

SPACE ACE 2101

The year is 2101 and to house the burgeoning human race the frontiers of space must constantly be extended.

New systems are not easily colonised. The perils of landing on unknown worlds are compounded by aggressive alien beings who have only one thing in mind - the complete elimination of Terans (humans) from the Mhiyken System. While there is a single alien ship still in commission the colonisation of this system is threatened.

THE MHIYKEN SYSTEM:

The most hospitable of the four worlds in the Mhiyken System is the second planet Mhiyken, an Earth-like body after which the system has been named.

The first Creton, a small hot planet orbits close to the sun and is thought to harbour a deadly virus.

The third planet Kaydrea orbits dangerously close to the asteroid belt and has a deadly poisonous atmosphere.

The forth planet Zegnah orbits beyond the asteroid belt in the lonely depths of space. This freezingly cold inhospitable world is strangely beautiful with it's snow covered peaks reaching up into the thinner atmosphere. Zegnah is thought to have a dangerous virus infestation, and inhuman aliens have been found on the far side where man seldom ventures.

THERE IS GOOD NEWS

The first stages of colonisation have been completed. On all planets you will find landing stations, fuel depots, shops and passenger ports. Landing stations will pay any bounties you have earned but are also responsible for collecting fines incurred. If you cannot pay you fines you will be arrested.

The price of fuel, which is prepared directly from sun energy, varies according to the planet you are on. It can be bought from fuel stations and shops.

Shops also sell a range of other commodities. The price of some are the same anywhere, other items vary.

Passengers can be picked up at any time from arrival and departure ports. Intergalactic insurance rules, however, forbid the carrying of more than one passenger per ship in uncolonised systems. Fares will be paid on arrival at the destination port.

As you circle the planets you may encounter immobile robot spies. These are left to collect information on enemy movements. If you have a tractor beam you can collect them to obtain a reward and possibly vital information.

Occasionally a 'space-suited human being' may try to attract your attention. Tractor beaming the poor unfortunates to safety also brings a reward.

AND THERE IS BAD NEWS

The aliens have robot spies also, a lot of them. A small bounty is paid for the destruction of each one.

The really bad news is, out in space beyond the orbit of planet Zegnah, the aliens have set up one of their portable production lines. Until this is neutralised, the aliens can turn out ships faster than we can shoot them down. Once infiltrated, these production lines are undefended from within and can be wiped out by a carefully placed X-ray Zadrone bomb.

Getting into them is another matter however, this one is surrounded by an impregnable shield and a Vortex tunnel with code locked stargates.

Destroy the generator of this shield and find the code to enter the tunnel and you will be well on the way to retiring a rich man.

ECLIPTIC PLANE STRATO CRUISER

"Status & Operations"

FUEL CAPACITY: 46 standard fuel units.

RESERVE FUEL: 2 full units. (low fuel warning flashes on main control panel)

DEFENCE SHIELDS: Type-Energy absorption. Maybe strengthened by addition of shield unit when hit automatic recharging from the ships main energy bank occurs.

ARMOURMENTS: Forward firing ruby laser gun. Few defence shields are impervious to it. Additional laser booster will increase its capacity

TRACTOR BEAM: (NON STANDARD EQUIPMENT) Improves safety when picking up passengers and equipment from planet surface.

INSTRUMENTS & CONTROLS

VIEWSCREEN

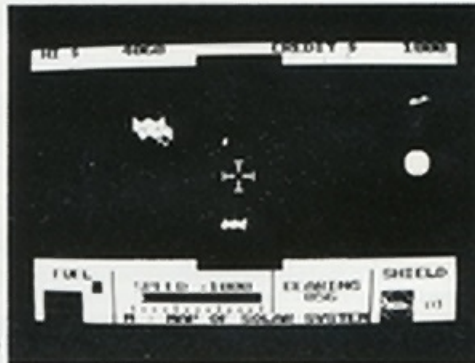
GUNSIGHT

FLIGHT SPEED

FUEL
(Reserve tank)

FUEL
(Main tank)

STATUS LINE
(Flashing means
message waiting)



IN SPACE: Joystick up - moves the gunsight up and when the gunsight reaches the top activates acceleration thrusters. Joystick down - moves the gunsight down and on reaching the the bottom activities deceleration thrusters. Joystick left & right - turns you around in space.

ON THE PLANET: Joystick up - takes you away from the planetary surface if you have sufficient speed. Joystick down - lowers you towards the planet surface. Joystick left & right - accelerates or decelerates according to direction of travel.

FIRE BUTTON: Fires the laser gun as soon as the ruby crystal has cooled from the previous shot.

KEYBOARD CONTROLS: M - Gives a map of the Solar System with the position of your ship, any tunnel codes obtained and the status of the alien shield. T - Lowers the tractor beam - if attached. Z - Drops the Zadrone bomb - if you have one - when it's safe to do so. S - Computer status report.

COMPUTER STATUS REPORT: When in flight or in orbit you may call the on-board computer to give you a status report by pressing 'S' on your control panel. The information available is as follows:

- Stardate (Year and day Mhiyken time)
- Food supply remaining in stores.
- How long you are immune from viral infection
- Hull temperature (only registers above 0 if you are overheated)
- Air pressure in your ship.
- Bounties and rewards owing to you.
- Fines to be paid.
- Number of alien ships in the Solar System according to intelligence reports.

Z - Means you have at least one Zadrone bomb. T - Means you have a tractor beam. P - Means you have a passenger with his destination in brackets thereafter.

A buzzer sounding means you have a danger condition, various reports show from time to time in between the flashing lines.

LOADING AND SAVING GAMES: If you wish to place the game you are playing 'On Hold' you may do so at any time you are in orbit. Replace your game disk or tape with an empty one and press CONTROL and 'S' together. When you enter the 3 letter name you are asked for, it will save your current position and status with that name. When you want to take up your game where you left off, first rewind you tape then press CONTROL and 'L' together when in orbit and enter the name. The computer will reload your details and you will be ready to continue. F1 to F8 starts a new game, the higher numbers give an easier game.