

# COSMIC PIRATE

You take on the role of the infamous Guy Manly, a pirate feared across the galaxy. Your employers are a criminal organisation known as THE COUNCIL who are based at NEST 51 an intelligence agency. This network keeps track of all space truck activity in the galaxy. A fee is charged for the location of these trucks in order that you can raid them. To attain the best missions you must prove your worth on a simulator of which has several selectable missions which affect your statistics. (A fee is charged to play the missions however the COMBAT series is paid for by THE COUNCIL.

**COMBAT ONE:** Simulates the vicious GYRO aliens. Keep an eye on your shield level, when it's low RUN AWAY.

**COMBAT TWO:** Similar to one but has deadly SPACE SNAKES. Adopt techniques to destroy them for the future.

**COMBAT THREE:** The most sophisticated of the series. Practically every alien type is simulated making this useful.

**DISASTEROIDS:** Bears no relation to the simulator room but THE COUNCIL think it's great fun.

**SPACE SIM:** Improved detail (true sim) includes bonuses, scenery, improved ship response and hyperspace.

**PLANET SIM:** (Amiga only) Gives player low flying experience shooting aircraft (which will defend themselves).

**SPACE TRUCK SIM:** Player has a chance to attack and dock with a space truck. Very realistic simulation.

## MISSIONS

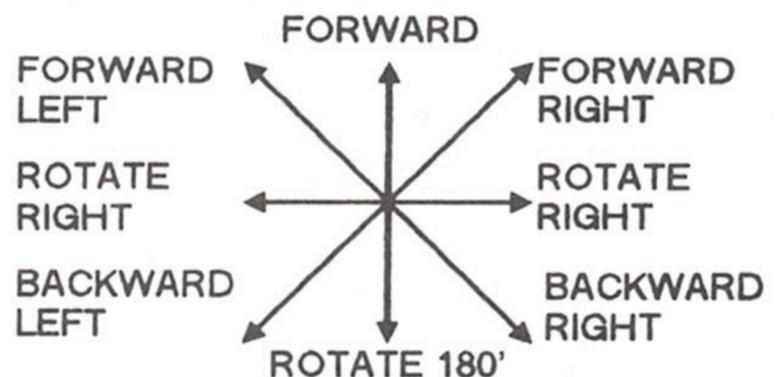
Information concerning the whereabouts of space trucks is charged by NEST 51 at the price (1000 units) x size of ship.—thus an A class mission will cost 1000 units and a Z class will cost 26,000 units. Never let your Shooting accuracy fall below 30% (or it's back to the simulators). If your account goes in to the red then you will be permitted to trade but not purchase. A reward will be offered for your head so expect bounty hunters (they mean business).

### A 'TYPICAL' MISSION

- 1..... Launch from NEST 51.
- 2..... Enter hyperspace.
- 3..... Emerge from hyperspace in correct galaxy and sector
- 4..... Find a hyperspace beacon and pay toll (kill enough aliens).
- 5..... Use Cosmic sector map to chose new sub-sector destination.
- 6..... Emerge from hyperspace at your chosen destination.
- 7..... If space truck is not present here go back to 4.
- 8..... Find space truck and disable it.
- 9..... Dock with truck and re-enter hyperspace (destination NEST 51).
- 10..... Mission complete. THE COUNCIL take 90-99% of your profits.

## SHIP CONTROLS

- BULLET**..... FIRE BUTTON  
**SMART BOMB**..... FIRE BUTTON (HOLD)  
**PAUSE**..... SPACE BAR  
**QUIT GAME**..... ESC



## HYPERSPACE BEACONS

Each sub-sector of the galaxy contains a hyperspace beacon which is the only way to reach another sub-sector. The beacon can be found by flying towards the cursor which is on screen at all times (in this case shaped like a cross with a 'T' in the centre). The cursor gives an idea of the distance and direction of the beacon and it will move to the centre of screen as you approach. The gravitational pull of the beacon has attracted all types of space debris which can serve as an indication that you are approaching the beacon. The beacon will activate when you fly towards its centre. If there is no toll then you have killed the required number of aliens and will enter hyperspace. If not, the toll amount will flash on screen and your score must reach this number if you are to leave. As you enter hyperspace the toll will be deducted from your score and 25% of your damage will be repaired. If your score is greater than the toll then you keep the rest. Any score left at the end of a mission is converted into cash—tax free!

## THE SECTOR MAP

When in hyperspace (via beacon) you will be presented with a sector map. A sector is divided up into 12 x 9 sub-sectors. Each sub-sector is colour coded from black through blue to orange. The colours represent alien activity in that sub-sector and translate to a toll demanded by the beacon (orange represents toll of 7000, black means no toll).

Your position is represented on the map by a flashing skull and crossbones. At this point you may chose your destination by moving the joystick. Other icons on the map represent planets, trucks and other pirates (same icon but not flashing). Your ultimate destination is always the sector containing the fish-shaped truck icon but you can take any route. Once a sub-sector has been cleared of aliens it may be visited at no charge from the beacon.

If you move into a sub-sector containing another pirate, you must both fight to the death. If your bank account ever falls below zero then a reward will be offered for the recovery of your ship which will attract groups of pirates. So long as you stay in the black, however, you are unlikely to be attacked.

## ALIENS

Throughout the game you will be attacked by aliens in all shapes and sizes. Points are awarded for each kill depending on the size, difficulty, number of shots needed etc. Use the scanner to watch approaching aliens (it is possible to shoot them before they enter the screen).

Aliens killed in order to pay a toll are called 'NECESSARY KILLS', any further kills after that are called 'UNNECESSARY KILLS'. These are worth twice as much and are counted towards your PIRATE STATUS.

## BONUS OBJECTS

Sometimes, an alien killed leaving behind small 'bonus' objects and these should be collected by flying into them. If the bonus is not either collected or destroyed it turns into a homing missile which is deadly. The bonuses are colour coded and each colour has a different effect on your ship.

COLOUR	EFFECT
YELLOW.....	Adds 50 points to score.
WHITE.....	Adds one 'SMART BOMB'.
GREEN.....	Increases shield.
RED.....	Kills all aliens and bonuses on scanner.
BLUE .....	Decreases ship damage (slightly)
BLACK/TRANSPARENT .....	Splits into many random bonuses.

## PLANETS

Pirates always find visiting planets dangerous but profitable. There is usually an oppressed population who will pay large fees to be set free from an tyrannical empire (If there is no business then its good shooting Practice anyway).

## SPACETRUCKS

These are extremely large cargo ships transporting goods from planet to planet. Size varies enormously from the smallest Class A to the legendary Class Z 'WHALESHIP' which is the size of a small planet. To capture one first find one assuming you are in the correct sub-sector, fly towards the fish-shaped cursor which will be moving. Spacetrucks cannot be docked with unless you first destroy its defences. This is done by attacking any moving parts on the outside of the ship, thus forcing it to use its energy to power shields. Larger ships have surface guns which fire homing missiles in the shape of huge fireballs. Shoot them or avoid them. Use Smart-bombs to destroy the surface guns.

As the ship drains of power its colour gets darker. Once the ship has completely stopped moving you may dock. Docking is semi-automatic and involves flying close to the docking port at the front of the ship until your computers take over. Once docked your mission is almost complete. All that remains is to pilot the ship manually through the hyperspace lanes. Pick up extra points by shooting smaller spaceships whilst accelerating to light speed.

## THE FRONT END- HOW IT WORKS

When the game begins you will be presented with an option screen which contains a text window at the top and ten option bars, each associated with a function key. The option bars are colour coded. RED (command which usually leads to a new menu). GREEN (options are parameters which effect the next command, eg. On the SIMULATORS menu you may press green option 'DISASTERIODS' and nothing happens except a light will show up. If you press the red option 'PLAY SIM' the DISASTERIODS simulation will begin. This sounds a lot more complex than it really is!

**LAUNCH:** Begins by showing an automatic launch sequence after which you will be hyperspaced to your chosen destination. Note: Launch is only permitted if your hooting accuracy is less than 30%; You must return to the sim.

**SELECT MISSION:** You can only choose a mission you are qualified to carry out. The rule is that you may only take on a mission of a class one greater than you have successfully completed ie. Class B after capturing a Class A.

**SIMULATORS:** Allows access to sims as described earlier. Also provides player with pricing information and Hi-Scores.

**PIRACY STATUS:** This option lists a series of personal statistics which reflect performance so far. The Statistics are combined to form your PIRACY STATUS which is simply a number which allows you to judge your own performance (along with your bank account). As a rough and ready guideline, a piracy status of 1000 is regarded as excellent and no pirate has yet scored 2000. It is of course perfectly possible to make money without gaining a very high rating.

**REFIT SHIP:** Once some money has been accumulated this allows the player to customise his/her ship with several extremely expensive items such as new shield, weapons, engines etc.

**QUIT GAME:** Current game is terminated and you are returned to the 'enter name' prompt. If you enter the same name as before your game will be restored intact.

**MISSION DATA:** Displays all known info about your selected mission.

**SHIP CONFIG:** Describes current ship status of your spaceship.

COSMIC PIRATE was developed by Palace Software Ltd. It is published under licence by Digital Integration Ltd.

ACTION 16 is a trade mark of Digital Integration. COSMIC PIRATE is a trade mark of Palace Software Ltd.

Copyright 1989 Palace Software Ltd. Copyright 1990 Digital Integration.