



32K Disk Only THE FINAL FRONTIER

You have been chosen as commander in a struggle to gain control of an unexplored section of the galaxy. Your foe: an alien race called VOLSUNG. Here in the distant future, when space travel has become commonplace, on uncharted star systems you hope to find the raw materials which are vital to your industry and construction of a fleet of space craft.

Starting with limited ships and resources, you must quickly search, locate and bring needed systems under your influence, before the aliens can gain a foothold and threaten your expansion.

A star system can support industry, mining, energy or farming. You must decide on how to concentrate your efforts to maintain a balance to best serve your needs for developing your civilization and producing new space craft. Spacecraft that you will surely need when you and the alien VOLSUNGS eventually collide in a titanic struggle for the control of the Final Frontier.

100% hi res, total machine language, disk based.

\$25.00

THE FINAL FRONTIER

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From Ark Royal Games

Equipment: 32K ECB Tandy Color Computer and 1 disk drive

LOADING: RUN "FINAL"

Select difficulty

1. Novice : 20 turns CREDITS 250
2. Skilled: 25 turns CREDITS 240
3. Expert: 30 turns CREDITS 230

PLAYING SCREEN: Computer sets up the galaxy consisting of 30 star systems represented by small white crosses. Diffuse nebulae appear as small 'x's.

STARTING STAR COLONY: Player begins with one star system located in the upper left corner of the screen. (Small x in your color). The enemy race VOLSUNG starts in the lower right corner. It was from these positions that the player and the enemy launch ships.

STAR SYSTEMS: Are composed of one or more stars and planets. NGC is the New Galactic Catalog identifying a star system.

TYPE: There are eight types of star systems:

1. O class star (youngest system)
2. K class star
3. M class star
4. Double star (binary system)
5. Red Giant
6. Blue Dwarf (collapsed star)
7. White Dwarf (oldest system)
8. Diffuse Nebula (exploded star)

RACE: Human, Volsung or none.

COLONY TYPES: There are four types of colonies that can be started:

1. Agriculture
2. Energy
3. Mining
4. Industry

DEFENSE: For use in case of attack

COST: Base cost of a star system

SPACESHIPS: There are four types of ships that can be built:

Ship name	Class and type	Speed	Attack	Defense
STAR	A-Battle Cruiser	High	High	High
BATTLE	B-Heavy Cruiser	Medium	High	Medium
EXPLORER	D-Research vessel	Low	Low	Low
TALON	C-Orion Light Frigate	High	Medium	Low

GAME SEQUENCE

1. **DATE AND TURN PHASE:** The date and turn are shown. Each turn equals four (4) star months.

2. **METEOR SHOWER PHASE:** A meteor shower hits a randomly selected location. If a ship is hit by a meteor shower it could be destroyed. Chances of destruction increase with difficulty.

3. PLAYER TURN PHASES:

A) **Production:** Shows the amount of A(griculture), E(nergy), I(ndustry) and M(ining) produced during the phase. The amount of production depends on the types and number of star systems under player control. At the bottom of the screen is shown a bar graph of each type.

CREDITS are gained for production. Credits are used like money to buy ships. NOTE: Agriculture and Energy are necessary to produce Mining and Industry.

B) **Ship Building:** Ships may be built at the following costs:

Starship	20 credits
Battleship	14 credits
Explorership	8 credits
Talon ship	4 credits

Note: Starships cannot be built until a certain amount of Industry points have been gained and Battleships cannot be built until a certain amount of Mining points have been gained. Depending on play level, there is a maximum number of ships that may be in play.

C) **Movement and Scanning:** In this phase player will see a flashing white cursor appearing over the current ship due to move. UP ARROW moves cursor up; DOWN ARROW moves cursor down; LEFT ARROW moves cursor left; RIGHT ARROW moves cursor right. When the cursor is in the position desired, press <ENTER> to move the ship there.

SCANNING: To scan (examine) a star system, move the cursor to the star and press <SPACEBAR>. Star system will be displayed. Press <SPACEBAR> again to resume play.

D) **Colonizing:** When the cursor changes colors player will be in the Colonizing Phase or the Attack Phase. Only Explorer ships may colonize a star system and only one star system may be colonized each turn. To colonize a system, move the cursor to the system and press <C>. Then press 1, 2, 3 or 4 for the type of colony player wishes to start.

The type of colony started will be 1. Agriculture, 2. Energy, 3.

Mining or 4. Industry.

Press <0> (Not zero) if you do not wish to colonize this system.

E) Attack and Combat: There are two types.

1) Ship to Ship: A ship may attack another (enemy) ship. The attacking ship must be within one space of the ship attacked. Once in the Combat phase, move the cursor over the enemy ship you want to attack and press <A>. Do this until you have no more attacks to make and press <ENTER>. Combat will then be resolved.

To negate any combat, press <ENTER> before attacks are designated.

Player may attack an enemy ship with more than one of his ships or may make as many different attacks as desired. Remember, combat results are not obtained until after all attacks have been made.

Three combat results are: DESTRUCTION, RETREATED DISRUPTION, DISRUPTION.

Enemy forces move after Combat Phase, or any time during player's movement phase when player presses <SHIFT> <?> keys.

RATING: At game's end player is rated for performance. DEVASTATING, OVERWHELMING, MAJOR, MARGINAL, MINOR, DRAW.

A bar graph will rate player and enemy performance. Categories from left to right are: TOTAL PRODUCTION, AGRICULTURE, ENERGY, MINING, INDUSTRY, MILITARY.



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