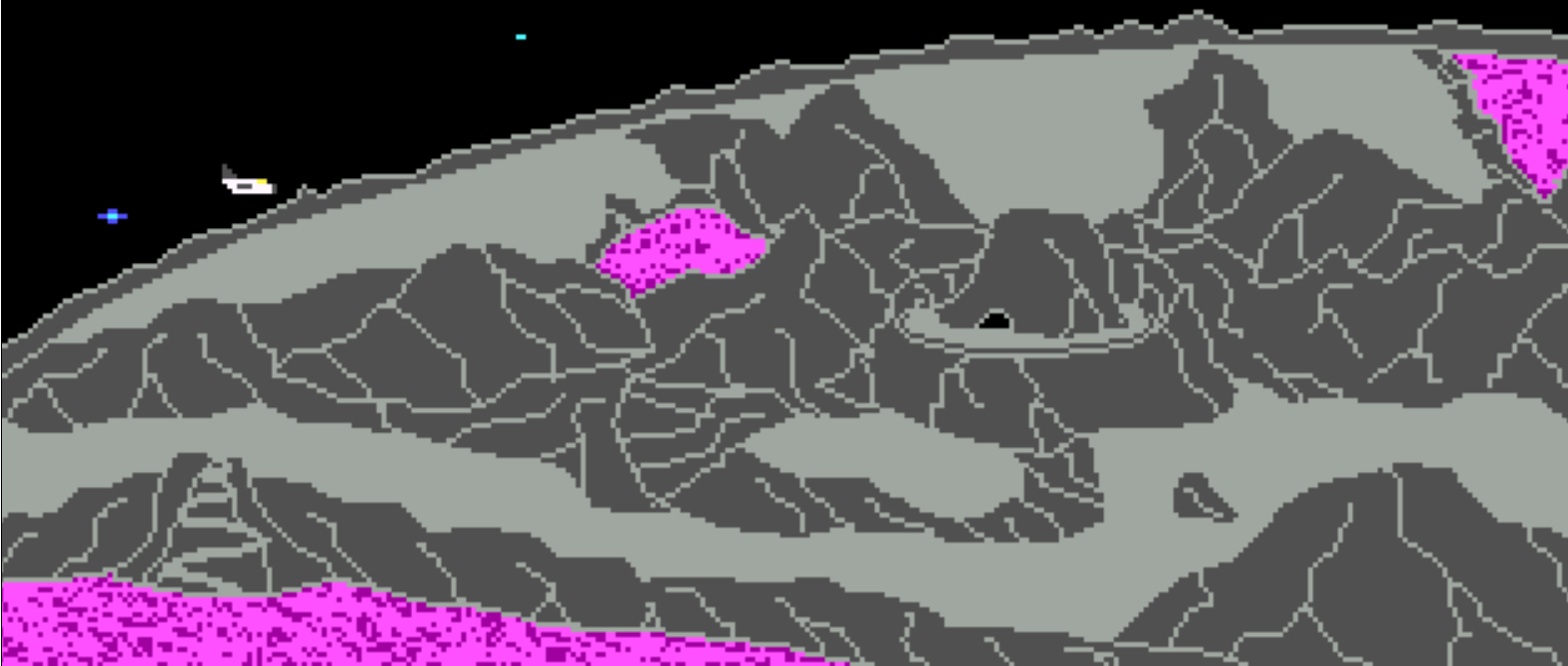


John leaves the cave in safe distance to the giant lizard and continues with his return to the ship.

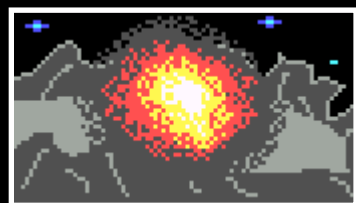
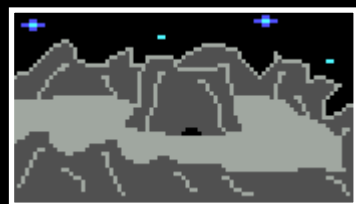
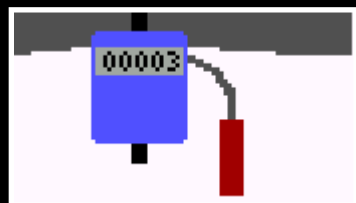
Chapter 20: Escape to freedom

Eventually, John arrives back at the top of the cliffs. Without wasting time he rushes to the cockpit, sits down on his pilotseat and starts with the Take-off sequence... at first he needs to insert his target position.

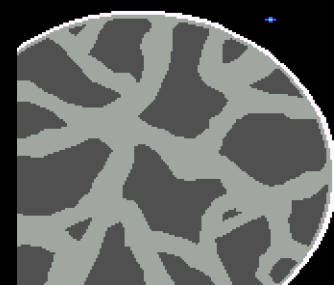




He takes a look at all the options on the screen (click on it) and selects the number written below the motherstation Sirius. If he however inserts another destination the endsequence will change and John will end up being lost in space!



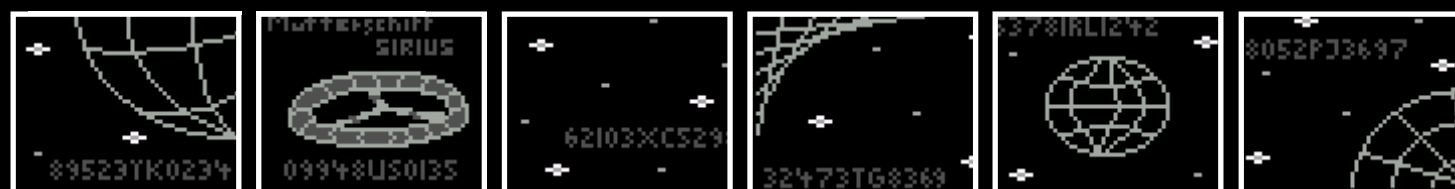
He activates the purple switches on the right: The gates are locked. Now he presses the green button in the middle to turn on the engine, the first red button to set the power unit to online and finally the last red button to start the ignition: The spaceship takes off and leaves the planet of death behind just as the rocket within the caves sets off, destroying the reactor and causing a large scale explosion.



Finally, he contacts Chris Weldon at the space station, receives the coordinates and is docking to his home base.

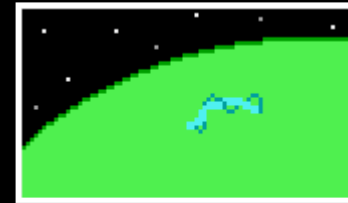
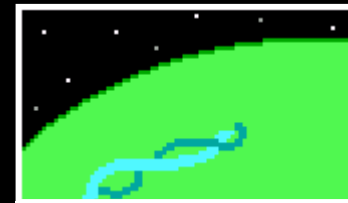
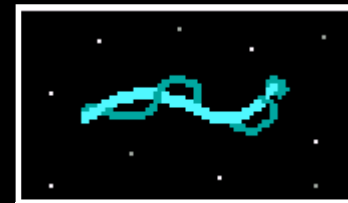
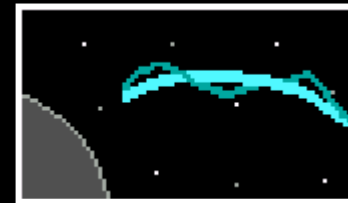
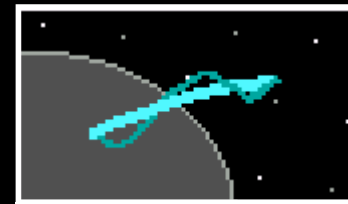
“John held Graham’s tape tight in his hand. Perhaps this was a new beginning...”

Well done for completing “The planet of death”, however there are further alternative endings...



Chapter 19a: The alien laboratory

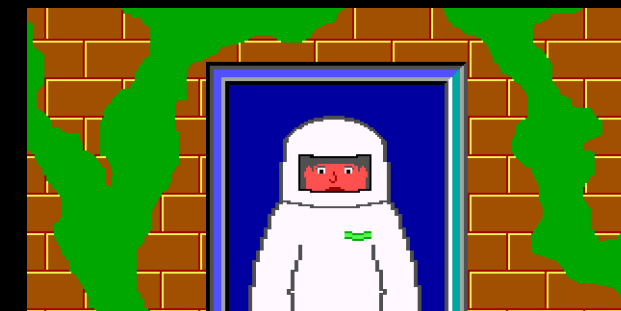
Starting from Chapter 18: “IT - The evil force”, John decides to use the teleporter in the central cave. Immediately he beams onto another planet and finds himself in an abandoned and with plants overgrown laboratory.



In order to open the door he takes the red card that lies on the floor and uses it with the slot of the machine in the background. A panel opens revealing a switch.

John pushes it and a further button on the door blinks. As this button is now linked to electricity the astronaut can use it: The door opens a little bit but gets stuck.

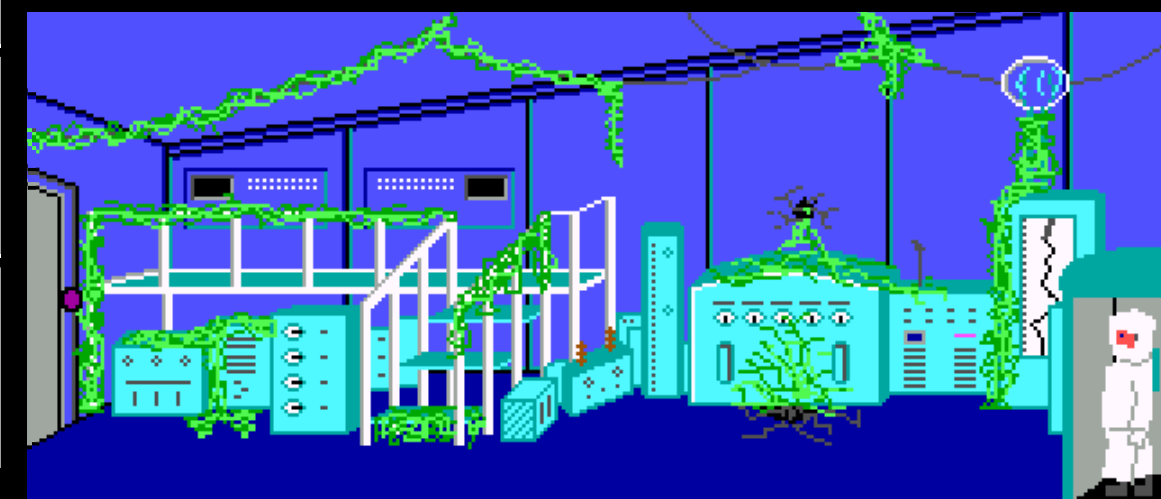
John uses his shovel to stem the door open and finally step outside the alien laboratory.



Outside he will see the planet of aliens for the first time. He is overwhelmed by its beauty but also alarmed of being stuck here for ever. Slowly he descends the stairs towards the valley. After several yards however the path ends.



As he can't go any further, he looks around... Behind a bush (in the middle of the picture) he discovers a tiny path that he decides to use.



Chapter 20: The planet of aliens

John walks to the left. He jumps over a poisonous plant. In the middle of the picture the ground is not very stable so John falls down a level. He follows the path and shoot himself a passage way in order to leave the picture at the left.

A huge tree hinders John to pass. He climbs up branch after branch and jumps from the top level towards the right. There he catches the next rope to climb it up.

It goes higher and higher. At the top he shoot his way free again through further undergrowth. Then he starts to descend on the other side.

John jumps off the tree and leaves the screen towards the left.

Next he climbs up the final wall, jumps across the last few poisonous plants and across a pool of water. Finally the last Jump'n run level is finished!



In the following endsequence John meets his first real life aliens.



This way to solve the game is finished leaving much room for a great sequel!



THE END



Appendix 1: Alternative endings

In total there are five possible different endings to the game:

1. The planet of Aliens
2. Lost in Space - Explosion
3. Lost in Space - No Explosion
4. Back home - Explosion
5. Back home - No Explosion

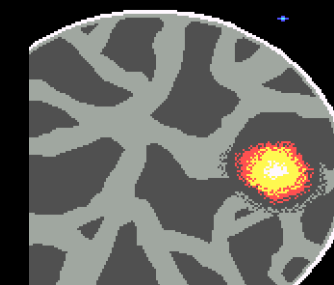
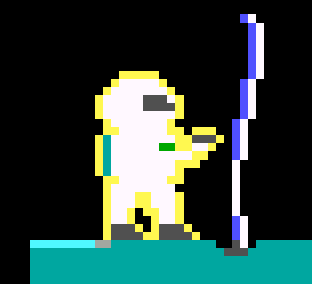
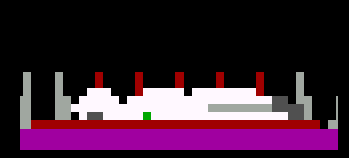
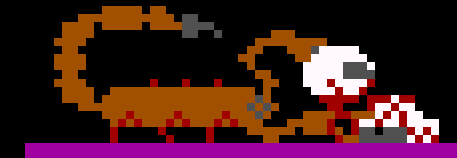
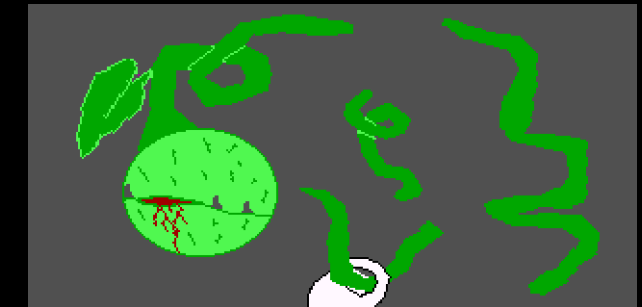
Why not trying all five of them!??

I hope you've enjoyed the game and am looking forward to any comments!
Thanks for playing!!
- David Hutter



Appendix 2:

GAME OVER



Chapter 20a: The planet of aliens Level overview