

King of Space

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king of space

hypertext science fiction

by sarah smith

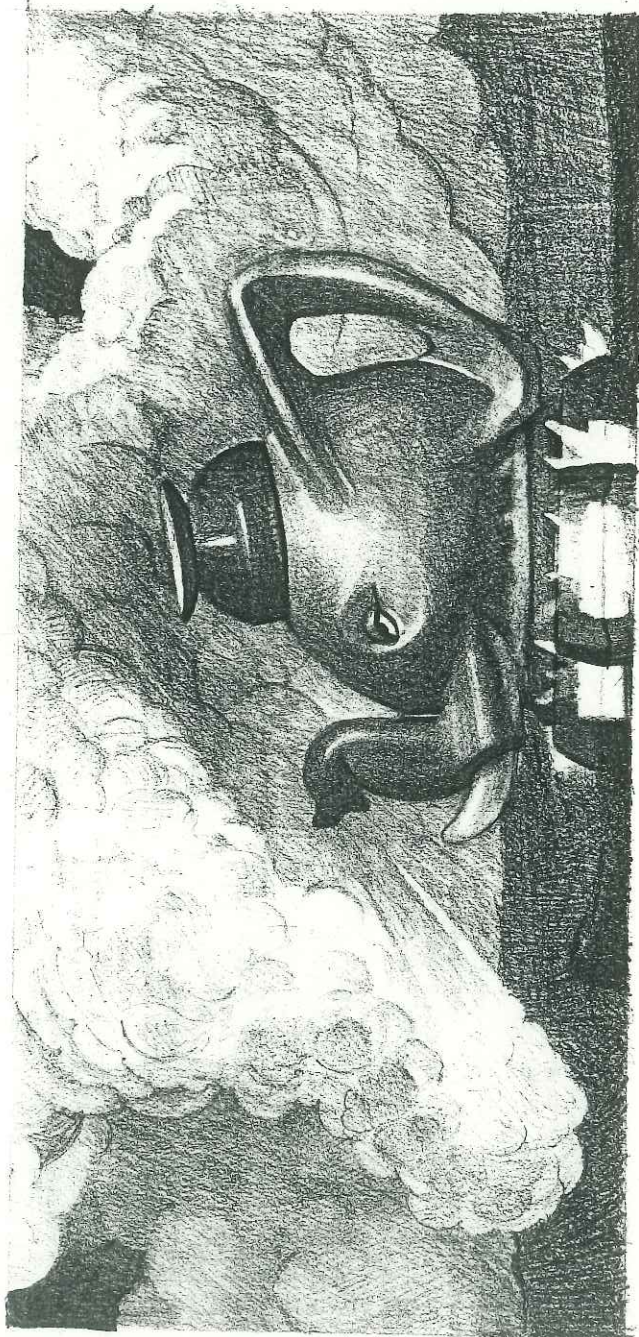
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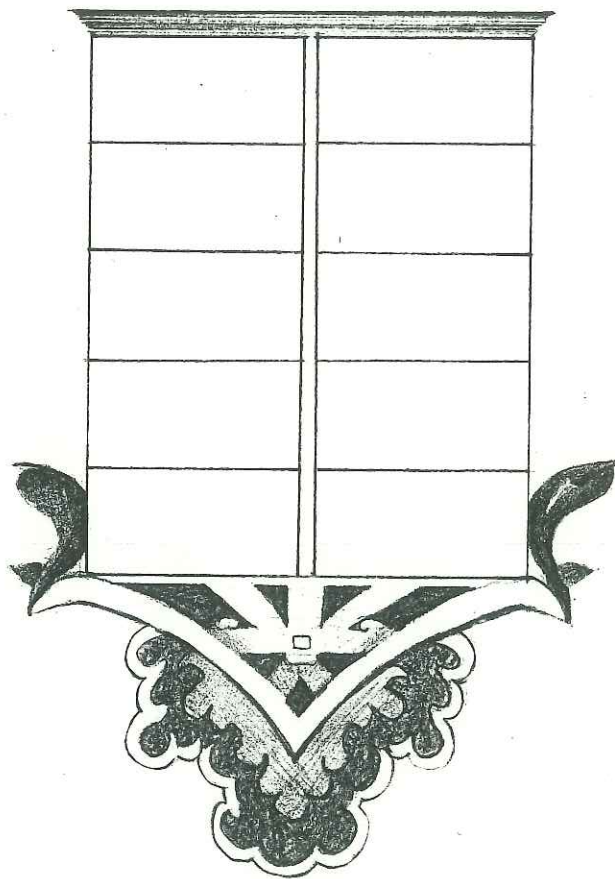
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SARAH SMITH has been a science fiction fan since reading *The Day of the Triffids* and has been involved in hypermedia since 1984, when she headed up one of the first programs to put a large documentation database online. She is the author of the first full-length interactive science fiction novel, *King of Space*, published by Eastgate Systems in December 1990.

Set on a deserted, dying spaceship in the Asteroids, *King of Space* tells the story of Tam Rosse, warrior against the Emperor of Terra. To survive, Rosse must rescue the ship from its mad ancient master, "King" Brady. The other human on the ship, the Priestess of Pallas, will give Rosse power over Brady and the ship—but the Priestess is the Emperor's ally, and her price is Rosse's free will. Which of the humans will win, and how? And how will any of them deal with Brady's inhuman lover, the ship herself?

Sarah Smith is also one of the authors of the innovative SF novel *Future Boston*, to which she contributed four stories; one of these, "Three Boston Artists," was recently published in *Aboriginal SF*. Other authors of this science fiction novel include Nebula winners Geoffrey Landis and James Morrow, Philip K. Dick finalist D. Alexander Smith, and regular *Asimov's* contributor Alexander Jablokov. WGBH is planning to do a program about this novel in its "Twenty-First Century" series.

She is working on a new SF interactive for children and on *Stars*, a paper-based novel set in the same world as *King of Space*. Her Victorian Boston mystery, *The Child Killer*, is under consideration for publication in 1991 or 1992. She holds a Ph.D. in English from Harvard University, where she created her own course of study in experimental fiction; she also studied at the Slade Film School in London. Her company, MediaSmith, designs and creates documentation and online training. She lives in Brookline, Mass., with her husband and kids, four computers, and a 22-pound Maine Coon Cat, Vicious.

O woman, mystery, Terra!
In that faraway place, the Moon
has such gravity that tides and winds follow it.
Air does not rise but is held down by its own weight.
What could be more dangerous, or more magnificent?
In space not a bee can escape its place in the arcology,
but on Terra animals have breathed their lives and died,
unseen by any human, as though man were not the

king of space

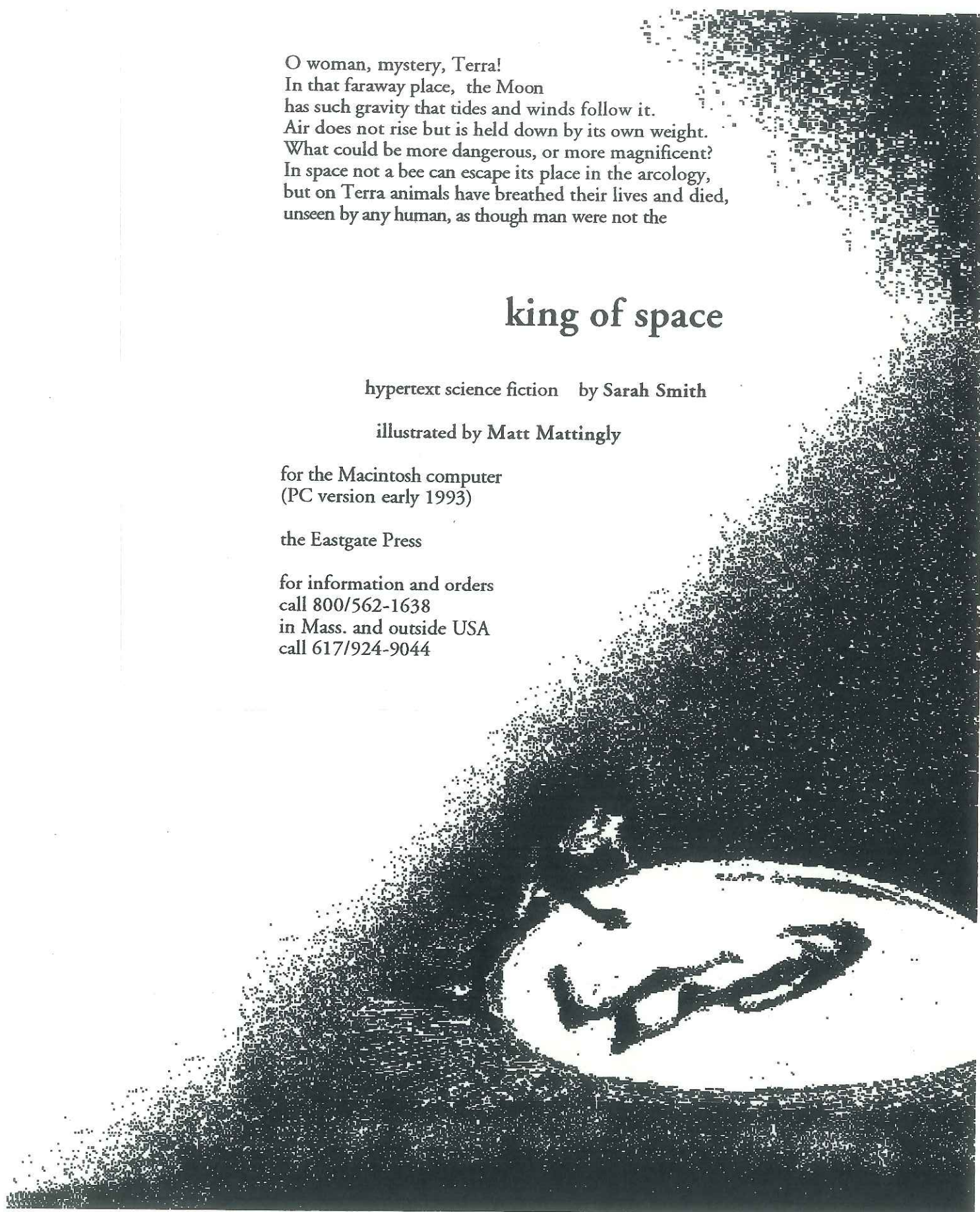
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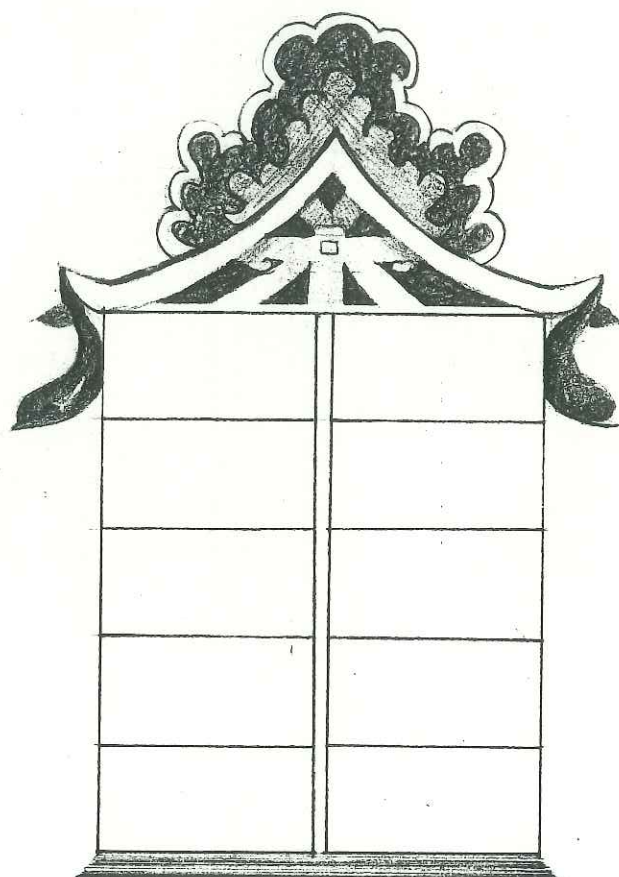
for the Macintosh computer
(PC version early 1993)

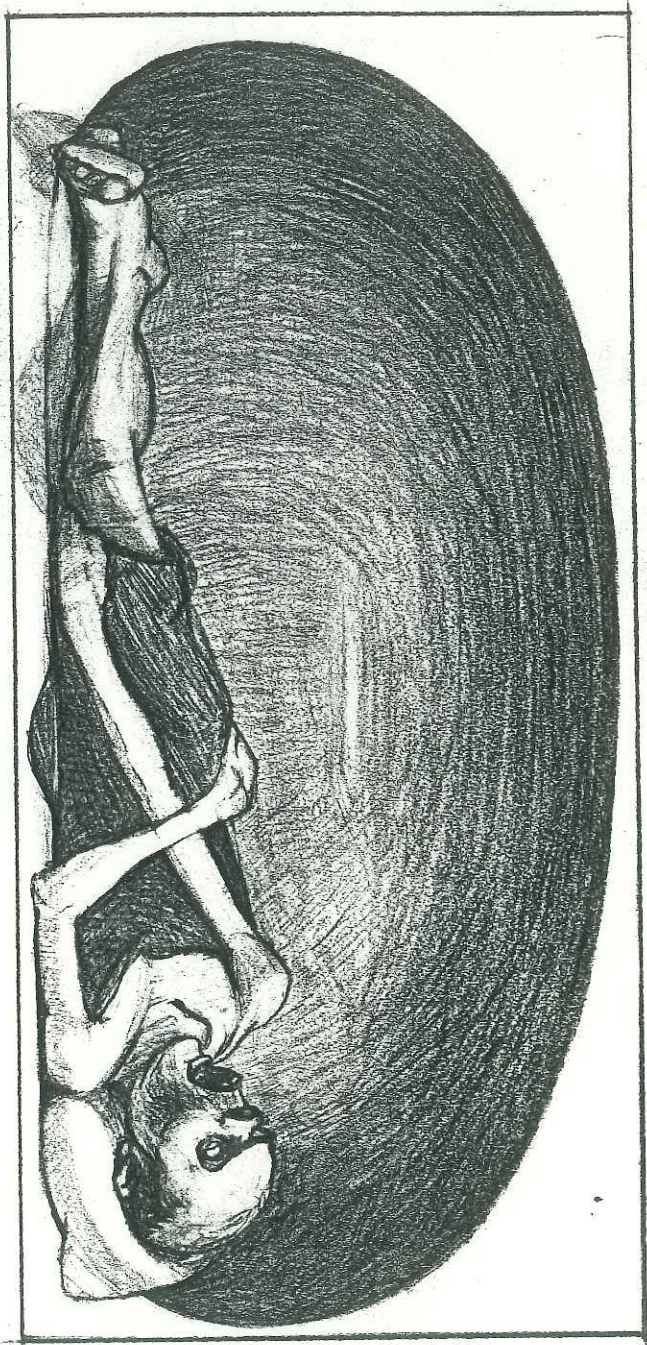
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Oh woman, mystery, Terra—In that faraway place, the Moon has such gravity that tides and winds follow it round the planet. Great Terra exerts such force that air does not rise but is held down by its own weight. The air is open to the stars. What could be more dangerous or more magnificent? In space not a bee can escape its place in the arcology, but on Terra animals have breathed their lives and died, unseen by any human, as if man were not the king of space.

King of Space is a hypertext science fiction novel, set in a deserted spaceship among the Asteroids. Tam Rosse, political criminal, needs the spaceship to save a revolution. But to get it, he must fight "King" Brady, the only human aboard the ship, and the ship's half-mad interface, the semi-human Lady Nii. Tam Rosse is himself being hunted by the virgin Priestess of Pallas, who needs a lover, bodyguard, and slave.

King of Space breaks new ground in science fiction. Neither a traditional game nor a conventional novel, it mixes literature with animation, mazes, puzzles, and games. It is extensively illustrated by Matt Mattingly. Programming development was headed by Mark Bernstein, developer of HyperGate; the award-winning music is by Michael Druzhinsky.

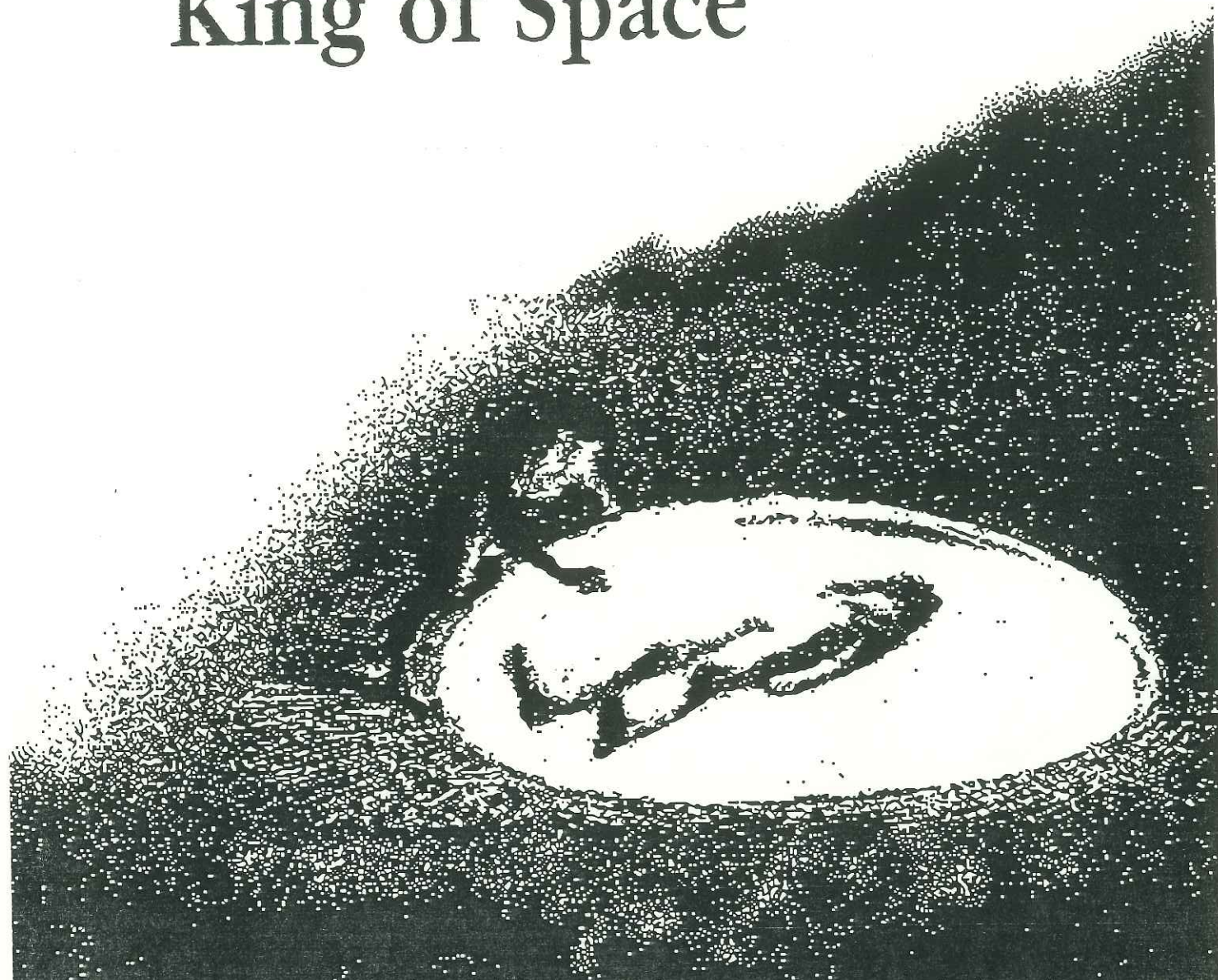
Sarah Smith has also written a novel, **The Vanished Child**, about murder, amnesia, sex, and redemption in turn-of-the-century New England, which Ballantine will publish in hardcover in Spring 1992. She has recently finished a collaborative novel, **Future Boston**, written with authors including Nebula winners Geoffrey Landis, Philip K. Dick Award finalist D. Alexander Smith, and regular *Asimov's* contributors Alexander Jablov and Steven Popkes. Her *Future Boston* story, "Three Boston Artists," made the 1990 Recommended Reading lists of *Locus* and *Aboriginal*.. She is currently working on a novel, **The Bunraku Stars**, set five years after **King of Space**, and on a children's interactive fiction, **Radiator**. She lives in Brookline, Mass., with her husband, two children, and a 22-pound Maine Coon cat, Vicious. To keep Vicious in cat food she writes manuals and educational hypermedia. She is an active member of the Science Fiction Writers of America and the Cambridge Speculative Fiction Workshop.

King of Space is published by Eastgate Systems, which publishes and distributes software and hypermedia literature for the Macintosh, including Michael Joyce's **Afternoon**. It also distributes StorySpace, an advanced authoring system for hypermedia.

To order **King of Space**, call 800/562-1638. In Massachusetts and outside the US, call 617/924-9044. The signed first edition of **King of Space** is available for \$24.95, and runs on any Macintosh with 1MB or more of memory.

NOTE: **King of Space** contains extensive scenes of sex and violence and is not suitable for children.

King of Space



hypertext science fiction

by sarah smith illustrated by matt mattingly

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Livio Horrakh
Via Venezian, 16
34124 TRIESTE TS
Italy

Trieste,

1/9/92

Dear Sirs,

Thank you for the complimentary copies. Herewith attached please find a copy of my reviews ("L'Arena di Pola" 1/2 17).

I would highly appreciate if you could send me a complimentary copy of

*the new programs
for Macintosh*

for reviewing them on "L'Arena di Pola" (together with a catalogue and a list of your latest and forthcoming publications).

As soon as the reviews are published (with your full address) I will send you a copy of them by air mail.

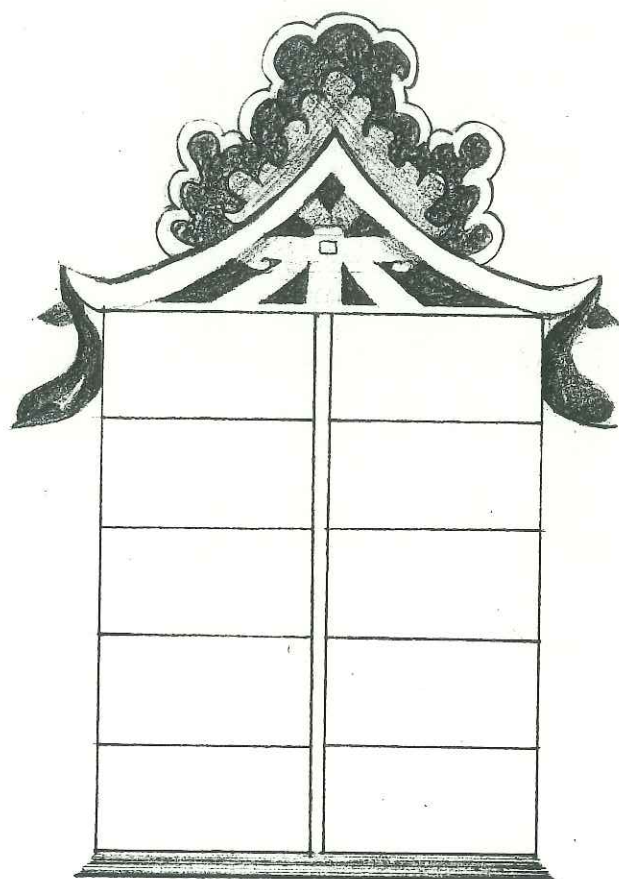
Waiting to hear from you soon I remain truly Yours,


(Livio Horrakh)

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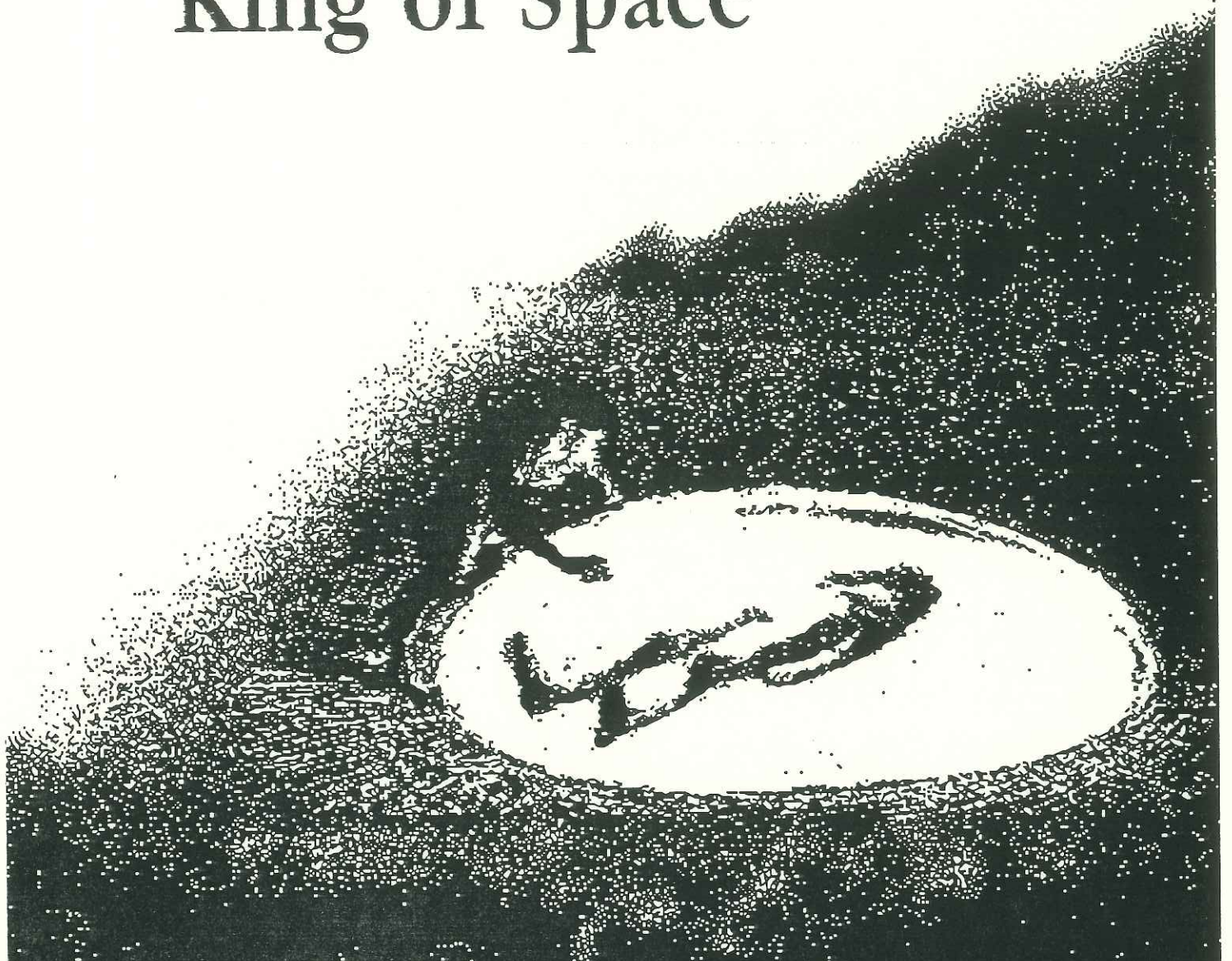
■ La Eastgate System (P.O. Box 1307, Cambridge, MA 02238, USA) ha recentemente prodotto alcuni interessanti e innovativi software «ipertestuali» per Macintosh. Si tratta di «Afternoon» di M. Joyce (storia di cinque personaggi coinvolti emotivamente, sessualmente e professionalmente in una vicenda antica e, ad un tempo, ultramoderna, che ha al centro degli eventi il progetto di una corruzione di trasformare l'intero mondo in una rete informatica), «The Perfect Couple» di C. Humphrey, «Storyspace: a Briefing», «Writing Space» di J.D. Bolter, «Victory Garden» di S. Moulthrop (grande finzione elettronica che ci trasporta «testualmente» e per immagini nel Kuwait assediato, alla vigilia del grande scontro tra Iraq e Stati Uniti e oltre la «finestra» della guerra nel deserto) e «King of Space» (3 dischi.) di S. Smith (in cui è «narrato» il futuro impero della Terra che si estende da Venere a Marte e che deve lottare contro l'Impero dell'Oscurità, nel sistema Io-Europa, dove si annidano gli Inumanti): attraverso le «finestre» e i programmi, il lettore segue i sentieri incrociati di altrettanti grandi romanzi elettronici, vere «opere aperte» per testi ed immagini, e costruisce, attraverso le proprie scelte narrative, delle «storyspace» autonome, scegliendo e scartando eventi, sfondando i «rami» degli alberi ipertestuali per scendere nell'iperfinzione dei multi-mondi, all'interno di universi paralleli di amori e di lotte da lui stesso concepiti, in una dinamica di scrittura-creazione assolutamente originale, produttiva e «magica». Così come il lettore si muove all'interno del programma, lungo la falsariga del testo-software, la storia si dipana e muta a seconda delle selezioni operate, si schiudono soluzioni sincroniche di evoluzioni narrative a livelli multipli, e il gioco informatico diventa puro piacere di scrittura nuova e entusiasmante.







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by sarah smith . illustrated by matt mattingly

eastgate systems september 1990

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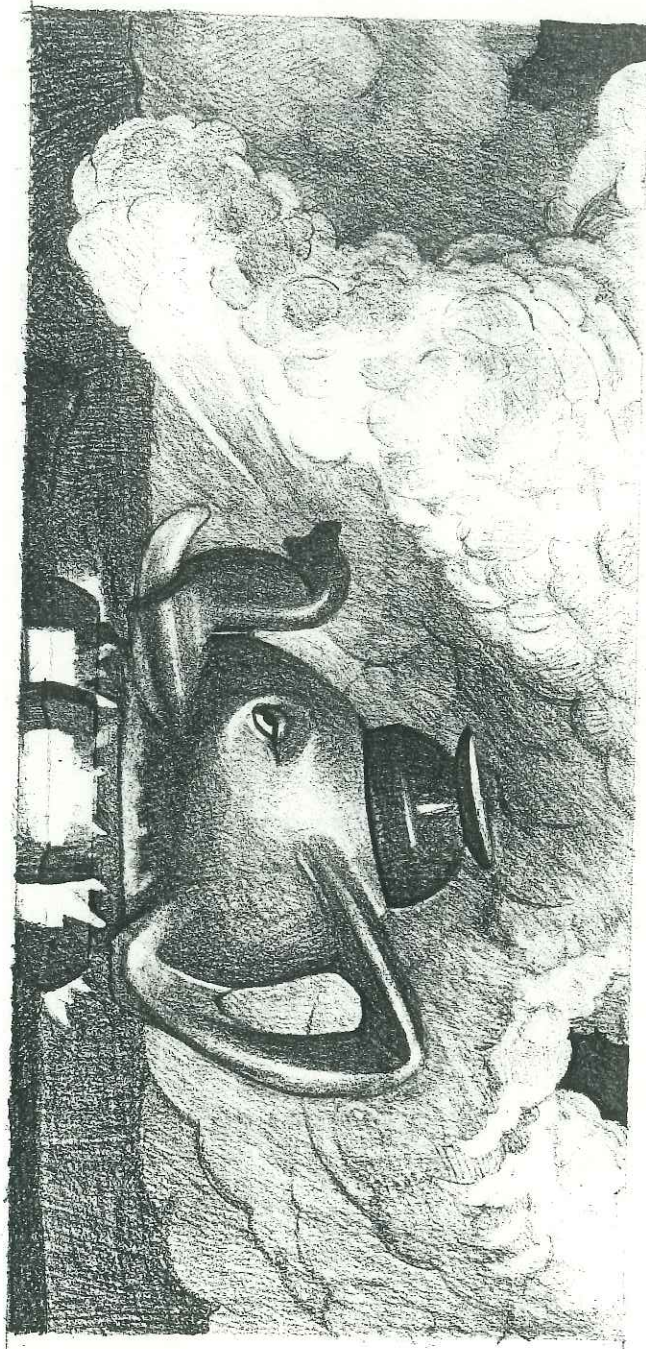
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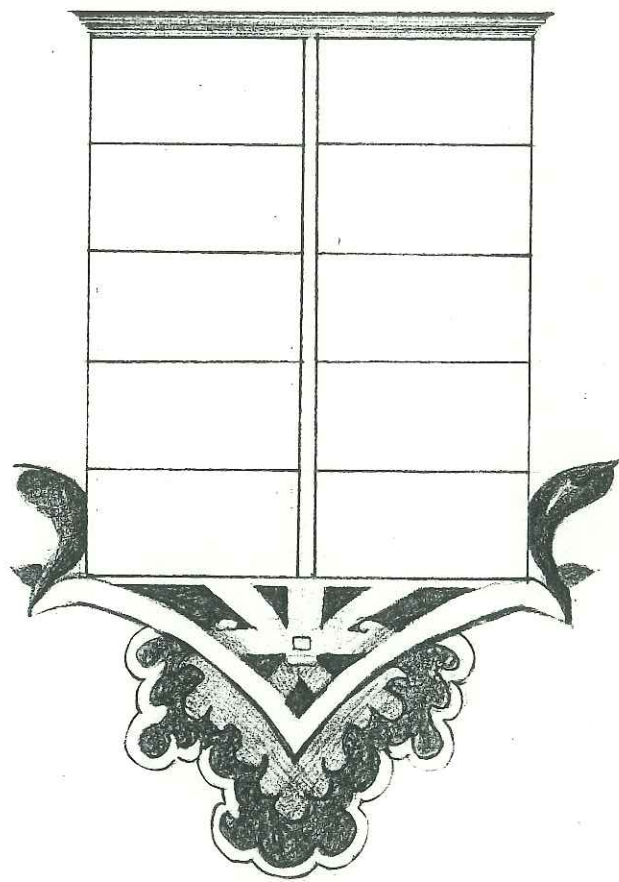
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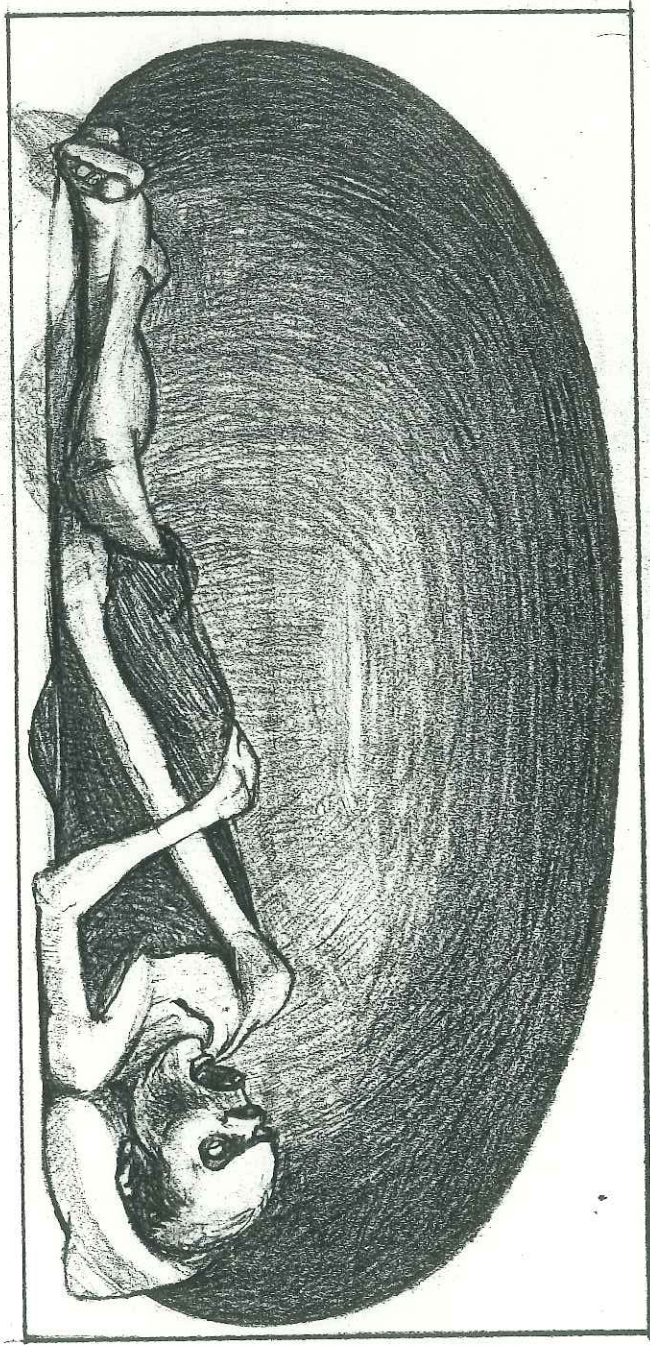
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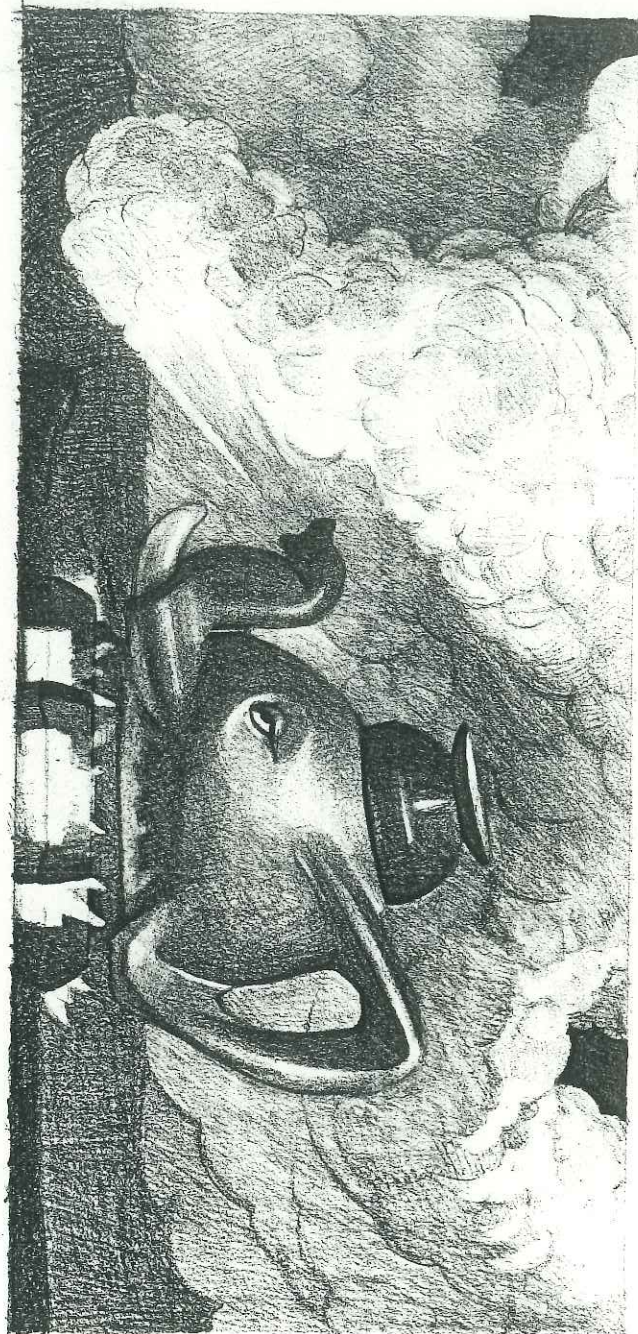
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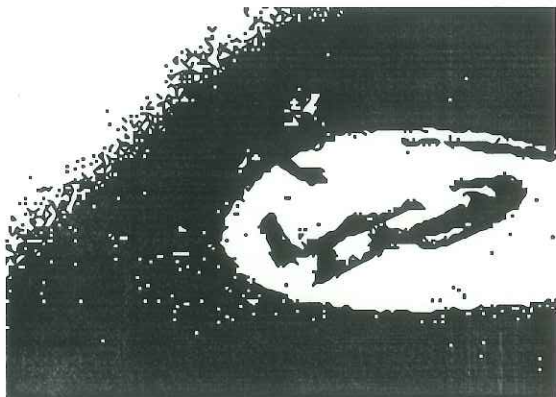
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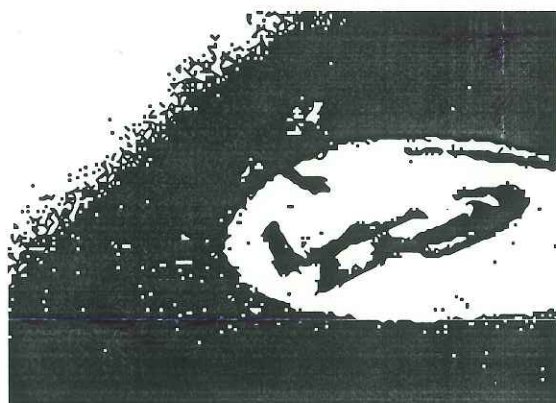


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