Gosub Software Presents

CRYSTAL CITY

Written by Jeremy Spiller

ABOUT THE DOCUMENTATION

PLEASE TAKE THE TIME TO READ THE DOCUMENTATION PROVIDED WITH CRYSTAL CITY.. No amount of documentation will do any good if you don't bother to read it. This documentation will provide you with information on keeping your working copy of CRYSTAL CITY alive and healthy as well as tips on playing the game.

ABOUT THE DISKETTE

When marketed by SUNDOG SYSTEMS, CRYSTAL CITY was provided on a copy-protected diskette. NOW...the copy protection has been removed and you can (and should) make backup copies to use for playing the game. (Store your original in a safe place.)

THE CRYSTAL CITY

As you know, during the early part of the twenty third century, shortly after the perfection of the dimensional drive, Mankind made its first contact with intelligent extraterrestrial life. Thus was born the Intergalactic Confederation for Technological and Cultural Development. Since that time, contact has been established with many alien races, some advanced, many technologically backward, most friendly, and a very few implacably hostile. The Roixx were advanced and hostile. They used dimensional travelways established by the Confederation to ravage the resources and enslave the citizens of technologically backward planets. They were continually at war with the Confederation until their eventual defeat and total annihilation in the terrestrial year 2268. During the conflict, the continual warfare stretched the resources of the Confederation almost to the breaking point, and many innocent civilizations had to be abandoned to the slavery imposed by the Roixx.

Crystalline reptilium is a rare mineral which is abundant on the planet Crystal. Reptilium is so plentiful that it is used there, even today, as a building material. Our civilizations have found little use for it except as decorative gemstone. Unfortunately for the native Crystalenes, reptilium was valued as currency among the Roixx in the same way that diamond and gold were once valued by

the inhabitants of Earth.

At the time of conquest, the technology on the planet Crystal was similar to that on Earth in the late twentieth century. Crystal was an easy mark for the Roixx. They quickly took the planet converting the Crystalene defensive weaponry to their own use by means of remote control devices, and scattering their own advanced weapons such as gravitational mines throughout the atmosphere. The Roixx set up their main command center in the planetary capital known as the Crystal City (so named because many of the structures were built of crystalline reptilium). This, coupled with their rigidly centralized command structure, sowed the seed for their eventual elimination from the planet, and although it was not appreciated at the time, for their evental defeat by the Confederation.

Luki Jaiwaka was nineteen years old, and much against the wishes of his aristocratic family, had run off "borrowing" one of his father's most advanced corporate Delta-V Exploration Crafts. He had been hiding in the forests of Crystal where his father would not be likely to look for him, when the Roixx invaded. The invasion happened so quickly that there was little time for defense and the planet was taken largely intact. Unfortunately, the Roixx had recently perfected a defensive force field which the Confederation had never before encountered. The field surrounded the entire planet, excluding metallic objects and weapon force vectors, making penetration by Confederation ships and their blasters impossible. While the Confederation forces waited helplessly outside the force field, Luki had the only friendly craft under the field equipped with modern weaponry.

Luki knew that there was no hope for his own rescue, (not to mention for the liberationof the planet), unless he used his own state of the art weapons to destroy the force field generator that the Roixx had installed in the Crystal City. His major obstacles were the primitive Crystalene weapons which were remotely controlled by Roixx computers. Primitive or not, there were a lot of them, and their blasters were modern, having been installed by the Roixx. Luki had to fly low, under the planetary force field, and arrive intact, with shields up and with enough fuel to destroy the Roixx command center. Blaster hits drain huge amounts of energy and Luki knew he could never survive the long journey to the Crystal City without refueling. Fortunately, nonmetallic objects (as well as radio frequency messages) could penetrate the field, and Confederation forces could use parachutes to drop fuel which Luki could take into his tanks using his in-flight fuel scoops.

Luki Jaiwaka beat all odds and destroyed the Roixx force field allowing the Confederation to retake the planet Crystal. Luki died in this final successful assault on the Roixx stronghold, and never lived to see the consequences of his courage and skill. In the end, the lure of instant wealth in the form of crystalline

reptilium drew the Roixx from their widespread strongholds throughout the universe to the planet Crystal. It proved to be the bait needed to entice the Roixx into the trap laid by the Confederation. The Roixx were destroyed by their own greed. This computer simulation is a memorial to the bravery of the young man who retook the Crystal City with a stolen ship, and was responsible for the eventual defeat of the Roixx.

ABOUT THE SIMULATION

Unlike Luki, it may be possible for you to survive your final assault on the Roixx stronghold in the Crystal City. To do this, you will first have to survive six different levels of Crystalene and Roixx weapons. Your blast shields will keep you safe from blaster hits as long as you have enough fuel to keep them up. While hits on your shields drain fuel quickly, the Confederation will be dropping fuel parachutes which can sustain your assault. You must bump into the parachutes to get the fuel into your refueling scoops.

The terrain and flying conditions are very difficult, as they were for Luki Jaiwaka. The Roixx were greedy, but not stupid. They placed a greater share of their defenses closer to their command center so succeeding levels are more and more difficult. The Crystal City itself had originally been constructed during the planet's medieval period and was surrounded by mountains to protect it from ground assault. The Roixx further fortified their stronghold by covering the entire city and all natural access to it with a localized force field. Between the planetary and localized force fields, the Roixx knew that they were invulnerable to air attack. The only access to the city was through a cave left by an ancient underground river. The Roixx used this passageway for resupply and they believed themselves safe because it was long, narrow, almost impossible to fly through at speed, and well protected with defensive weapons.

GAME MECHANICS

The force field is located at the top of the screen. Your ship has the ability to go up and down the screen, and can go fast or slow, even to the point of hovering for short periods. All control is accomplished with the joystick plugged into the RIGHT joystick port. The joystick button fires your blasters. The action is extremely fast and it is impossible to avoid destruction without varying your speed and dodging. We advise that you begin by keeping your ship in the center (right to left) of the screen so you have the advantage of speeding up or dropping back (and slowing down) to avoid enemy objects.

Your fuel gauge is located at the bottom of the screen. As long as you have fuel, your shields remain intact and you can continue to fly, fire, and avoid death from

blaster hits. As explained above, hits on your shields use up lots of fuel, so remember to refuel whenever possible by hitting the Confederation fuel parachutes that float down from the top of the screen. While you may survive hits on solid ground based objects if they are not too large, hitting the ground itself will drain so much fuel that it is likely to be fatal.

Your score is also located at the bottom of the screen. You may achieve score by blasting the various enemy weapons and crafts that attack your ship. These include Roixx gravitational mines which look like flying saucers and use anti-gravitational mechanisms to hover over the ground. Most of the enemy crafts are primitive, remotely controlled Crystalene weapons such as jet fighters, helicopters, and anti-ballistic missiles. You may pause the game at any time by pressing the space bar. Press the fire button to continue.

TECHNICAL DATA

LOAOM "CRYSTAL"

Crystal City was written entirely in machine language exclusively for the Tandy Color Computer 3. It will not work on a CoCo1 or 2, or on any other make or model of computer. The game is amazingly fast and difficult with superb graphics and sound and is one of the most advanced pieces of programming ever done for the CoCo3. **It is now supplied on a flippie diskette.** To begin the game, insert the GAME/SIDE of the flippie into drive zero, type DIR and press the ENTER key. This will load the game mechanics into your computer. After the disk drive stops running, you should flip the disk over so that the LEVELS/SIDE can be accessed, and press ENTER again. The LEVELS/SIDE must then be kept in drive zero at all times while playing the game since it contains all the scenery.

You may change color sets to default the game for an RGB monitor or a TV or Composite monitor by typing R (for RGB) or C (for TV or Composite monitor) whenever you see the scoreboard. Your color choice will become the default because your keystroke is recorded on the LEVELS/SIDE of the diskette. Note that the scoreboard is mostly shades of gray. If your menu is another color, you are probably in the wrong color mode.

*** IMPORTANT *** If the score line at the bottom of the screen flashes, or scrolls to the left during game play, then you must fine tune the game for your computer. This may be done whenever you see the scoreboard by pressing the F key (for Fine tune). When the fine tune menu appears, choose a new setting. Most computers will need a setting of 4 or 5. This setting becomes the default for future sittings.