

STARFLIGHT

Command Summary Card

For the Amiga

Getting Started

To play *Starflight*, you need a computer with at least one floppy drive and 512K of free memory. Your machine must be operating with Kickstart 1.2 or 1.3.

Loading Starflight

Before you begin play, **MAKE A COPY OF THE PROGRAM DISK**. The program isn't copy protected, so if you play on the original disk, you'll alter it forever. Make a copy now and put the original away in a safe place. You'll need a blank, initialised floppy disk. Note: You cannot install Starflight onto a hard drive.

To make a copy of the Program Disk:

1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. Insert Workbench into DF0:.
3. If you have a single drive system, remove Workbench and insert the Starflight Disk. If you have two drives, simply insert the Starflight Disk into the other drive.
4. Place the mouse pointer on the Starflight disk icon and click to highlight it.
5. Pull down the Workbench menu from the menu bar. Drag the highlighted bar down to Duplicate and release.
6. Follow the onscreen instructions. You'll need to swap disks from time to time. After copying, you don't need to rename the disk.

To start playing:

1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. When the computer asks for Workbench, insert your *copy* of the Starflight Disk instead. Press the **spacebar** to get past the splash screen and Interstel Police Warning.
3. The Load Game screen will appear. Select the game you want to play (if you're playing Starflight for the first time, select Game 1). Select Load.

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4. If you're starting a new game, the Starport screen will appear. See *Additions to the Manual* on this Command Summary Card.

Selecting Commands



You run your starship and command your crew by selecting options from the screen. Point the mouse cursor to the option you want (the pointing hand icon indicates that your mouse is over an option). To *select* an option, click (quickly press and release) a mouse button.

Selecting Options Using the Keyboard

To move the cursor using the keyboard, hold down the **Amiga** key and press a cursor key (←→↑↓). Holding down **Shift-Amiga** and pressing a cursor key moves the cursor in large increments. Pressing **Amiga-Alt** is equivalent to clicking the mouse.

Almost every option on a screen also has a key assigned to it — pressing that key automatically selects that option. The key is *usually* the first letter of the option. For example, pressing **S** while in Starport automatically selects Ship Construction. Note: The same key may have a different function in different places. For instance, pressing **S** from the Bridge of your starship selects Science Officer. See *Keyboard Commands* on this Command Summary Card.

Scrolling



Occasionally, you're presented with lists of items (in Cargo, the Trade Depot, etc.). You can *scroll* through lists by pressing the up/down cursor keys (↑↓) to move the highlighted bar to the item you want. You can also scroll by clicking on the the arrow icons to the right of the list. Press **Amiga-Alt** or click a mouse button to select the highlighted item.

Continuing Messages



The hourglass informs you that the game is pausing to do something (for example, Launch). The hourglass also appears when the game pauses to let you read a message. Click a mouse button or press any key to continue the message.

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Confirming Commands

YES

NO

Occasionally questions appear in the Text Window asking you to confirm commands. You can move the mouse until the appropriate answer appears on the screen. Click once to answer. You can also confirm commands from the keyboard by pressing **Y** to answer Yes or **N** to answer No.

Game Options



The Game Options menu lets you save, begin, load, or quit a game. You can also turn music and sound effects on and off here. Game Options can be selected anytime except inside a Starport Module or when selecting a landing site. To bring up the Game Options, press **Esc** or click the Interstel icon anywhere it appears on the screen (usually somewhere on the left side of the screen). When the menu appears, select one of the following:

Resume Game Returns you to the game without saving.

Save Game Saves your current progress in the game. You can save up to five games, identified by the numbers 1-5. Select the number you want to designate your current game and select Save. When you save, you permanently erase any game you previously saved under that number. **Note:** You can't save while on planets.

Load Game Loads a previously saved game. Select the game you want to continue (Game 1-5) and select Load.

New Game Begins a new game. Select the game you want to start over (Game 1-5) and select New. This erases any game you may have saved under that number.

Quit Quits the game. When you select quit, you're given a choice of saving before exiting.

Sound On Click on the button to turn the sound on and off. When the button to the left is filled, the sound is on.

Pausing the Game

You can pause the game by bringing up the Game Options (see above).

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Security Access Code Wheel

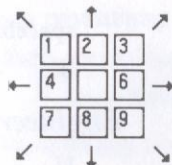
YOU MUST ENTER A SECURITY ACCESS CODE when requested by Interstel Security at launch. The access code consists of three variables: a location, an artifact, and a race. Locations are on the rim of the outer wheel; artifacts are on the rim of the inner wheel. Races appear below the cut-out windows on the inner wheel. Use the wheel like this:

- 1) When the request appears on the screen, find the location on the outer wheel. Line it up with the artifact on the inner wheel.
- 2) Without changing the alignment, find the race on the inner wheel. The correct access code is visible in the window above the race name. Type the access code and press **Return**.

Example: Suppose Interstel Security requests the code for Akteron, Black Box, Uhlek. To find the correct access code, line up Akteron with Black Box. Look in the window above Uhlek on the inner wheel. The correct answer in this case is 22917.

Movement

In the Amiga version, there is no Manoeuvre option under Navigator. Use the mouse to move your starship in hyperspace and your terrain vehicle while on planets. Move the mouse cursor to the Main View Screen — the pointer turns into an arrow. Point the arrow in the direction you want to travel and click or hold down a mouse button. You can also use the numeric keypad on your keyboard to move your terrain vehicle and starship.



WARNING: *Starflight* has a large keyboard buffer that temporarily stores keyboard commands that the computer can't readily execute. Because of this, your starship or terrain vehicle may continue moving after you've released the movement key. Instead, use cruise control.

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Cruise Control



Cruise control lets you travel in a direction without holding down the mouse button or a movement key. You can activate cruise control while traveling in hyperspace, through a system, or on a planet. Select the cruise control icon or press 0 on the numeric keypad to set your ship or terrain vehicle on cruise control; use the mouse or numeric keypad to set the direction of travel. To de-activate cruise control, select the icon again or press 0.

ADDITIONS TO THE MANUAL

PART 2: Starport

2.1 Overview

Your character follows the mouse cursor around the amphitheatre. Move the mouse cursor to a module and wait for the character to walk to it. The module's name appears on the screen when the character is at the entrance — click the mouse button or press **Amiga-Alt** to enter.

2.2.1 Operations: In the Amiga version, there isn't an Evaluations option. You'll automatically receive an evaluation in Operations after you've recommended a planet. You only receive the evaluation once.

2.2.3 Personnel: In the Amiga version, you select Add to create a crewmember. Type the crewmember's name and press **Return**. Select the crewmember's species and press **Return**. Select Add again to add another crewmember.

To train a crewmember, select Next or Previous until the crewmember's file appears. Select the skill you want to train the crewmember in, and then select Once to give the crewmember one training session or Fully to train the crewmember to his or her species' maximum (provided you have enough money). When a skill appears grey, the crewmember has been trained to his or her maximum in that skill. When you've put together a crew, select Exit.

2.2.4 Crew Assignment: Select the crew position you're filling. Select Next or Previous until the file of the crewmember you want for the position appears, and then select Assign. You must assign a crewmember to each position before you can leave Starport. There are no limits to how many positions one crewmember can fill. When all crew positions have been filled, select Quit.

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2.2.7 Docking Bay: The Docking Bay is located in the centre of the amphitheatre.

PART 3: Interstel Superphotonic Starship

3.2.1 Captain: When you Select Site, use the mouse or the cursor keys to move the crosshairs to the targeted landing site. Once you've selected Descend, you're asked if you want the viewport opened. Select Yes to watch the landing sequence; select No to keep the viewport closed (which reduces the time it takes to land).

3.2.3 Navigator: Select Fire Weapons to fire your weapons. In combat, try setting your ship on cruise control so you can manoeuvre and pressing the **spacebar** to fire your weapons.

PART 4: Space

4.1.3 Planet Approach: To orbit a planet, manoeuvre your starship until it's somewhere over the planet. Select Yes to confirm your order to orbit. Select No to continue system travel.

PART 5: Planetside



5.2.1 Maps: In the Amiga version, there are three map levels. You can move your terrain vehicle in all but the most expanded view (the third level). Select the up arrow to expand your map view; select the down arrow to reduce map magnification.

5.2.2 Move: See Movement on this Command Summary Card for details on moving your terrain vehicle. To re-enter your starship, stop the terrain vehicle when it's over your starship and select Embark.



Selecting this option presents a key of all the icons used by the terrain vehicle computer for lifeforms, minerals, ruins, etc. It also provides a topographical key for the planet.



Select this option to engage the Auto-Pickup device. Auto-Pickup automatically picks up any minerals your terrain vehicle moves over.

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KEYBOARD COMMANDS

UNIVERSAL KEYS

Universal keys have the same function throughout the game.

- Amiga**←→↑↓ Move mouse cursor
Shift-Amiga←→↑↓ Move mouse cursor (large increments)
Amiga-Alt Activate a designated option
↑ Scroll up
↓ Scroll down

OPTIONS

- | | |
|---------------|------------------|
| R | Resume |
| S | Save |
| 1-5 | Game 1-5 |
| Return | Save |
| Esc | Cancel |
| L | Load |
| 1-5 | Game 1-5 |
| Return | Save |
| Esc | Cancel |
| N | New |
| 1-5 | Game 1-5 |
| N | New |
| Esc | Cancel |
| Q | Quit |
| 1-5 | Save as Game 1-5 |
| D | Don't Save |
| Q | Quit |

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STARPORT

B	Bank
C	Crew Assignment
D	Docking Bay
O	Operations
P	Personnel
S	Ship Configuration
T	Trade Depot

Crew Assignment

←	Previous file
→	Next file
A or	
Return	Assign Crewmember
Q	Quit

Operations

P	Previous message
R	Repeat message
N	Next message
E	Exit

Personnel

← or N	Next file
→ or P	Previous file
A	Add crewmember
H	Human
V	Velox
T	Thrynn
E	Elowan
A	Android

Return OK

T	Train crewmember
S	Science
N	Navigation
E	Engineering
C	Communica- tions
M	Medicine
O	Once
F	Fully
D	Done
D	Delete crewmember
Y	Yes
N	No
E	Exit

Ship Configuration

B	Buy
1-5	Class 1-5
D	Done
R	Repair
N	Name
E	Exit

The following keyboard commands apply after you select Buy, Sell, or Repair:

C	Cargo Pods
E	Engines
S	Shielding
A	Armour
M	Missile Launchers
L	Laser Cannons

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Trade Depot

B	Buy
B	Buy
E	Exit
S	Sell
S	Sell
E	Exit
A	Scan
S	Scan
E	Exit
E	Exit

C	Cargo
P	Drop
S	Scan
E	Exit
P	Log Planet
S	Ship's Log
Esc	Exit Log
B	Bridge

Science

N	Sensors
A	Analysis
S	Status
B	Bridge

Navigator

O	Leave Orbit
S	Starmap
R	Raise Shield
L	Lower Shield
A	Arm Weapon
D	Disarm Weapon
spacebar	Fire Weapon
B	Bridge

Engineer

U	Up
D	Down
S	Select
R	Repair
B	Bridge

SHIP'S CONSOLE

Numeric

Keypad Move

↓ Cruise Control

Bridge

C	Captain
S	Science
N	Navigator
E	Engineer
O	Communications
D	Doctor

Captain

L	Launch/Land
S	Select Site
D	Descend
A	Abort
D	Disembark

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Communications

H	Hail
R	Respond
F	Friendly
H	Hostile
O	Obsequious
D	Distress
B	Bridge

Once communications are established:

S	Statement
Q	Question
T	Themselves
R	Other Races
E	Old Empire
A	The Ancients
G	General Info
P	Posture
F	Friendly
H	Hostile
O	Obsequious
T	Terminate

Doctor

U	Up
D	Down
S	Select
T	Treat
B	Bridge

PLANETSIDE

Numeric	
Keypad	Move
↓	Cruise Control
E	Embark (when over your starship)
W	Weapons
L	Laser
S	Stunner
E	Exit
A	Auto-Pickup device
S	Scan
E	Exit
L	Look
E	Exit
C	Cargo
D	Drop
S	Scan
R	Read
T	Take
E	Exit

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Technical Support

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- Type of computer you own
- Any additional system information (like type and make of monitor, graphics card, printer, hard disk, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you are having

If you live outside of Europe, you can contact one of our other offices.

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As with most Electronic Arts role-playing games, a cluebook is now available for Starflight. Please call (0753) 49442 for further information



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