



STARBLAZER..32K EXT

When you left the peaceful Spectrum Galaxy you were commanding the most modern star vessel known to science. But after being trapped in the negative dimension time warp for an eon or two, you've returned to find your home galaxy over run by Xyclons. Yours is the only vessel left to attack these predatory invaders and it is no longer the scientific marvel it once was.

Player controls the USS (Universal Spectrum Ship) Wasp and its crew, and must depend upon phasors, mine clusters, nuke torpedoes, defensive counter measures, nerve, and the untested and notorious Q-ray in order to purge the galaxy of its nefarious host. Seek them out one at a time for destruction, but be careful, don't let your energy cells decline... Keep those shields up! Those engines tuned! And look out, the life support systems have fallen off! Complex, and a lot to keep track of-- But then, who said command of a starship was easy?

PREPARATION

- 1) PCLEAR1
- 2) ~~LOAD~~ from either side. "STAR"
- 3) RUN
- 4) Select difficulty (1- easiest)
- 5) Select Original or New Galaxy.

(If New Galaxy is selected then go out and read War and Peace or something because it takes about 8 minutes to create.)

Object:

To destroy all invaders: Xyclon patrol vessels (#) and mother ships (Z) before your vessel, the USS WASP, is destroyed. At your disposal are a number of commands that overlap in their capabilities. For instance, a Xyclon torpedo may be knocked out with a mine cluster, electronic counter measures or maybe outrun by pouring the juice to the engines. Then again, nothing may work!

SCREEN

The screen, or DATABANK as it is called, contains a main central viewport and four minor view ports labeled N (north), S (south), E (east, and W (west). These map expressions are relative terms to orient space to the position of the main viewport. After all, there is no north in space.

In the upper left will be terms like "G/POS" or "C/NEG", describing the sector of the Spectrum Galaxy the Wasp is currently in. There are 16 such sectors ranging from G (Green) Positive at the 'north' end of the galaxy to O (Orange) Negative at the southern end. The alert player will note that each sector describes the color of the "planets" (graphic symbols) seen in each sector. The terms positive and negative allow us to use the 8 colors offered by the CoCo twice, and to designate, to some degree, location.

Pos/Dim and Neg/Dim also identify areas-- areas you don't wish to be in. These are warp dimensions, Positive and Negative, often entered because the captain failed (or didn't have the time) to calculate the proper warp before giving the command.

Even though the Xyclons have taken control of your galaxy, one old Starbase still remains and manages to operate as a rebel outpost. As you reenter the galaxy, your comrades have somehow picked up your presence and sent you a signal telling you they exist. But that's all, just a signal. You know what its position looks like but not exactly where it is, though you know you must find it in order to resupply during the course of the campaign. Since it is a rebel outpost, it will change every game, but if you're lucky, there will be close to it a constellation or perhaps even a Xyclon ship to offer additional identity when (and if) you ever arrive.

Along the right side of the screen is the console. Listed on this are things like cells, shields, phasors, etc., and the amount of energy each is using. (Cells are storage for replacing power lost.)

In the old days when the WASP was new, it could sail though space without depleting so much as an ounce of power. But things are different now, the Wasp is a relic, and you will be constantly shifting power back and forth between functions in order to remain operative.

On the lower right are displayed the number of nuclear torpedoes, mine clusters, xyclons destroyed and the Q-Ray command. **WARNING!** The Q-ray hadn't been tested when you originally left home, and you haven't the slightest idea what it will do if and when you do use it. Some say it will turn space (and you with it) to mincemeat. Others say it will only destroy an enemy. Who knows? It may work okay this time...

At the lower left is the command box. It is here that you will receive information, some of it not requested. Pay attention to the Command Box.

Above that and to the left is PWR. To the left of that will appear a (+) or a (-) during the repowering of functions. (+) means you are increasing power by 1; (-) that power is dropping by random (4).

PLAY

Much of the game plays regardless of what you're doing. For example, if you decide to raise the power in SHIELDS, Xyclons can still fly by and attack. An exception to this is COMMANDS (C). Since there are a number of commands player must be familiarize himself with, we decided to allow the player to view them when he wanted and to stop play while this was being done.

<ENTER C> and each command will be presented, along with the letter or number that calls the command. Examples: an (I) calls I>ntelligence, an (A) calls U/V Ch(A)>fe, a (2) readies 2)Shields-- to be increased or decreased in power.

To stop play altogether, use <SHIFT> <@>. Any key restarts.

COMMANDS

Z> Power Dump

Cells will over heat when total power used by the various functions is more than that held in cells. Overheating causes cell deterioration and can eventually destroy you. When cells overheat you must drop power in something quick.

When you don't have time to deplete power in individual functions, entering <Z> drops all power in all functions to less

than 6.

Intelligence.

Lists the grand total of Xyclon patrol vessels, mother ships and the number of enemy vessels in the zone (sector) you are in.

L> Landing. (Only on your starbase.)

Your vessel is now prepared to land. Wait until the starbase is located directly in the center of the main viewport and press the joystick button. Note that while in the landing mode your phazors become inoperative.

An (L) will appear just above and to the right of the Command Box when in the LANDING mode. Cancel with <ENTER> or by actually landing.

W) Calls for warp speed. There are two kinds of warp: normal, called with <W> and X)cape, called with <X>. The difference is that normal warp is calculable to a sector; X)cape is not; normal warp takes a certain amount of time to prepare for and X)cape is immediate.

Neither type of warp can be utilized if Engine power falls too far below 15.

When normal warp is ready, the Command Box will start listing sectors. Any key warps you to that sector.

F) Fires nuke torpedo. This action is immediate and missile path will be from the bottom center of the mainview port to the top if nothing is hit. If something is hit, hope it's an enemy. Nukes can destroy friendly planets and stars, causing Xyclons to multiply.

M) Releases Mine clusters. Mines will not harm stars or planets but can destroy enemy mother ships, patrol vessels and missiles.

Q) Ray. You've been warned about that thing.

V) Saves game to D)isk or C)assette.

Power Commands:

Enter the number of the function on which you wish to change the power. Wait for the Command to appear. Then enter the up or down arrow. Hold arrow down until the (+) or (-) registers. Hold <ENTER> down until it disappears when you wish power transfer to cease. For each increase in power there will be a corresponding decrease in cell strength, and vice versa, but cell value may not rise above 99 or to less than 0.

1) Shields: Your protection against enemy phasors and missiles. Should be above 20. The weaker shields become the easier it is to further weaken them. When shield strength falls to less than 5, losses are sustained in other functions. Destruction of your screen may also result.

2) Phasors: 21 will guarantee destruction of a xyclon patrol vessel when hit; more than that is often necessary to destroy a mothership. Better to use a torpedo or mine cluster on those.

NOTE: Hitting a PLANET is an act of war that causes Xyclons to multiply.

3) MFC/DCM: This fancy- looking thing means Missile Firing Control & Defensive Counter- measures. Should be above 5 if you want to fire missiles or use countermeasures to fool enemy missiles.

4) LIFSUP: Life Support. Must remain above 5 to enable main viewport to function properly.

5) ENGINES. 15 is the best bet unless increase in speed is mandated by approaching missile. The catch is, the higher you go

past 15, the more rapidly cells will drop.

6) DATABANK: Above 5. Controls minor viewports and Intelligence.

You will be told when power drops off too much in a given function.

Power transfer need not be ended (ENTER) and restarted when you wish to add or delete power from more than one function.

Example:

Player A notices that cell strength has fallen too close to that of total power usage, while at the same time, power in his DATABANK has fallen to less than (5). To remedy the situation, he decides to delete power in SHIELDS and increase power in the DATABANK. He enters <1> (for Shields) then the down arrow. Then, without cancelling the operation, he enters <6> (for Databank) and the up arrow. When Databank power reaches the correct level he applies <ENTER> until the up arrow disappears signifying the end of the operation.

COUNTERMEASURES: Useful, you hope, in confusing the enemy missile so that it detonates in somebody else's lap. There are 4, and only one is destined to work each time. Maybe.

A) U/V Chafe: Ultra Violet chafe. Chafe is the tinfoil- like stuff they drop from planes to mess up radar. Only in the future it's going to be ultra violet tinfoil.

H) Heat Beam. Same as above, only different.

G) Ionic Ray: Ditto.

N) neutron Particles. Again, ditto.

JOYSTICK:

Point the handle in the direction of the target to move or aim.
Fire button fires phasors.

The USS WASP utilizes an antiquated series-fed charging system that directs a pair of beam charges at the central location on the main viewport. Objects to the side or immediately above this bullseye aren't molested.

Xyclon patrol vessels on the other hand, fire omni-directional blasts that need not hit a bullseye, as you will see. Blasts from them flash white. Hits turn your insides red.

Hitting a friendly planet with either phazor or torpedo increases xyclons. (Hitting a star with a torpedo does the same.) This and other occurrences of play- such as losing visual reference when Life support systems fail- may not necessarily be realistic but are done as penalty for blunder.

Neg and Pos Dim:

If forced into either of these places viewing with cease. You'll see the boundary of this warp dimension and no more if you attempt to enter it during normal movement. To get out- and you should get out- point the joystick in the opposite direction. Down, if in a Pos/ Dim; up if in Neg/ Dim.

STARMAP--

Pos/Dim..... Spectrum Galaxy- Positive- Green, Yellow, Blue, Red, White, Cyan, Magenta, Orange.

Negative- Green, yellow, Blue, Red, White, Cyan, Magenta, Orange....Neg/Dim.

SLIPPAGE:

Slippage is the slight and sudden shift of axis caused by the inability of the WASP's aged engines to maintain consistent motion. Its effect is that objects seen in the viewport may

suddenly jump to nonconforming areas (or even out of) the viewport.

Slippage may occur at any time though will occur more often when engine power drops.

Engine power drops three times faster than normal when caught in a warp dimension, and the response of all commands is S-L-O-W!

Once landed at the starbase, your power is restored. You may also enter most commands normally. (You may also be fired on, often with result.) Enter to blastoff.

AZI: Azimuth. The horizontal position off center in degrees. Used with sector information to supply a better fix on position.

STRATEGY

The strategy is simple, though not so simple to carry out. Find your starbase right away. Then, working from there, clear one sector at a time free from Xyclons.

Xyclons are sneaky and often hide close to or behind stars and planets. In these cases it is wise to attempt destruction of them with mine clusters. Use missiles against starships when you have a clean shot. Phasors, when power is increased, will work too, but this often leads to cells overheating.

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COLOR COMPUTER 32K

v 1.0



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