



## Technical Supplement

IBM-PC/PCXT/PCAT/PS2 AND  
COMPATIBLES; TANDY 1000/3000

**Note:** All DOS commands are presented in this technical supplement surrounded by brackets [ ]. Anything appearing between these brackets should be entered exactly as written. Commands surrounded by <> indicate keystrokes such as <enter> or <space bar>. Commands surrounded by ( ) indicate the general nature of the information you should enter, but not the specific information itself. All DOS commands are also separated from the other text in this technical supplement, either by several spaces or a full line. For instance, the command

```
[md] (directory name) <enter>
```

would instruct you to enter the DOS command md (for make directory), followed by the name you wish to give to the new directory, followed by pressing the <enter> key on your keypad.

## Getting Started

### Booting The Game From a Floppy Disk

1. Boot your machine using the DOS disk.
2. Before Starting **Space 1889**, you must make backup disks of all the diskettes that came in the box. See the section titled **Creating Backup Copies of the Game** for specific instructions on making backup diskettes. Also, create one extra blank, formatted disk and label this the SAVE GAME DISK. Place the originals in a safe place.
3. Insert the A disk of **Space 1889** in drive A (or whatever drive is applicable to your machine).
4. Make sure that the DOS prompt is addressing the drive containing Disk A. To begin loading the game, type [1889]<enter> at the prompt.

### Hard Disk Installation and Booting

To install the game to your hard drive, you should create a directory where you will copy the game. To create a directory, do the following:

1. From the C: prompt, type [md] (directory name) <enter>  
Example: md 1889<enter>
2. From the C: prompt, you can access the directory you created by typing [cd\] (directory name) <enter>

Example: cd\1889<enter>

3. Once you have created a directory and accessed that directory, copy the files from all disks into the directory you created. This can be done by inserting a disk into drive A and typing:

```
[copy a:*.* c:\] (directory name) <enter>
```

This DOS command copies all files from the A drive into the directory you created on the hard drive. Repeat this command for the remaining game disks. Be sure the appropriate game disk is in the appropriate drive before entering the DOS command.

4. Once you are finished copying the files onto the hard drive, store the original diskettes in a safe place. Make sure the DOS prompt is addressing the directory containing your game, and then type:

```
[1889] <enter>
```

### Creating Backup Copies of the Game

If you are using floppy drives to play **Space 1889**, you will need to create backup copies of the game. To create a backups, you will need blank, formatted disks. Format the disks using the DOS command:

```
[format a:] <enter>
```

Make sure none of the **Space 1889** game disks are in the drive when you execute this command. Format the same number of disks that came with the game.

Now use the DOS copy command described above to copy the game disks to the newly formatted

disks. From a single drive, type

[copy a:\*. \* b:] <enter>

and follow the prompts for inserting and switching disks in the A drive.

If you have two disk drives, insert the game disk into drive A and the blank, formatted disk into drive B. Then type: [copy a:\*. \* b:] <enter>

## Copy Protection

The game disks for **Space 1889** are normal in every way. However, at the beginning of the game, you will be asked to locate information from the manual packaged with your game, so keep it handy. All of the questions will refer to information presented in the manual's many charts.

## Installation Options

When you run the program for the first time, you will need to set certain information for the game.

A. You will be asked which graphics driver your computer is equipped with:

1. VGA
2. EGA
3. CGA
4. TANDY

After selecting the video driver, you will be asked whether you wish to use a joystick, mouse or the keyboard. Next, you will be asked if you want to load the COVOX sound effects. The amount of sound effects that can be loaded depends on the amount of memory your computer has. If you have 640k of free memory (not supporting any memory resident programs), all sound effects will be loaded. A machine with 512k of memory can still be used to operate the game, but not all the sound effects can be loaded into memory. The same applies for machines with 640k, but running memory resident programs.

After you have entered in this information, it is saved in a file called 1889.CFG. If you wish to change these options at a later date, delete this file by typing: [del 1889.cfg] <enter>

Once you have provided this specification information, the options you selected will automatically be used for subsequent bootings, unless you delete the 1889.CFG file.

After the game has loaded, it will show two options:

- START NEW GAME
- CONTINUE SAVED GAME

### START NEW GAME

This allows you to create a party disk or start a brand new game. The following menu selections are displayed if you select START NEW GAME:

- CREATE PARTY DISK
- USE PARTY DISK
- USE DEFAULT CHARACTERS

Select CREATE PARTY DISK if this is the first time you've played the game and you wish to create and save your own characters, instead of using the default characters. Simply answer the questions asked and exchange disks when prompted. **Note:** Your party disk can also be used as a save game disk. Select USE PARTY DISK if you have already created a party disk and want to start a new game. Select USE DEFAULT CHARACTERS if you plan to start a new game using the default characters provided.

### CONTINUE SAVED GAME

Select CONTINUE SAVED GAME if you have already created a party of characters and have played the game. You will be asked to insert the save game disk (unless you're playing from a hard drive), and enter the file name of the saved game you wish to restore.

## Game Options

The game options can be access in two places: from the ground movement screen and from the space navigation screen. The game options are

- SAVE
- LOAD
- PAUSE
- QUIT

SAVE allows you to save your current position to your save game disk. LOAD allows you to restore a position from your save game disk. PAUSE pauses the game. Press any key to continue playing. QUIT ends the game and returns you to DOS. Be sure to save the game before you QUIT.

## Interface Options

SPACE 1889 can be played from the keyboard or with a mouse or joystick. If you desire, the mouse or joystick can be used in conjunction with the keyboard. The following is an explanation of how each is used:

**Keyboard.** The keyboard interface is easy to use if you keep in mind a few simple rules.

- A) All of the commands in the game have an on-screen icon for players using a mouse. Inside each icon is a title that describes what the icon is used for. Inside each title is a highlighted letter. Pressing that letter on the keyboard will execute that command.
- B) The up, down, right, and left arrow keys are almost always used to scroll through menus or lists of objects. Likewise, the <pg up> and <pg dn> keys will jump through the list and the <home> and <end> keys will take you to the top or bottom of the list, respectively.

**Mouse.** The mouse is not used exclusively during game play. You must still use the arrow keys to move a character around on the screen, but you can use the mouse to select icons and, using the arrow keys in the top left portion of the screen, scroll through lists.

**Joystick.** As with the mouse, the joystick is not used exclusively during game play. It merely acts as a substitute for the up, down, left, right, <home>, <end>, <pg up> and <pg dn> keys on the keyboard. The fire button serves the same purpose as the <enter> key.

## Saving and Restoring Games

**Saving Games.** A game can be saved on the ground or in space; NOT during any type of combat. It is recommended that you save your game each time you land on or leave a planet. Before you can save a game position, you must have a blank, formatted disk. You can save your game by selecting the GAME icon and then the SAVE icon. You will be asked to insert your save game disk (except when playing on a hard drive) into a drive and type a name for the save game file. **Note:** Your party disk can also be used as a save game disk. Each save game disk allows a maximum of 10 game positions.

**Restoring Games.** A saved game can be restored while your characters are on the ground or in space; NOT during any type of combat. To restore the game, select the GAME icon and then the LOAD icon. You will be asked to insert the save game disk (except when playing on a hard drive) into a drive and type the file name for the game you wish to restore.

## Playing The Game

### Keystrokes and Icons

The specific keystrokes and icons used in the game are listed according to the game screens on which they appear. As you become acquainted with the game, it's a good idea to keep this technical supplement open to the page detailing the keystrokes and icons for the screen you're playing. The keystrokes and icons for each game screen are provided below:

Keypress	Icon	Action
T	TAKE	Take item laying on the planet surface
D	DROP	Drop item in your possession
Q	QUERY	Talk to NPCs
C	CURE	Cure players
I	ITEMS	View items in your possession
V	VIEW	View surrounding area
S	STUDY	Study items in your possession
L	LEAD	Change party leader
P	PARTY	View party information screen
F	FIGHT	Initiate combat mode
R	ROB	Rob NPCs
H	HUNT	Hunt for NPCs
G	GAME	Game options
ARROW KEYS		Move party/player on overhead screen

### Overhead View Screen

### NPC Interaction

Keypress	Icon	Action
T	TALK	Initiate talking to the NPC
B	BUY	Buy object from the NPC
S	SELL	Sell object to the NPC
L	LEAVE	Leave the NPC

### Buy Item

Keypress	Icon	Action
I	INFO	Buy information (bribery)
O	OBJECT	Buy object from NPC
L	LEAVE	Leave this menu

# The London Times

MONDAY MORNING, AUGUST 1, 1889

## Famous Inventor Thomas Edison Vanishes — Feared Kidnapped

### Cloudship Pirates Suspected

Thomas Alva Edison, generally recognized as the greatest inventor in history, and father of interplanetary space travel, has vanished from his home in Menlo Park, New Jersey. Edison, the genius behind inventions such as the incandescent lamp, electrical vote recorder, stock ticker machine, and most notably the interplanetary ether flyer, was last seen in his laboratory ten days ago. Edison was rumored to be working on a new version of the ether propeller that could potentially carry an ether vessel beyond the asteroid belt, a place where no human being has ever journeyed.

A ruthless band of cloudship pirates known as the "Ether Rogues" are suspected of kidnapping Edison in an attempt to gain control of the propeller. Rumors abound that Edison was taken aboard a Whisperdeath-class cloudship. Scotland Yard detectives have been dispatched to the United States to aid in the investigation. A full scale effort is underway to determine if the brilliant inventor is being held captive, and where he may be.

Scotland Yard Chief Inspector A.C. Doyle announced yesterday his full-fledged support to the American investigation because, "Edison possesses the most brilliant mind in the world. His ingenious inventions have had a distinct impact on each of our daily lives. I will pledge what assistance I can to ensure his safe return, while dealing with his captors in a swift and severe manner. If Mr. Edison was working on a new, advanced ether

### Rebel Gangs Hoarding Liftwood On Mars

#### Complex Conspiracy Begins To Unfold In Martian Highlands

The greatest single resource Mars produces is liftwood - the fabulous sapwood that carries within it the ability to defy gravity. However, a dangerous conspiracy to hoard liftwood has been uncovered — and the Germans are the prime suspects behind the villainous plot.

Since Edison's first expedition to Mars in 1870, and the subsequent colonization of the planet by the nations of the Earth, liftwood has become the key prize that ensures power and prestige on a universal level. Liftwood is scarce and expensive. The life of liftwood is short, and it is difficult to

propeller, we can't let such a critical invention fall into the wrong hands."

Born in Milan, Ohio on February 11, 1847, Edison is most famous for his 1869 invention of the interplanetary ether flyer, and his subsequent journey to Mars in 1870, the genesis of all space travel. Since his return from the mysterious red planet of Mars, ether flyer expeditions have continued to increase in regularity to the inner planets of our solar system — including Mercury, Venus, Mars and Luna, Earth's Moon.

### Gala Reception And Exhibit Opening At Museum Of History Tonight

The social elite of London, as well as the most noted archaeologists in the world, will be in attendance at the London Museum of History this evening for the grand opening of the TREASURES OF EGYPT exhibit.

The precious riches of the Egyptian Pharaoh Ramses VI, unearthed by an expedition team headed by archaeologist Thomas Cook, are hailed as the most wondrous collection of Egyptian artifacts ever discovered. Priceless items on display include dazzling solid gold sculptures, finely detailed alabaster vases and statuettes, perfectly chiseled shrines honoring numerous gods and goddesses, the impressive gold coffin and brilliant gold face mask of the King Ramses, and various jewelry and weaponry used by the King. In all, over 200 incredible items will be on display.

Mr. Cook will open the reception with a talk about the perils created by this expedition into the famous Valley of the Kings, in the scorching desert sands of Egypt. In a statement issued to THE TIMES, Cook said, "I'm excited and eager to speak about my adventures in search of the tomb of Ramses VI. I hope I can convey the wonder, excitement and passion I felt in unearthing these priceless treasures." The talk is scheduled to last about 40 minutes, at which time the exhibit will be opened. A reception will follow.

Attendance for the opening reception has been limited to 250 people, most of which are comprised of the aristocrats of London society, as well as some of the world's most famous historians and archaeologists. The exhibit will open to the public next week.

### Passage To Travel On Mars Restricted In Wake Of Martian Ground Cleansers Movement

#### Anti-Human Organization Among The Martians Grows As The Liftwood Conspiracy Escalates

Travel across the planet of Mars will now require special passes as the Ground Cleansers movement continues to grow and endanger humans on the planet. The Society of the Purifiers of the Soil (more commonly called the Ground Cleansers) is a fanatical, anti-human movement popular with the Canal Martians. Its members are a basically reactionary force wishing to purge Martian society of the corruption they believe humans have introduced. More extreme elements want to purge Mars of the humans themselves.

The cult has gained flocks of new members in the wake of the Liftwood Conspiracy occurring in the Martian Highlands. Presently, rebel forces are murdering tribes of High Martians and poaching precious supplies of liftwood in the territory.

### German Government Assigns Baron Hasso von Gruber To Diplomatic Mission On Mars

#### Re-Assignment Follows Implication In Illegal Trade Regulations

Following accusations by the British Parliament of illegal trade regulations, the German government has removed Baron Hasso von Gruber from his position of Minister of Trade and re-assigned him

to Mars to oversee German interests on the planet.

Parliament member Joseph Chamberlain said yesterday, "If the British Parliament had not continued to push the issue of von Gruber's questionable tactics concerning trade and passage, the German government would have continued to allow him to rule the international trade routes in a corrupt and reckless manner. I see his re-assignment as nothing more than a slap on the wrist. He should have been excommunicated from the German government. I consider him to be a true enemy on Britain, and allowing him to exercise power on Mars can only lead to trouble there."

Baron von Gruber responded with the following statement: "The British accusations are unfounded. As usual they have attacked the German government and myself to justify their own inadequacies. It is one of nature's genuine paradoxes that the achievements of the British are so fascinating, while the British themselves are so numbingly dull."

Baron von Gruber's official mission on Mars is to increase German power and prestige and to obtain reliable access to a reasonable and fair supply of liftwood for the Imperial German Navy's building plans.

### Noted Red Captain Leaves Mars — Whereabouts Unknown

#### Alonzo Quinton Freermerchant Last Seen In Latin America

Alonzo Quinton Freermerchant, one of the legendary five Red Captains of Mars, has left the red planet and apparently returned to Earth. Freermerchant, captain of the Martian steam gunboat Baron Lortmore, was last seen in Latin America a little over two months ago. His sudden return to Earth and subsequent disappearance remains a mystery.

The Red Captains were formed in the late 1870s, when a small supply of human ex-officers on Mars were completely captivated with its exotic

the small liftwood trees take years to reach maturity, and they only grow in the mountain plateaus of the Martian Highlands. The groves are guarded by the barbaric High Martians who invariably consider the trees to be part of their territory and heritage.

Since the initial colonization of Mars by the humans in the early 1870s, liftwood control has been a controversial topic, and has led to numerous confrontations. Although liftwood supplies have been fairly divided among the British, Germans, French, Americans, Russians and Belgians, a devious conspiracy to gain control of a majority of liftwood is underway.

In recent months several tribes of High Martians have been brutally slain by rebel forces, and liftwood that has not properly reached maturity has been cut down and stolen. King Hattabranx, leader of the High Martians, promised to impose greater control over the Martian Highlands to ensure the rebel liftwood poachers are stopped. King Hattabranx said, "The greed and selfishness of the humans will be stopped; too many of my people have been senselessly slaughtered. They call us barbarians! Humans only have too look in the mirror! We will fight to the death. My race will be avenged!"

The Germans are the prime suspects behind the conspiracy; and the recent arrival of the controversial Baron Hasso von Gruber can only help to strengthen the accusations against them. Germany's ruler Kaiser Wilhelm II denied the accusations, saying Germany believes in "fair and honest liftwood supplies." Baron Hasso von Gruber refused to comment on the alleged conspiracy.

THE TIMES will continue to investigate the Martian liftwood conspiracy and report on the tensions brewing in the Martian Highlands.

If any human wishes to travel across Mars by boat or zeppelin, they must be sure to have a special pass that allows them to do so. Passes will not be issued without proper credentials.

Martian officials have commented that passes will be issued to very few humans until tensions between the Ground Cleansers and humans decrease.

## Tin Prices Plummet — European and American Mines Face Bankruptcy

The price of tin has plummeted on the world market. Recent sales of high grade tin have driven the price from its normal 162 per ton to 117 per ton, with prices continuing to slide downward. Tin mines across Europe and America face bankruptcy, as do many tin brokers, who hold large stockpiles of 162-per-ton tin.

The bulk of the new source of tin has been sold through a handful of London brokerage houses who have all identified their source as the island kingdom of Vanaluvala in the Java Sea. Never before known as a tin producer, it is widely believed that the Vanaluvala monarchy is serving as an intermediary for an unknown supplier, or suppliers. The puzzle is that no one can locate the original source of the cheap tin.

Wild stories of transmutation of elements, slave mines deep in Africa, and half a dozen even more far-fetched and irresponsible explanations have sent a shock wave through all London metal markets. Industry requires stability in the cost of its raw materials and an assured supply. The wildly fluctuating prices in the metal markets, as well as the collapse of capital flow into the mining industry, is a matter of gravest concern.

The plummeting value of tin is reminiscent of the Tin Crash of 1881, masterminded by a former chemistry professor named Ignatius Wisniewski,

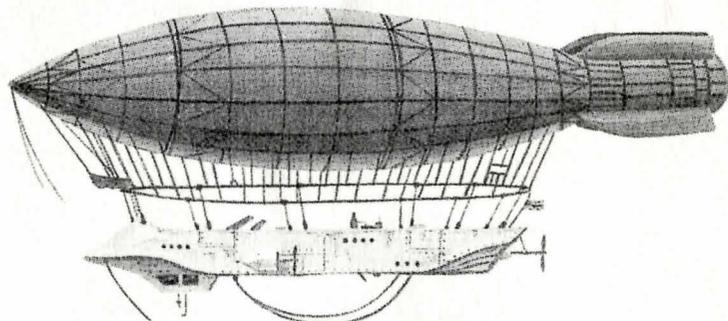
who began mining tin in Australia and selling it for drastically low prices. Wisniewski's scheme was foiled by Claude Brumpford, who turned over his former associate to authorities. Wisniewski was convicted of market manipulation, but before he could be sentenced, he fled to Mercury where he began developing a sophisticated mining vehicle for use on the planet. The Warsaw Miner, named after Wisniewski's home, was lost in 1882 with its entire crew of eight, apparently due to the faulty design of its cooling systems. Wisniewski was believed to be on board at the time of its loss and has certainly perished.

## Chadwick, Inc. Announces Research Into Formulas To Combat Venusian Atmosphere

Chadwick Inc., a chemical manufacturer based in Bloomington, Illinois, U.S.A., has announced a new research and development program designed to produce a formula capable of combating the harsh environment of Venus.

Visitors to Venus are well aware of the problems that await travellers. Clothing, especially leather goods, grows a thin coating of green slime unless sprayed with carbolic acid every day or so. Most conventional clothing becomes rotten and reduced to rags. Iron and steel which are not properly cared for will turn to useless lumps of rust. Wood must be treated with creosote, carbolic acid, or some other chemical preservative or it will rot within weeks.

Chadwick, Inc. President and Chairman of the Board Frank Chadwick commented, "We are currently assembling several teams consisting of some of the best chemists in the country. Our hopes are that within two years we will have three separate formulas on the market to combat the effects of Venus: one for clothing, another for wood, and yet another for iron and steels. Our interest in Venus stems from the fact that it offers hundreds of raw materials needed to produce drugs, dyes and other chemical products. We are not strictly developing the formulas for pure profit. The formulas will help our chemists explore the riches of Venus more successfully. Long term growth for this company can only be realized if we expand to Venus."



### Quality Ether Flyers At Low Prices

The popularity of Ether Flyers has driven their price far beyond the means of an ordinary citizen. Well, not anymore.

Ethel's Ether Flyers offers the lowest-priced Ether Flyers anywhere in the world. Whether you are looking for an Edison Propeller or an Armstrong Propeller, it's here, and at the lowest price. Whether you need a Conventional Boiler, Internal Combustion Engine or Gas Turbine, Ethel's can sell it to you at a lower price.

Travelling to the stars shouldn't make your wallet lighter than air. Stop by and browse at Ethel's Ether Flyers.

culture and environment, so much that they began making their way as private citizens. Most of these men combined their military and aeronautical skills with a natural inclination for adventure — and soon became a small brotherhood of human captains of Martian ships. The Martians began calling them the Red Captains, because to a golden-skinned Martian, a European's complexion is ruddy to the point of being red. The Red Captains are accepted by most Martian cloud captains as equals, albeit grudgingly, but are hated and feared by the High Martians. The legend of the Red Captains has continued to grow, and in a fairly short time they have largely displaced gunfighters as the most popular subject for American dime novels.

The most famous of the Red Captains, Frederick Gustavus Burnaby, in a statement issued from Mars said, "Alonzo left Mars very abruptly. He has been very quiet and introspective over the last few months. He definitely had something on his mind. I have no idea what he was searching for in Latin America, but I am offering a personal reward to anyone who can discover his whereabouts. He is my very close friend."

If anyone has information concerning the fate or whereabouts of Captain Alonzo Quinton Freeremchant, contact THE TIMES.



Tired of cribbage every weekend with the family and friends? Bored of watching horse races for excitement?

An American-based company named Paragon Software has developed a new sort of game, requiring something the company calls a "computer." The game, called MegaTraveller 1: The Zhodani Conspiracy, takes place far in the future. Through the computer, the player creates and controls five characters and guides them on a mission through a frontier section of the galaxy in an attempt to prevent interstellar war. The player may control any character individually, with the computer carrying out orders given to the other characters.

The game requires a specific kind of computer — one called an IBM-PC, although other machines such as Tandy and IBM-PC/compatibles may also be used. The information is given to the computer via disks, which may be 5 1/4" or 3 1/2". The game sells for \$59.95 in American currency.

Paragon Software is also developing a game based on the solar system as we know it today. It is scheduled to be titled, Space 1889. It should be interesting.

## Buy Information

Keypress	Icon	Action
O	OBJECT	Trade an object for the information
M	MONEY	Bribe the NPC with money
L	LEAVE	Leave this menu

## Buy Object

Keypress	Icon	Action
O	OBJECT	Trade an object for the NPC's object
M	MONEY	Buy the object with money
L	LEAVE	Leave this menu

Keypress	Action
N	Give new orders to your party
A	Attack NPC
R	Reload your weapon
W	Change your weapon
B	Set the Block command
F	Flee (regroups your party and continues ground movement)
ARROW KEYS	Move character currently on screen

## Ground Combat

Keypress	Action
ARROW KEYS	Change to new character
A	Set Attack command
R	Reload weapon if out of ammo
W	Change weapon
M	Set Movement command
B	Set Block command
N, <Esc>	Return to combat; highlighted character becomes current character

## Ground Combat (During New Order Phase)

## Space Combat

Keypress	Icon	Action
A	ASSIGN	Assign your party characters to crew positions
P	PARTY	View party information screen
G	GAME	Game options
L	LINK	Link with a disabled flyer
U	UNLINK	Unlinked a linked flyer
B	BOARD	Board a linked flyer
ARROW KEYS		Move ship through the atmosphere
<ENTER>		Use guns to attack ship*

## Space Navigation

Keypress	Icon	Action
C	COURSE	Plot a course to a new planet
L	LEAD	Change leader
P	PARTY	View party information screen
G	GAME	Game options
ARROW KEYS		Move ship through space

\* Which gun is used is determined by the distance between your ship and the enemy ship.