

Player Reference Card
Commodore 64/128 Series

SPACE ROGUE™

by Paul Neurath



To Begin Play

- 1) Turn on the power to your monitor, disk drive and computer.
- 2) Insert the Space Rogue diskette into your disk drive, label side up.
- 3) Type: **LOAD ""8 <RETURN>**. When the cursor reappears, type: **RUN <RETURN>**. After a short wait, the Space Rogue title sequence appears. If nothing appears, see Troubleshooting. Press a key during the boot-up sequence to bypass the title sequence.
- 4) If you are starting a new game, press "N" for "new game." You will see the opening story screens that describe your situation in the game.
- 5) If you wish to continue an old game, press "O" for "old game." Before you can start play, you will be asked to complete a quick documentation check. You must lookup a specific word in your Sunracer manual — specified by its page, paragraph, sentence, and word offset — and type it in. Do not count headings, charts, or illustrations as paragraphs. For example, look at the second paragraph on page 4. The second word in the first sentence is *number*.

Before you can save the game, you must make a copy of the BOOT side of the original disk using any disk copy utility. Always use this copy when saving a game. If you wish to save several games in progress, you can make multiple copies of the BOOT diskette. Remember, each time you save a game to disk, the old saved game on that disk is overwritten.

Quick-Start Instructions

You begin the game in the deep space of the Karonus star system. Follow these steps to reach the nearest star base.

- 1) Plot a course. Press N for navigation mode, then use the joystick or keyboard cluster (described in the following sections) to select the CHART command. Press Return or the joystick button. Move the cursor across the map of the Karonus star system until you find Hiathra Starbase: the green square symbol at coordinates 13,19. Press Return or joystick button.
- 2) Select the HELM command. Autopilot will guide your ship to the new coordinates.
- 3) If a ship attacks you on the way, the journey stops. Select COCKPIT to fight the battle. Press T to target the enemy, and the space bar or joystick button to fire a weapon. Consult the next section for other commands.
- 4) After your ship arrives at its destination, (sector 13,19), select COCKPIT to return to the space view. If you haven't done so already, press T to activate your targeting computer. It displays the range (in meters) and direction to the star base. Move your ship so that the arrows on the edge of your viewscreen are centered and point inward. The starbase should appear onscreen as two pyramids connected by a light-colored axle. To dock, slowly maneuver your ship to touch the axle.
- 5) At the base, walk around, talk to everyone you meet, and buy some cargo. To leave the base, return to your ship. You're on your way. . .

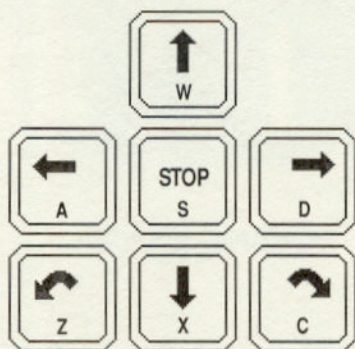
Commands Used in Space Flight

Joystick Movement and Attack Commands

- ☐ To turn, push the stick in the direction you want to turn.
- ☐ To accelerate, press the (+) plus key.
- ☐ To slow down, press the (-) minus key.
- ☐ To fire a ready weapon, press the button.

Keyboard Movement and Attack Commands

The keyboard allows full control of your Sunracer in flight. The following keyboard cluster provides the maneuverability you need for a heart-pounding dogfight or a delicate docking.



Letter Cluster

- W - Nose Down
- C - Roll ship clockwise
- X - Nose Up
- Z - Roll counterclockwise
- A - Left Turn
- D - Right Turn
- S - Stop Rotation
- (+) plus key - Accelerate
- (-) minus key - Decelerate
- Spacebar - Fire Ready Weapon

Additional Keyboard Commands (See Sunracer Manual for details)

- G - give up; try to surrender to attackers
- J - jettison all cargo
- L - toggle between manual and automatic laser fire
- N - go to Navigation Control screen
- R - ready a new weapon
- T - target base/ship with Target Acquisition Computer (TAC)
- V - toggle between "camera views"
- Ctrl-E - toggle between Cruise Flight and Newtonian Flight
- Ctrl-S - save game
- Ctrl-T - toggle TAC display between graphics and data
- F1 - pause game

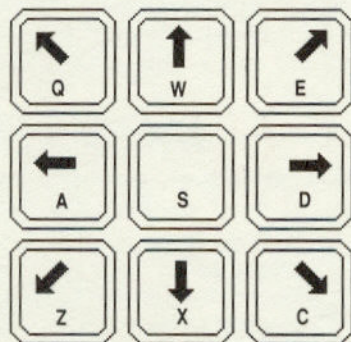
Commands Used When Docked at Bases

Moving with a Joystick:

- ☐ Push the stick in the direction you want to walk. To talk to someone or inspect something, stand next to it, push the stick in its direction, and press the button.
- ☐ Pushing the button while the stick is centered brings up a command menu.
- ☐ In conversations, move the cursor bar by pushing the stick up or down. Highlight your response and push a button. During some conversations, you may be given the "OTHER..." option. Selecting the "OTHER..." option allows you to type in messages, such as secret passwords.

Moving with the keyboard:

To move, use the following keyboard cluster. Pressing Return brings up a command menu. In conversations, use the keyboard cluster to move the cursor bar and press Return to select the highlighted choice.



Commands Used While Navigating

Use the keyboard cluster or joystick to highlight a command from the onscreen menu. Press Return or the joystick button to select the highlighted command.

Commands Used in Hive!

- ☐ Use joystick or keyboard cluster to move/change facing
- ☐ Use button or space bar to fire plasma rifle

Saving the Game

During play, press Ctrl-S to save the game's current position onto a previously made backup copy of the BOOT disk. You can only save the game while you are in space, not at a base or while using the Navigation computer.

Troubleshooting

- ❑ If the game fails to load or you can't save the game, make sure your computer and disk drive are plugged in, turned on, and connected properly. Re-insert the disk, label side up, in the proper drive. Close the drive door and try again.
- ❑ If you are saving a game, read the section on "Saving the Game" above.
- ❑ If nothing works, you may have a damaged disk or a hardware problem. Call your computer dealer for help.



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