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Book Descriptions:

Command adventures starship manual



As with any war, the Galactic War created heroes on all sides those who achieved the most victory and prestige. You accumulated many honors and commendations. You made many friends and bloodthirsty enemies. With the war over, you are honorably discharged from military service. Always, in the back of your mind, are the memories of the bloody battles that earned you your reputation and vengeful enemies that will stalk you and hunt you down, relentlessly, until their dying days. Though the war is over, the peace may not hold. The other civilizations may erupt into violence at any moment. The universe is full of pirates and bloodthirsty alien beings who kill without a second thought. You are given a large pension as a reward for valiant fighting. With this money, you purchased a starship. You feel it is your duty to make the universe safe for your civilization. You also want to make money on the side. What the future holds for you, Hero, is up to you. The time now is to bravely go forth, to explore and seek your fortune. When visiting starbases, it is easy to find those that will follow you in pursuit of adventure and exploration. A basic crew is easy to assemble. However, you must be meticulous about choosing those who serve in key positions under your command. Your objective is to find those with the best skills at each position to ensure that ship, crew, and most of all you survive galaxy hazards. If you select the wrong person, or alien, for a key position, you might be inviting an assassin on board, someone destined to take your life. In such a case, a well armed crew and personal assault team should provide protection. Or will it? You don't know. This, however, will not stop you in the pursuit of the unknown. Your objective is to acquire the biggest and best ship you can, because you never know what you will encounter. Twelve civilizations took part in this universal war. Some fought as allies, others as bloodthirsty enemies. <http://wkdh.ac.kr/userfiles/euro-pro-534dx-serger-manual.xml>

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The cargo hauled by the merchants is usually laden with rare metal alloys and elements. The merchant vessels are well armed and have highly developed defensive strategies. The cargo they hold is the merchant commanders only possession. They will fight to the death to protect it. These police are financed and supported by the governments of individual civilizations. They are well armed. Strategy is important to them. The military police usually stay within their own territorial boundaries. Most of the commanders will not bother passing ships unless they are not in good standing with the civilization that supports them. On occasion, a police vessel will plunder a ship for personal gain and the wealth of their government employers. These actions are isolated since the military police are there to keep an unsteady peace in a fragmented universe. Should you encounter a raider while exploring, they will usually attack if they believe they can board and overrun the ship. They use light attack craft with light weaponry. Strategy is one of their strengths. Raiders will sometimes travel alone; however, they prefer to travel in groups of two to three. As they travel, they look for fame and fortune. They are driven by the same curiosity that fueled the original intergalactic space expansion. Explorers rarely carry expensive cargo. Most of their resources are put into propulsion systems and weaponry. After all, they want to protect themselves and reach the farthest planetary systems. Now lets go and see whats waiting for us in the outer reaches of space. Playing Starship Overview Your mission as a starship commander is to conquer all 50 planets located in your corner of the universe. To accomplish this daunting task, you must lead your forces through treacherous space and ground combat campaigns. You will begin the game with 2 million credits with which you must be extremely wise in selecting your ships, crew, engines, shields, ship weapons, and hand weapons.

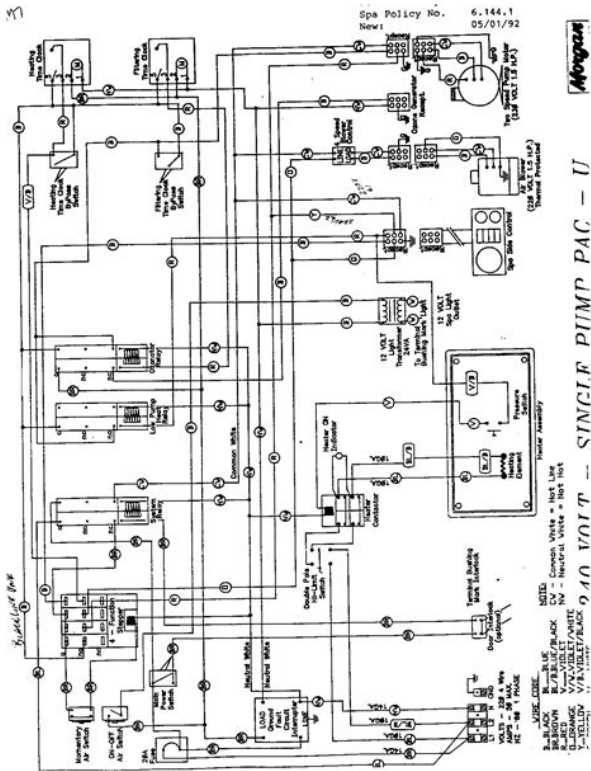
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You can earn additional credits through successful conquests in the space combat and ground combat segments of the game, and use those additional credits to acquire a more powerful arsenal for use in future space and ground assaults. To do so, you must send an Away Team to each planet to destroy all alien beings in the area and build an isolation barrier to fully secure the planet. While combat is occurring on the planet, you should obtain weapons, ammunition, and medical kits which

may be added to your inventory or sold at the local starbase. If you wish to skip the subsequent introductions, press any key on the keyboard. Following the introduction, the main menu will appear. At the main menu you have the option to simply begin a New game, Resume an old game, or Exit Starship. Follow the on screen directions for locating one of these graphic symbols on the copy protection sheet which is enclosed in the Starship package. After you have located the correct symbol on the sheet, click on the identical symbol on the screen. If your response is correct, a second set of graphic symbols will appear. Repeat the same procedure for the second series of graphic symbols. The correct response will enable you to continue to the Systems Operations Menu. Note If your response is incorrect, you will exit the game and return to the DOS prompt. Keep in mind that each commander has specific characteristics which affect game play. Your ships operation and abilities also depend on the commander you have selected. Click on the scroll arrows to scroll through the profiles of the commanders that are available. Click on ACCEPT to register the commander you have chosen. Starbase Menu After selecting your commander you will be taken to the Starbase menu where you will purchase a starship, and at least one engine, one shield, and one space weapon. You will also hire your crew, and buy hand weapons from the starbase shop.

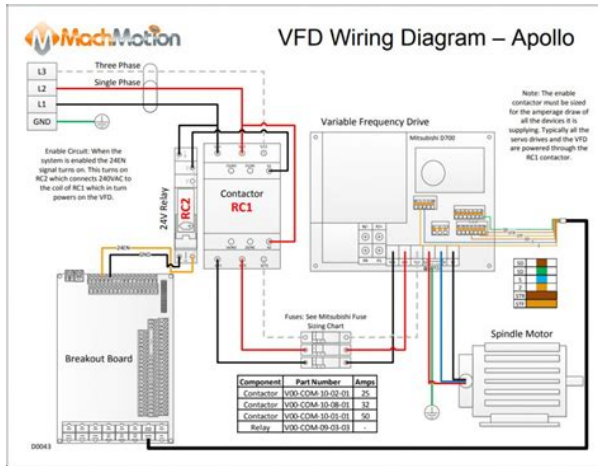
Note You will not be able to exit the Starbase menu if you are not equipped with the items outline above. Move the cursor to any of the objects in this menu and click on the object to make your selection. The Ship Editor and Damage Control screen consists of four quadrants. Initially, the two quadrants on the righthand side of the screen will be of interest to you because all ships and related hardware are purchased here. The top right quadrant shows pictures of the starships that are available for purchase. Use the scroll arrows located below the picture box to scroll through the available ships. To the left of the picture box are the stats for any ship in the picture box, including name, cost and damage of the ship. If you have sufficient funds to buy an available ship, you can click on the BUY button located in the lower lefthand side of the quadrant. The lower right quadrant shows pictures of any available options. Along the left side of the picture are the stats on the options name, cost, power level, and ammo. You may flip through your current inventory using the scroll arrows above the picture. You may purchase options by clicking on the BUY button. Note You must complete this operation for ALL required items before you may leave the starbase. The two lefthand quadrants show stats on currently own ships and options. A button is also provided to sell the currently owned ship. Your available funds appear between the top and lower left quadrants and increase or decrease as items are sold, purchased, repaired, or reloaded. The lower lefthand quadrant of the Ship Editor screen shows pictures of any addon options that have been purchased. Along the right side of the picture are stats on the options name, resale value, power level, and ammo. Options may be sold by clicking on the SELL button. Click the scroll arrows in the AVAILABLE OFFICERS box to scroll through the profiles of the various officers.



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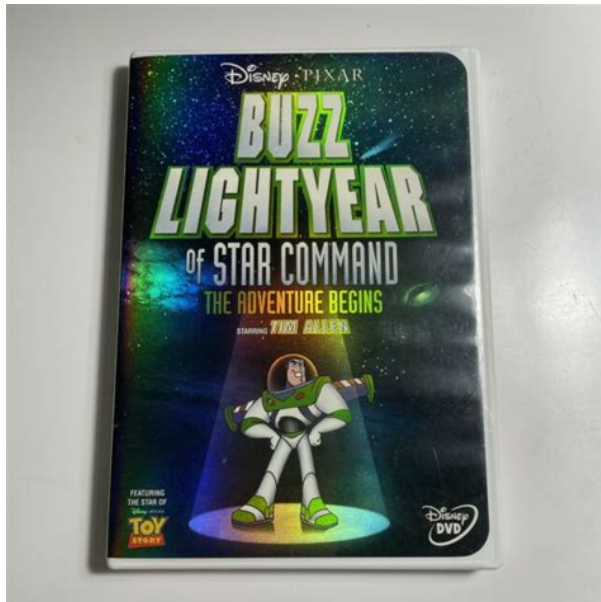
The cost of each crew member is displayed in the lower righthand portion of the screen. Click the triple up arrows in the AVAILABLE OFFICERS box to purchase the crew member whose profile is currently being displayed. HINT Engineers are essential in building isolation barriers in Ground Combat. Click the scroll arrows in the CURRENT OFFICERS box to scroll through the officers that you have hired. If you wish, you may place the new crew member in command of a particular station, such as Navigation or Science. Click on one of the station names NAVIGATION, TACTICAL, etc. located in the upper portion of the screen to place the officer currently located in the CURRENT OFFICER box in the CHIEF OFFICERS box. Note The chief crew which are placed in command for your ship, DO affect the overall speed, repair, and operations of your starship. To dismiss a member of your crew, click on the scroll arrows in the CURRENT OFFICER box in order to locate the crew member you wish to dismiss. Then click on the triple right arrows which point to the box in the lower righthand corner of the screen. Click on the scroll arrows in the SHOP CARGO box to scroll through the available ground assault weapons. Notice that the cost of each weapon is displayed in the box next to the triple arrows. Click on the triple arrows to purchase the currently displayed weapon. The cost of the weapon is deducted from your total credits, and the image is displayed in the YOUR CARGO box. Click on the scroll arrows in the YOUR CARGO box to scroll through the weapons that you have purchased. After you have purchased each weapon, the resale value of the weapon is displayed in the box next to the triple right arrows. Notice that the resale value is less than the original cost of the weapon. Click on the triple right arrows to sell a purchased weapon back to the starbase shop.

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NOTE You cannot proceed to the bridge unless you have purchased a starship, at least one engine, one shield, one space weapon, hired your crew, and bought ground weapons. To load a file, click on the file you wish to load and select the LOAD button. To save a game in progress, move the cursor to the next available line in the list of filenames, click the left mouse button, enter the filename, and click on the SAVE button. Initially, only a small portion of the Navigation map is revealed to you, but as you continue to explore the universe, the areas you have explored will appear on the map. While exploring the universe, you will encounter several classifications of planets, as well as a starbase indicator, to let you know what is in the general vicinity. To travel to a particular location, simply place the cursor in the area where you wish to travel. When you have selected your destination, click the ENGAGE button, and an animation sequence will begin. When the animation sequence is complete, you will be returned to the navigation screen once again. When you decide to exit the Navigation screen, you should choose the Tactical option from the Bridge Menu. From the Tactical screen you will explore the current destination which you selected in the Navigation screen. NOTE You engines efficiency and power level will determine the distance you may travel in space. In other words, the larger the engine you purchased, the greater the distance you will be able to travel. NOTE If you encounter alien ships while maneuvering to a planet or starbase, you will not be able to land until you destroy all of these ships. If you attempt to leave the Tactical screen at this point, the following message is displayed Sector not secure. After eliminating all alien crew members, a salvage buoy will be deployed and a message will appear informing you of the amount of credits which you have earned. The ship is then tagged with a salvage buoy and later removed from play.

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When combat occurs on the alien spacecraft, you are able to obtain weapons, ammunition, and medical kits which may be added to your inventory or sold at the local starbase. NOTE In order to dock or engage an enemy starship in combat, you must maneuver your ship alongside the enemy ship and maintain his EXACT speed. When you board an enemy ship, the space combat interface is the same as that found in Ground Combat. Please refer to the section entitled, The Ground Combat System for more information. If you are unsuccessful in commanding your ship in space combat and you are destroyed, the following message will appear Your Ships a total Loss. Command Privileges Revoked. Report to Starbase for Retraining. You will then be returned to the Starship Main Menu, where you will have the option of starting a new game, resuming a previously saved game, or exiting Starship. The following screen will then enable you to select the crew you wish to take to the captured starship or surface of the planet. To select your Away Team crew, simply click on a member of your crew and select the right arrows to the shuttle area. You may also select from the current weapons list and equip each member of the landing party with up to 10 individual weapons. When selection is complete, click the LAUNCH button to initiate the landing animation. After the animation is played, depending on your current location, you will either return to the starbase menu, or you will begin a shipbased or groundbased combat assault. Play Area This is where the action takes place. All visual movements of both your ship and the enemys ship are displayed here. Damage Status This bar indicates the level of damage inflicted upon your ship. As your shop is damaged, the indicator will change from green, to yellow, to red. Should your indicator reach maximum damage, your ship will be destroyed. NOTE Your starship will repair itself, depending upon the skill of the engineering officer you placed in charge.

Radar Screen This screen shows the objects in your current area. Arming each station will produce a different weapon depending on your inventory, weapons purchased from the starbase, or acquired from exploration. Shield Direction Strength By selecting various positions and direction of shield strength, you may alter the direction of your shields. If you wish to adjust the shield strength, simply slide the shield bar to the right or left. F9 causes your shields to be turned off. F10 sets the shield level to maximum. Ship Speed By changing the level of the indicator, this causes the ships speed to increase or decrease. To alter your ships speed, simply slide the power level up. Pressing the keyboard keys 1 thru 10 will also increase or decrease ship speed. Maneuvering Place the pointer anywhere on tactical screen and press the left mouse button. This will cause your starship to navigate towards the green crosshairs located on the radar section of the display. You may also hold down the left mouse button to manually navigate your ship. To view different areas of the tactical sector in which your ship is located, position the cursor over the radar box and drag to the proper locatio. To center your ship in the viewing area once again, simply press the SPACEBAR. You may

also move the radar box by pressing the following keys U I O J K L M. Firing Ship Weapons To fire the selected weapon, simply place the cursor over the target and press the right mouse button. The selected the weapon will fire in that direction. NOTE You must take into account the enemy ships speed and direction during combat. Your accuracy also depends on the officer you have placed in charge of tactical. All visual movements of all crew and enemies are displayed here. Crew Member Rank and Action This indicates the status and action of the current selected crew member. The possible actions are move, attack, defend, pick up item, and drop item.

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Crew Member Damage This indicator shows the current damage of the crew member selected. Conditions are green for normal, yellow for injured, and red for critical. Ground Radar This screen shows the objects in your current area. By clicking the arrows you may scroll between various items in your inventory. Moving Weapons From Inventory to Current Use You may move any three weapons from the inventory section to the current weapon section by clicking the left and right arrows. First, select the weapon from the inventory list and the light will turn green. Then, click on the right arrows to move to the current weapon. To remove the current weapon from the list, click the left arrow to return it to inventory. Weapons in Use To select or activate the current weapon, click on the buttons on the left side of the active weapons area. Switching Weapons To switch active weapons, click the appropriate green button. NOTE Only 1 weapon may be active at any time. Maneuvering To select a member, click on the character with the left mouse button. Firing Ground Weapons Crew members will automatically fire if not manually controlled. However, when the current crew member is selected, you will have full control over firing speed and accuracy. To fire your weapon manually, select the character, place the cursor over the target, and then press the right mouse button. Building the Isolation Grid The primary objective of ground combat is to secure each planet by erecting an isolation grid. To do so, you must dispatch your Engineers to the four corner sections on the planet map to begin construction. Completion of the isolation grid will proceed automatically, provided that your Away Team is successful in their quest to destroy the enemy on the planet. The Conclusion of a Successful Ground Campaign If you should successfully win control of the planet, an animation showing the activation of the isolation grid will occur.

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A screen will then appear allowing you to name the planet as well as the amount of credits which you have received as a result of victory. After which, you will be returned to the bridge of your starship where you may launch your next ground or space combat assault. Termination of an Unsuccessful Ground Campaign At the start of each ground campaign, your crew will be placed on the shuttle landing pad. If your crew is unable to capture the planet, or unable to do so because of manpower or lack of weapons, your remaining crew must return to the landing pad and return to the starship bridge. Failure to place the crew members on the landing pad will result in their immediate termination upon arriving on the starship bridge. This unification they believe, will strengthen their position as a superpower, and usher in a new era of peace and prosperity. Terran A universal militaristic force of intergalactic dogooders who believe it is their job to save the universe from itself. This highly despised species cruises the galaxy in search of chaos and mayhem in order to satisfy their desire to become universal heroes. Marthain One of the oldest species in the galaxy, the Marthains are also the most curious creatures. When other species were playing with fire, the Marthains were perfecting space travel. One peculiarity of this species is its bad habit of leaving large crop circles and doodles on the surfaces of planets. Deakun These descendants from a race of conquerors which confined themselves to their home world for a reason which has been lost over the centuries have discovered a knack for weapon design and production. The Deakuns now are best known as weapons merchants, but they save the best weaponry for their own use. Maconian The

scientific loonies of the universe, they are obsessed with the thorough research of anything and everything.

After generations of research and scientific investigation, the Maconians have developed scientific equipment that is far beyond other civilizations. Takedian Highly intelligent beings that spend most of their lives pushing their minds to the limit through any viable outlet. They view space travel as a way to experience new ideas by discovering different cultures and the unknown depths of space.

Ibian The introduction of the Ibians to space travel by the Terrans awakened a massive interest in space travel and trade. The Ibians found out that their skills in personal defense systems could make them highly valued beings. Rog Rogs are scrawny, evil, sneaky, maniacal, chaotic, revolting, sleazy, creepy, hateful, annoying, fiendish, selfrighteous, repulsive, pirates whose sole purpose in life is to create havoc throughout the universe until they find something better to do in their spare time.

Chordian The Chordians are oppressive intergalactic slave drivers who scour the galaxy for slave labor to work in mines on the worlds that they control. If any personnel aboard your vessel is captured by a Chordian ship, they will look forward to a life of slavery.

Benalius The Benalius are known across the galaxy for their exquisite body armor, and highly trained ground troops. The Benalius are exploring space in search of new territory and technology to add to their possessions.

Rionite After being held back from progress by a barren home world, the Rionites, with their advanced shielding and laser systems, are ready for action and adventure in search of a new home world.

Urachian A race of formidable strategists, the Urachians are not to be trifled with. The study of strategy and conflict is a passion for every Urachian. They live their lives in search of new strategies and will always exploit a chance to try out new formulated strategies on other civilizations. Please read our Privacy and Cookies Policy.

ACCEPT Sound Setup After the hard disk installation is completed, the sound setup screen will appear, enabling you to select the sound support which is best suited to your system. The next time you play STARSHIP, the program will default to your setup selection. If you do not have 580,000 bytes 575K of low DOS memory available when you launch STARSHIP, the program will display the following message At least 580,000 bytes are required to run Starship. You will then return to the DOS prompt. When this step is completed, the message, Format another. At this point, Makeboot will copy the appropriate AUTOEXEC.BAT and CONFIG.SYS files to the floppy disk in drive A. To use your new boot disk, reboot your computer with the boot disk in drive A, and load STARSHIP from your hard drive. Please Note Makeboot assumes that your mouse driver is in a directory called mouse. If your driver is in another directory, you should edit the AUTOEXEC.BAT file on your boot disk to include the name of the directory which contains your mouse driver. If you boot your system with your newly created boot disk and you still have less than the required 589K, it may be necessary to load your CDROM drivers into upper memory. In your CONFIG.SYS file, the CDROM driver will be the last statement in the file. The statement should begin with LH. Customer Service If you are experiencing difficulties with STARSHIP and you are a registered user, you may call our technical support department for assistance at 214 3852957. A technician will be available to help you between the hours of 1000am and 500pm Central Time, Monday through Friday. We welcome your questions, comments, or other feedback regarding STARSHIP or any of our other products. If you are already a member of CompuServe, type the command GO GAMAPUB at any. You can talk directly to software publishers, download free software, and get the latest news and sports of interest with a personal clipping service.

Check out the weather forecast with AccuWeather maps. Plan, schedule and book your own flights; do your own research with an online encyclopedia; and look at the latest uptothe minute stock reports Utilize international electronic mail capabilities, software support and much, much more. STARSHIP VERSION 2.0 CDROM USERS GUIDE Command Adventures Starship The Beginning The year is 2127 galactic standard time, at the close of the Galactic Wars, one of bloodiest on record.

Governments lacked resources to continue the war, so the 12 known civilizations gradually worked out some of their differences. As with any war, the Galactic War created heroes on all sides those who achieved the most victory and prestige. With the war over, you are honorably discharged from military service with a large pension that was given to you as a reward for your valiant fighting. In the aftermath of the bloody war, the galaxy is in chaos as fragmented civilizations spread across many worlds. Your government turns to you for help in order to acquire these worlds for further expansion. Your first order of business will be to establish a foothold in these worlds by installing an isolation grid on the surface of the planet. After the isolation grid is installed, government forces will land on the planet and establish a controlling force there. Always, in the back of your mind, are the memories of the bloody battles that earned you your reputation and vengeful enemies enemies that will stalk you and hunt you down, relentlessly, until their dying days. You now have a starship of your own. The time is now to bravely go forth, to explore and seek your fortune. A well armed crew and personal assault team should provide protection from raiding pirates and others who would like to see you dead. Or will it Twelve civilizations took part in this universal war.

The twelve civilizations are The Deakuns, Weapons makers The Rogs, Pirates The Takedians, Thinkers The Maconians, Scientific investigation, via torture The Terrans, Universal dogooders The Dorians, Unifiers The Urach, Strategists The Marthains, Curious beings The Ibians, Propulsion systems The Chordians, Slave drivers The Rionites, Shield systems The Benalius, Field armor Playing Starship Overview Your mission as a starship commander is one of acquisition. You are hired by your civilizations government to establish a foothold on planets that were unclaimed after the war. These planets are infested by hostile beings who have no allegiance to any civilization, whatsoever. In order to prepare these planets for future colonization by your government and to earn cash for purchasing a more powerful arsenal you must rid each planet of these hostile beings, and build an isolation grid to seal off the planet. Your starting position is located in a sector of the galaxy that is in total chaos, filled with many competing factions. There are hundreds of worlds in this sector, but only fifty of those planets have been identified as suitable for future colonization. Getting to these worlds will not be easy. Your only defense is your personal arsenal and access to starbases. The starbases were built by an alliance of twelve civilizations in order to provide a place for trade and cultural exchanges. Unfortunately, these bases have now degenerated into little more than a forum for weapons and construction trade, with the possibility of advances through cultural exchange almost nonexistent. Gameplay There are two major components of gameplay Space Combat and Ground Combat. Space Combat. The space combat section is used for both navigation and combat. When navigating around the galaxy there is a high probability of encountering hostile alien starships bent on your destruction.

In the combat component, the player may access his ships weapons systems for the purpose of defending his ship and for attacking enemy ships. While in combat mode, the player may obtain additional credits for disabling, boarding and defeating enemy ships. Ground Combat. The primary objective of ground combat is to secure all 50 planets for your civilization. To do so, the player must send an Away Team to each planet to destroy all alien beings in the area and build an isolation grid to fully secure the planet. While combat is occurring on the planet, the player should also obtain weapons, ammunition, and medical kits. Weapons and ammunition may be added to the players inventory, however, only weapons may be resold at the local starbase. Medical kits are used during ground combat to bring a players health back to excellent condition. Beginning Starship Systems Operations Main Menu. A cinematic introduction will begin after Starship is loaded. If you wish to skip subsequent introductions, press any key on the keyboard. Commander Registration. At this screen you will select a commander from one of twelve worlds. Note Each commander has a basic ship, space and ground weaponry, and crew already provided. However, if you wish to change this default configuration, you may do so at the Starbase Menu. Starbase Menu After selecting your commander you will be taken to the Starbase menu. The Starbase is your lifeline. This is where

ships, weaponry and crew may be bought and sold. Simply click on any of the objects on the menu to access a particular function. Notes If you are starting a new game, you may proceed directly to the elevator doors in order to board your starship and leave the starbase. When you choose a commander, you are equipped with a basic ship, weaponry and crew. Take care when selecting the sun exit on the Starbase menu, as this will end the current game in progress.

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