



ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 8am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call, and we will try to solve your problem or answer your question. Or write to us at:

Accolade
Attn: Customer Service
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128



DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. So feel free to make a back up of the game. See your computer manual for details about saving disks. If you lose the off-disk copy protection scheme, please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement.



YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

After the 90-day period, defective media may be replaced in the United States for \$10 (plus 7% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the disk, not other materials.)



LICENSE AGREEMENT and LEGAL MUMBO JUMBO

This computer software product (the "Software") and the user manual are provided to the Customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software and user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software or the user manual to the Customer except as expressly set forth in this License Agreement.

The software and the user manual are copyrighted 1991 by Accolade, Inc. All rights are reserved. Neither the Software nor the user manual may be duplicated or copied for any reason. The customer may not transfer or resell the Software or user manual. All registered trademarks and names are properties of their respective owners.

The remedies provided above are the Customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, Accolade, Inc. makes no warranties, either express or implied, with respect to the Software or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

Star Control
Proof of Purchase

ACO-4153
1/9/91
05179

STAR CONTROL™



Commander's Guide Commodore 64 & 128



Table of Contents

HOW TO INSTALL STAR CONTROL	1
System Requirements	1
Starting the Game	1
PLAYER CONTROLS	2
Menus	2
Keyboard Ship Controls	3
Joystick Ship Controls	3
Other Special Controls	4
EARTH'S TREATY OF ALLIANCE WITH THE FREE STARS	4
Article One:	4
Article Two:	4
Article Three:	5
Special Clauses	5
PLAYING THE GAME	6
The Main Activity Menu	6
Setting Player Options	7
Control Options	7
Using Option	8
Bulletin from ComSim Central	8
PRACTICE	9
Flying Ships in Combat	9
MELEE	12
The Hierarchy	13
The Alliance	18
FULL GAME	21
Saving a Game in Progress	22
Loading a Saved Game	22
Fleet Command View	23
The Starfield	24
Going to Combat	26
Strategic Ship Powers	29
WINNING THE GAME	30

Project Credits

Design:	Paul Reiche III
Art Work:	Paul Reiche III and Greg Johnson
Manual Illustrations:	Erol Otus
Sound, Music and Programming:	The Sales Curve
Produced by:	Chris Bankston
Tester:	David Friedland
Manual:	Larry Hall
Commodore Text Additions:	Jeff Wagner

CONTACT WITH ALIEN BEINGS REPORTED RUMOR OF STELLAR THREAT CONFIRMED

*The International Press-Dispatch, March 12, 2612.
By Le-Quo Garibaldi, Press-Dispatch Interstellar Correspondent.*

Rumors of a hostile stellar threat to the earth and its surroundings were confirmed yesterday in an extraordinary meeting between a Star Control scout ship and a Chenjesu vessel near the Ceres base. The first message exchanged between the spaceships was as simple as it was shocking:

Attention: Earth vessel. We are not hostile to your species. However, we must inform you of an immediate threat to your world and people. The Ur-Quan Hierarchy is coming; our defenses are crumbling. We need your immediate assistance. Please respond.

The results of the ensuing conference were made

available to the *International Press Dispatch* by interstellar lasfax. The meeting, held aboard the Cruiser *SpaceDuster*, lasted several hours. A collection of intergalactic journalists waited anxiously as the Chenjesu diplomats outlined their concerns to Star Control General Juan O'Reilly and High Provost Ivana Or-Kochav, Earth's highest-ranking diplomat.

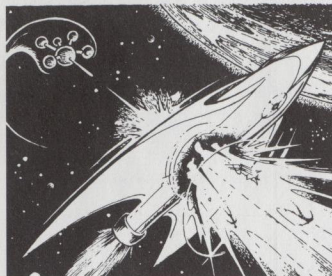
Earth's negotiators expressed their dismay that they had not been previously informed of the existence of alien forms — or the fact of an interstellar war between them. The Chenjesu replied that the Alliance's Supreme Council hadn't judged Earth strong enough to join the Alliance. Moreover, Earth's initial position was on the far side of the Coreward Front. Only in the last few months has the Hierarchy approached our Solar System.

RUMOR (continued)

The Chenjesu emphasized that:

- The Ur-Quan Hierarchy, a rigid union of the ancient Ur-Quan slavers and their minions, is on the verge of annihilating the Alliance of Free Stars.
- Alliance efforts to placate the Ur-Quans through negotiations have been in vain. The Hierarchy's representatives slew three Alliance diplomats at the conclusion of one particularly fruitless session.
- A Hierarchy triumph would be a disaster for known space.

The Chenjesu mediators told of Ur-Quan coercion of several unlikely races into the Hierarchy, of threats delivered to Umgah elders, of an active military alliance the likes of which has never seen the blackness of Truespace. The Chenjesu elders "wove crystal slivers of detail into their story," as Ivana Or-Kochav later told the assembled correspondents. The High Provost described the Chenjesu intensity,



which went well beyond the crackling energy fields the aliens commonly emanate. Indeed, the dramatic effect at times interfered with the *Spaceduster's* control consoles. General O'Reilly spoke of "visible alarm in the aliens' emotive electrical outburst."

A high-level Cabinet Meeting will be held next week in Calcutta, India, one of the United Nation's rotating capitals. The Delegation from the Belt is presently afterblasting its way towards Earth. An atmosphere of high drama is almost palpable at StarCon HQ in Geneva.

In the view of this reporter, the Chenjesu have issued a chilling, clarion call to Earth and its inhabitants.

HOW TO INSTALL STAR CONTROL

Star Control™ is a science-fiction wargame which pits the forces of The Alliance of Free Stars against those of the predatory Ur-Quan Hierarchy. The game is designed so that you can ease into play, familiarizing yourself with menus, options and player controls.

The Alliance and Hierarchy each possess four different types of warships. Each vessel has its own maneuvering and firing characteristics, plus a unique special power that you can employ when circumstances dictate.

System Requirements

To play *Star Control* you need the following:

- Commodore 64 or 128.
- A blank formatted disk to save games.

You can play the game in single-player or two-player mode. Each player can use either the keyboard or a joystick. Two joysticks cannot be used. See the **Player Controls** section for diagrams of keyboard and joystick controls.

Starting the Game

Star Control works on both the Commodore 64 and 128 (make sure it's in C64 mode), and uses a joystick in port #2 for one player control, and the joystick and keyboard for two players. See the **Player Controls** section for diagrams of both.

- 1 Plug a joystick into port #2.
- 2 Turn on the computer and disk drive.
- 3 Insert your *Star Control* disk into the disk drive, label side up.
- 4 Type **Load ""*,8,1** and press **Return**. The program will load automatically.

PLAYER CONTROLS

One or two players can play *Star Control*, using the joystick, or just the keyboard. You can choose keyboard/joystick at the **Set Players Options Menu**.

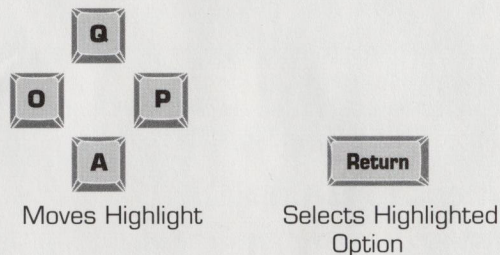
Note: For simplicity of use, we refer only to the keyboard commands throughout this manual.

Menus

Most aspects of gameplay in *Star Control* are accessed by a system of menus. Each menu will list various options which allow you to choose and outfit ships for battle, choose strategic scenarios, etc.

To select menu items with the keyboard, use the **Q, A, O,** or **P** keys to highlight the one you want, then press **Return** to select a highlighted item.

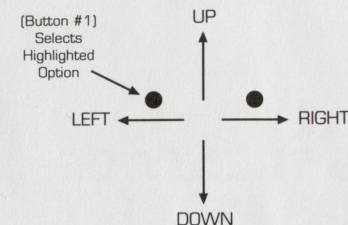
Keyboard Controls



To select menu items with the joystick, simply move the joystick to highlight the one you want, then press **Button #1** to select a highlighted item.



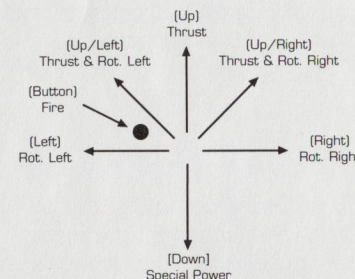
Joystick Cursor Controls



Keyboard Ship Controls

Special	=
Rotate Left	X
Rotate Right	C
Thrust	Shift
Fire	Return

Joystick Ship Controls



(Hierarchy and Alliance Joystick controls are identical.)

Other Special Controls



Exit any mode of play



Save Game (Full Game only)

EARTH'S TREATY OF ALLIANCE WITH THE FREE STARS

This document, "A Binding Consenting Concord Between The Alliance of Free Stars and Earth" — dated 5.2.2612, and signed by High Provost Ivana Or-Kochav and General Juan O'Reilly, for the Earth; and Commander-in-Chief Bzrrak Ktazzz and Secretary of Space Zeep-Zeep, for the Alliance of Free Stars — formalizes the mutual bond forged in the face of the threat posed by the evil Ur-Quan Hierarchy.

Article One:

Earth agrees to join immediately the Alliance of Free Stars, and commit its military and civilian resources to the Defense of the Alliance of Free Stars against the unbridled and impudent attacks of the Ur-Quan Hierarchy. Earth forfeits prior sovereignty and agrees to place Star Control, its military and diplomatic structure, under the control of Alliance C-in-C Bzrrak Ktazzz and Secretary of Space Zeep-Zeep for the duration of this agreement. The agreement shall remain in force for as long as the Hierarchy menace persists.

Article Two:

The Alliance of Free Stars commits itself to the defense of Earth against the threat posed by the forces of the Ur-Quan Hierarchy. Earth agrees that the Alliance's military leaders are entitled to deploy Earth's forces in a manner that best protects the constituent members of this federation.



Article Three:

The military and diplomatic commanders of the Alliance, and those of Star Control (now subsumed into the General Staff Structure), shall pool their resources and merge personnel. General Juan O'Reilly joins the Alliance General Staff with the rank of High Commander, Earth Planetary Region. High Provost Ivana Or-Kochav assumes the title of Assistant Undersecretary of Space. Both will sit on The Supreme Council of The Alliance of Free Stars, and vote on all key security issues which the Supreme Council considers.

Special Clauses:

Should the Alliance be defeated at the Hierarchy's hands, the Concord is null and void. In case of an outright Alliance victory, the united Supreme Council will determine the appropriate steps.

Failure to defend the Earth, or its space stations, lunar or belt colonies may be taken as cause by Earth for leaving the Alliance.

Any deviation from this Agreement by Earth ends the Alliance's obligations and Star Control will become an independent entity of the sole control of the United Nations of Earth and surrounding environs. Signed This Day, 5.2.2612, in The Hall of Everlasting Peace and Forebearance, Headquarters of the General Staff of the Alliance of Free Stars.

Zeep-Zeep
Secretary of Space

Ivana Or-Kochav
High Provost

PLAYING THE GAME

After the startup screen, you view the Main Activity Menu. This is your gateway to play. We suggest that you learn the ships and their capabilities in Practice mode, then move on to Melee, facing your enemy in a realistic combat environment. At the Full Game level, you make strategic moves, such as mining, colonizing, fortifying, and moving your ships from star to star in three-dimensional space.

The Main Activity Menu

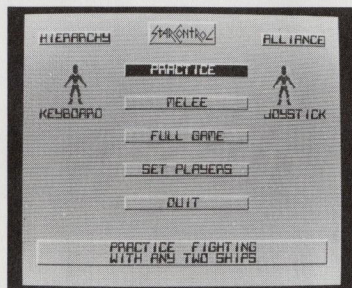


Figure 1. MAIN ACTIVITY MENU

This screen displays the primary Play options and the current game settings for both Alliance and Hierarchy players. Select an activity by highlighting your choice and pressing **Return**. A short description of the highlighted activity is printed in the text window at the bottom of the screen.

Setting Player Options

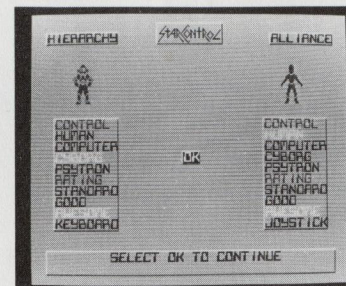


Figure 2. SET PLAYERS MENU

When you select this option from the Main Activity Menu, the screen changes to show the possible game settings. Current settings are highlighted. When you're satisfied with the settings, highlight **OK**, and press **Return** to return to the Main Activity Menu.

Control Options

Control options determine who controls the Hierarchy and Alliance sides in both strategic and combat modes. Control options are:

- | | |
|----------|--|
| Human | The Human player (you) totally controls the side, making all strategic decisions and fighting all battles. |
| Computer | The Computer totally controls the side. The computer controls ship selection in Practice and Melee, as well as Fleet Command in Full Game. |
| Cyborg | The human player makes strategic choices. But when battle occurs, the computer takes over full combat responsibility. |
| Psytron | The human player fights all battles, while the computer decides all strategy. |

Using Option

For the Human, Cyborg or Psytron options, the player can choose whether he wishes to use keyboard or joystick control.

The Rating System

When you set a Rating, you decide how skillfully a computer player controls his side. You can set the rating to Standard, Good or Awesome.

For Psytron and Cyborg control, Rating sets the skill with which the computer controls its portion of play. A player who can defeat an Awesome opponent in either Melee or Full Game is worthy of respect indeed.

Bulletin from ComSim Central

Dispatch from Yehat Colonel Yeep-Neep to Alliance Cadets:

"All new Alliance pilots are hereby assigned to ComSim Central, the full-sensory simulation specially designed to prepare new warriors for space combat. Upon arrival, new pilots will be welcomed and given a tour of the facility.

"Each new commander is heartily encouraged to review the characteristics of enemy craft while at ComSim. Once refreshed, you'll be asked to choose a vessel (one of each type flown by the four Alliance races is available) for your first simulated flight.

"This is the real classroom. We'll be monitoring your performance from the control room, seeing how you maneuver, gain attack position, and evade the enemy. We'll be checking weapons selection, as well as your judgment in resource management.

"Now's the time to muff the approach, or activate your main weapon system a trifle late. Put your flight gear on, receive Tishtushi's Blessing, and hit the flight deck running!!"

PRACTICE

In Practice, you can match any Alliance ship against any Hierarchy ship in combat.

To select a ship for Practice: Highlight the desired ship and press **Return**. Once you've selected two ships, the display changes to the Combat Screen.

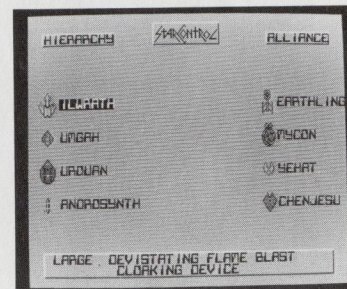


Figure 3. SHIP SELECTION SCREEN

Note: If you've selected Computer or Psytron Control for one or both sides, the computer automatically picks a ship to fly against you. If you want to control ship selection, change the setting to Cyborg.

Flying Ships in Combat

In practice combat, you can fight as long as you want. When one ship is destroyed, the battle starts anew with the same pair of ships. The action is interrupted only when one side wants to choose a new ship to fly.

To select a new vessel to fly, press **F1**, and you'll return to the Main Menu.

Basics of Maneuver

Maneuver consists of thrusting forward and rotating your craft left or right. You can give commands to thrust and turn independently, or issue them simultaneously.

Note: Refresh your knowledge of the Ship Control keys by referring to the Ship Control section in the **Getting Started** portion of this manual.

Inertia

Inertia is the tendency of an object in motion to remain in motion. A vessel gains inertia upon thrusting. Collisions result in the exchange of inertia, and affect smaller craft more than larger vessels.

The Basics of Shooting

A crucial element in shooting is the preparation which precedes the shot. Achieving an effective shooting posture requires that you keep several things in mind:

- The type and range of weapon you're firing.
- The defensive capabilities of your opponent, both in defensive weaponry and evasive potential.

Remember, too, that an opponent's evasive maneuver can set up an unwelcome exchange of positions. A turn taken to avoid damage can lead to an unwelcome reversal of roles.

Note: Again, consult the Ship Control section for a review of firing controls in keyboard and joystick modes.

Taking a Hit

When your spacecraft is struck by an enemy weapon, it loses crew members, shown as a green line on the Ship Status Display. The damage a weapon will do to a target depends upon the weapon's characteristics.

Destroying Enemy Ships

You destroy an enemy ship by eliminating all of its crew members. A few weapons can destroy a vessel with a single shot, but you usually require several to finish the job.

Special Powers

Each vessel has an unique special power. To learn more about the special power of each ship, read both The Alliance's Computer Reconstruction Report on the Vessels of the Ur-Quan Hierarchy, and The Hierarchy's Estimation of the Capabilities of Alliance Warships.

The Window Display

The Window Display shows you the physical universe you occupy in *Star Control*. Depending on which aspect of the game you are currently playing, the window will display stars, ships, weapons and anything else "out there."

Fuel Usage

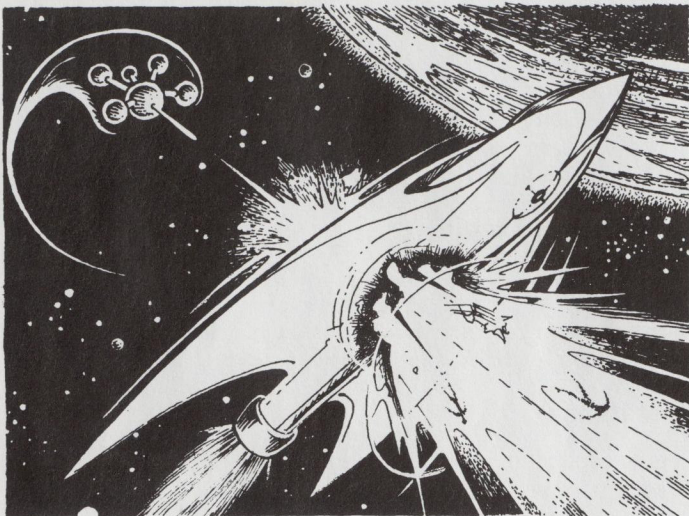
Fuel is expended by firing weapons or by using your special power; however, normal maneuvering is "free." If you do not have enough fuel to perform an action, you must wait until you have regenerated enough fuel.

Ship Status Display

While you engage in combat, Ship Status Displays appear at screen bottom, informing you of basic facts about the two combatant vessels, as well as measurements of relevant ship status information. Check the combatants' displays whenever you have a respite.



Figure 4. SHIP STATUS DISPLAY



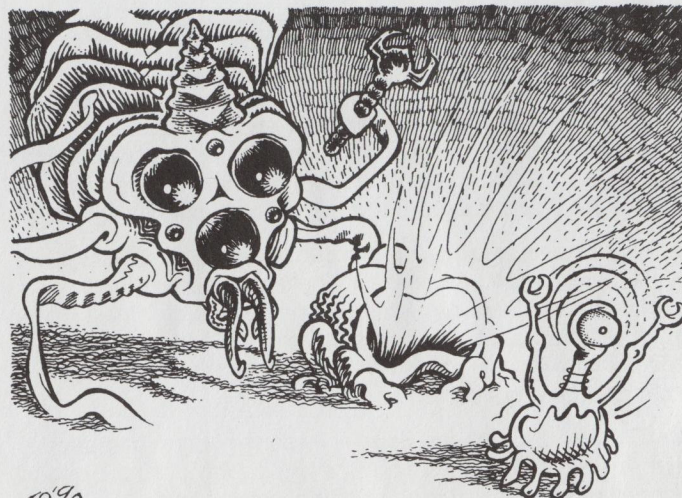
"A Hierarchy Ship Scores A Direct Hit"

MELEE

True competition between the Hierarchy and the Alliance begins in Melee mode. In this form of play, each side has a fleet of four ships — one from each alien race. Players for both sides take turns selecting a ship with which to fight.

To pick a ship, highlight the desired vessel, and press **Return**. If you pick the question mark, the ship will be chosen randomly. When a ship is destroyed, it is crossed off of that side's ship roster. The player must now select a new ship with which to attack the enemy.

When a player has destroyed all of his enemy's vessels, he wins and is awarded a victory screen.



10/90

"Ur-Quan Giving Orders to Umgah"

THE HIERARCHY

COMPUTER RECONSTRUCTION REPORT: H.L. 3

ENEMY VESSEL SPECIFICATIONS SYNTHESIZED FROM GATHERED SPACE DEBRIS.

Priority One Alpha, Eyes Only: Star Control General Staff and Earthling Cruiser Captains.

Retrodigestive Data Disposal strongly urged.

Issued by Division of Synthetic Special Reconstruction, Intergalactic Intelligence ("SSRII") Star Control Headquarters, Geneva, Switzerland.

May 14, 2612.

In the wake of the special request by Star Control Commander-in-Chief Karen Chin Singh, received by SSRII in the wake of the fateful meeting between the Cruiser *Space-Duster* and the Chenjesu envoys, we have compiled this

THE HIERARCHY (continued)

report (#1232.3.3.55.1/2A), detailing the findings of SSRll's computer synthesis squad. Operating under sealed conditions in a security lab somewhere in Europe, the reconstructionists meticulously examined assembled space debris from near and far galaxies. The object: Identify and analyze likely spaceships of the Ur-Quan Hierarchy.

Each team was assigned the reconstruction of a particular Hierarchy race and its vessel. Their members relied upon a set of networked computers running state-of-the-art graphics and post-animation software. Working in consort, they painstakingly gathered fragmentary evidence of Hierarchy beings and their ships.

The Division of Synthetic Special Reconstruction has assembled a detailed portrait of the civilization, structure, and technological attainments of each subject race:

Race: Ur-Quan

The Ur-Quan race is the oldest in known space. Ur-Quans are a slaving race with a rigid social order that includes the numbering of each Ur-Quan unit. Such structured classification reveals the hierarchical essence of this ancient species.

Ur-Quan technology is very advanced, and the Ur-Quan temperament is expressed in the careful cultivation and exploitation of squads of interstellar agents funnelling intelligence to their masters.

The Ur-Quans' appearance is interesting, given the race's essentially predatory disposition. Resembling a giant caterpillar, a fully-grown Ur-Quan is formed of a segmented body-tube ten meters long and two meters in diameter. The Ur-Quan equivalent of a face is rich in sensory organs. The tubed creatures are clawed, which allows them to cling tenaciously to the roped ceilings of their dreaded Dreadnought craft.

Race: Ur-Quan

The Ur-Quan live to subjugate lower species; war is their *raison d'être* and their inspiration. They treat the other members of the Hierarchy as serf-races, bowed to the master's will and fearing his predictable wrath.

The Ur-Quan Dreadnought

Description: The Ur-Quan Dreadnought is the single most devastating ship in known space. Alternately termed "Planetary Siege Unit", a single specimen of this feared ship has succeeded in subduing and enslaving entire worlds. A sole Ur-Quan commands each Dreadnought, manipulating heterogeneous crews assembled from the Hierarchy's slave races.

Ship features: The Dreadnought can launch a small squadron of self-motivated fighters, which systematically seek out enemy vessels and autonomously fire short-range lasers. These special fighters are of limited range, however, must return to the mother ship after each sortie. Left in space, they expire.

Weaponry: The central Dreadnought weapon is a long-range fusion bolt of immense destructive capability. A ship may fall to a single well-aimed bolt.

Primary flaw: The Dreadnought's chief liability is its mediocre turning speed—a chink, not a fatal flaw, in its awesome armor.

Race: Ilwrath

This Hierarchy race epitomizes evil. The Ilwrath are spiderlike creatures committed to an absolute religion. Ilwrath peity dictates a devotion to a frightening higher calling. An Ilwrath crew receives spiritual endorsement in the accomplishment of vicious surprise attacks. Moreover, Ilwrathian faith opposes the taking of prisoners.

Race: Ilwrath (continued)

Given the race's devotion to war, the alliance with the Ur-Quans is entirely natural. However, fragmentary reconstruction of a recent Ur-Quan transmission, describing an Ur-Quan/Ilwrath summit, shows that even Ur-Quans show restraint in the face of a belligerent faith:

"Ilwrath hospitality best accepted in small doses. Dinner fit for a spider. Entertainment a grisly TELEVDR recap of enemy annihilation. Most enjoyable."

The Ilwrath Avenger

Ship features: Effortless maneuvering; a unique cloaking power rendering the ship invisible. Combined with aggressive instincts, this stealth capability makes the Avenger the ideal attack weapon.

Weaponry: The Avenger relies upon the deadly HellFire Blast, which is potent at short range.

Primary flaw: The Avenger's maximum speed doesn't match that of the Alliance's best ships. This weakness is concealed, however, unless enemy vessels remove themselves from the Hellfire Blast's effective range.

Miscellaneous: Rumors suggest that Avenger crews chant a death spell after successful battle, contorting their spidery forms into joyful frenzies and paroxysms of unearthly pleasure.

Race: Androsynth

Androsynths are a renegade of humanoid clones which have been a thorn in the side of Star Control since it "emigrated" in the year 2535. Androsynth animosity towards Earthlings is well-documented; the clones' wellspring of emotion has fueled 77 years of hostility. They adhere to Ur-Quan discipline gladly, as the Hierarchy's warmongering sates the Androsynth's lust for revenge.

Many an Earthling cruiser with an uncluttered laser display has flown on full-alert in regions where Androsynth Guardians have occasionally been sighted. The thoughts of an undetected, glittering Guardian in the neighborhood has spurred some cruiser captains to pulverize asteroids in hallucinations known in the flying fraternity as 'clone fever'.

The Androsynth Guardian

Ship features: Ship can collapse into a solid ball, simultaneously engaging a set of powerful thrusters. Vessel then hurls itself at an enemy at terrifying speeds, causing enormous damage if impact occurs. An Androsynth vessel in this "comet" form carrying full fuel can hold out its curled shape for a substantial period of time. A Guardian low on fuel returns to its normal shape more quickly. The ship itself is made up of a strange layering of blue glass and platinum metal alloys. This design may be intended to lull an opponent into fatal complacency.

Weaponry: Molecular acid-based blob which follows an erratic homing pattern to an enemy vessel. Released in multiples, the chaotic tracking path baffles opponents' defensive measures.

Primary flaw: Slothful speed in normal configuration. The ship cannot easily escape a fleet pursuer.

Race: Umgah

The Umgah are blobbish creatures consisting of three main body parts: mouths, eyes, and tentacles. They are marked by an unusual sense of humor, a cosmic wittiness fitted to their bizarre appearance. Umgahs regard their participation in the Ur-Quan Hierarchy with bemusement, and the conflict between the Hierarchy and the Alliance as an ongoing intergalactic prank. Boredom, as ever, motivates all creatures to feats of deadly purpose.

The Umgah Drone

Description: The Umgah fly an anti-matter cone whose profile, when analyzed, projects forward. The Drone's navigational attitude can be maintained indefinitely without loss of power.

Weaponry: A phenomenal retro-propulsion system which hurls the ship backwards with terrific force, endangering any enemy vessel sucked into the anti-matter cone.

Primary flaw: The retro-propulsion drains great amounts of energy.

THE ALLIANCE

DECRYPTION OF AN UR-QUAN TRANSMISSION: AN ESTIMATION OF THE CAPABILITIES OF ALLIANCE WARSHIPS

JUNE, 2612.

Ur-Quan Dreadnought Report

A review of the abilities of Ships of the Alliance of Free Stars demonstrate an inferior capability — underpowered vessels of primitive technology lacking in armor, and commanded by specimens of inferior races.

Of all the Alliance races, only the crystal-based culture of the Chenjesu Broodhome offers a serious test to Hierarchy commanders. Dreadnoughts are hereby instructed to obliterate the upstarts at every opportunity, sparing none. Associated Hierarchy members: Your well-being depends upon the faithful execution of Ur-Quan directives. Failure to eliminate Alliance ships will result in severe and immediate censure!

Race: Chenjesu

The Chenjesu are the most potent of the Alliance races. Crystalline in substance, existing on electric energy, they control both electrical and crystalline life forms. The

Chenjesu is a philosopher-race; their highest achievement is "The Book of Bzzbezzu Kzaaz" — considered no better than a fourth-eon Ur-Quan Guardmaster's ruminations.

The Chenjesu operate a marginal defense establishment by Ur-Quan standards. In Alliance terms, the crystal-producing creatures are wizards, their Broodhome warship the proof of an advanced society.

The Chenjesu Broodhome

Ship features: The warship carries a sizable crew which manufactures D.O.G.I.'s (see Ship weapons). The Ship also carries a plentiful supply of fuel.

Weaponry: The Broodhome fires large crystalline life forms, a large crystal which fragments upon Chenjesu command. The warship also fires D.O.G.I.'s, which home in on a target and endeavor to steal its energy by sucking it out through the hull.

Primary flaw: Maneuverability is limited.

Race: Yehat

The Yehat are peculiar arboreal creatures, which operate out of energized nebula which Dreadnoughts have rarely entered. Unlike most of the cowards of the Alliance, Yehats will not unilaterally flee at the sight of a Hierarchy vessel. Primitively but proud, the Yehat violates the basic rule of the Alliance: turn tail when a worthy Hierarchy vessel blips onto a laser display.

The Yehat Terminator

Description: A strange, darting ship which carries a high-energy force shield to provide immunity against enemy attack. The shield derives from the race's electro-nebular origins. The Terminator is usually dispatched by the actions of a pair of Dreadnought fighters on special mission.

The Yehat Terminator (continued)

Weaponry: Pulse cannon which releases an energy missile.

Primary flaw: When the force shield is activated, it reduces the effectiveness of the pulse cannon.

Race: Earthling

Ur-Quan ProtoQuotoSynthetic reconstruction enjoyed the process of assembling a profile of this amusing creature. Earthlings are erect hominids who believe themselves to be technologically advanced. In fact, the human race is mired in the mentality and tools of the early post-Atomic age. Its representatives alternate between threat and appeasement. Its art is post-primitive, its system of government a model of inefficiency featuring an archaic system of organization – "bureaucracy" – believed to induce submission in defiant individuals.

The Earthling Cruiser

Description: A ponderous vessel, the Cruiser is a product of 20th Century American technology, and is still manufactured in Detroit, Michigan. The Cruisers are one part Soviet booster, one part Star Wars gadgets, and one part discarded automobile parts. Its crew is multinational and operates under the direct control of Star Control, Earth's military defense organization, which is kept under close watch by Alliance commanders.

Weaponry: Heat-seeking tactical nuclear weapons; Point Defense Laser, which auto-targets and destroys incoming missiles at short range.

Primary flaw: Powered by Proton boosters, the Cruisers are very slow and vulnerable.

Race: Mycon

The Mycons are bright fungus men possessing an obscure set of behavioral aesthetics and motivated by unknown factors. Mycons reproduce by belching clouds of minute



spore particles into the atmosphere, and when the particles come to rest on a living being, they affix themselves and start to grow. When the DNA dust lands on a Mycon, the genetic materials are mixed; otherwise a clone of the Mycon sporer is created. By bathing themselves in concentrated radiations, the creatures induce collective budding and the replacement of lost crew members. Hence the term: Mycon Regeneration.

No doubt exists as to the slavish loyalty of the Mycons to their Alliance masters. Having joined the Alliance in an act of free will, the Mycons show fungal fanaticism in their wholesale adoption of Alliance aims.

The Mycon Podship

Ship features: Deadly at close range. Mycons have the ability to regenerate their own crew.

Weaponry: Podships rely upon a tracking Plasmoid, a ball of coalesced energy which uses a highly-developed tracking system to lock on to, and home in on, a target.

Primary flaws: The Mycon plasmoid is diffused as it travels longer distances; podship must have full power to begin regenerating a crew. Hierarchy ships, with their superior technology, should have no trouble avoiding the Mycons close range attack. In addition, Hierarchy commanders are ordered under penalty of termination to eradicate the fungal fighters before they have the opportunity to reproduce.

FULL GAME

Full Game combines strategic play with arcade-action combat. You develop resources, build colonies, purchase ships, fortify stars, and plot moves through space while your opponent is carrying out a similar set of actions. Both sides compete to achieve superior strategic position, so that combat occurs on advantageous terms.

FULL GAME (continued)

Play is divided into turns, alternating between Hierarchy and Alliance. On a player's turn he can perform three (3) actions, such as moving a ship, building a new ship, or developing a mine or colony.

The game ends when one player destroys his enemy's Starbase.

To play Full Game, select **Full Game** from the Main Activity Menu. You will then be prompted to start a new game or load an old game. Select **Start New Game**.

Wait until the Fleet Command View appears. The first player is then prompted to begin his or her move.

Saving a Game in Progress

To save a Full Game in progress (while in Fleet Command View only):

- 1 Press **S**.
- 2 Insert a blank, formatted disk into the disk drive.
- 3 Select a number from 1-9 to identify the saved game and type it.
- 4 Type a name for the saved game, then press **Return**.
- 5 When the save is complete, you're returned to the Fleet Command View.

Loading a Saved Game

To load a saved game, highlight and select **Load Saved Game** from the Scenario Selection menu. When the Saved Game Selection menu appears, highlight and select one of the currently saved games to play. Wait for the Fleet Command View to appear.

Note: Loading a saved game does not alter player settings. Establish these settings before loading a game.

Fleet Command View

Once you have selected the Full Game, you move to the Fleet Command View. In the center of the screen, you view the starfield.

At screen right, you view a commander's display: Fleet List, Orders Window and Status Display.

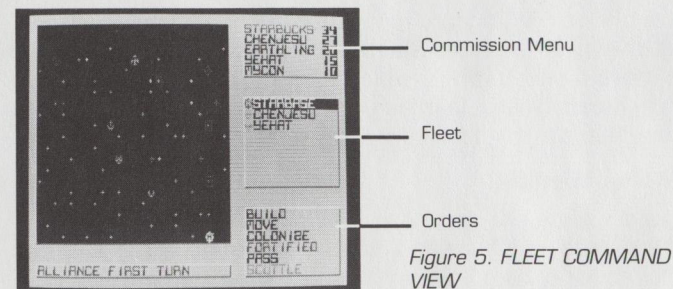


Figure 5. FLEET COMMAND VIEW

The Fleet List

The Fleet List displays the ships presently in your fleet, their type and name. When it is your turn, the first ship in the Fleet List is highlighted and flashes in the star cluster. The Ship Icon which appears next to each ship's name illustrates its shape and provides a visual identity.

Orders Window

The Orders Window, which appears beneath the Fleet List, shows you the move options in your present turn. To select an active (colored) orders option, highlight and select as you would any other menu item.

Remaining Actions

The Text Window at the bottom of the screen indicates the number of actions available in the present turn.

Commission Window

The Commission Window shows you how many starbucks you currently have — as well as available ships to buy, their names and cost.

Status Display (Review)

The Ship Status Display appears during combat, and is the same as that visible in Practice and Melee.

The Starfield

Stars

Stars are colored according to the kind of planets which orbit them. Unexplored stars are indicated in blue. When you move a ship to an unexplored star it changes color. A purple star indicates a mineral planet, a green star a colonizable planet, and a gray star a dead planet.

Mineral Worlds

Mineral worlds are hot, heavy, dense planets and contain metals, ores, sulphurs and other compounds which may be exploited for mining. When these minerals are processed, they generate starbucks which allow you to build and power new ships.

Life Worlds

Life worlds are green and temperate planets resembling the Earth. They contain plenty of water and oxygen, and are ideal locations for a race to build colonies.

Dead Worlds

Dead worlds are rocky wastes which never possessed atmospheres - or had them obliterated in some cosmic calamity. A dead world can be fortified by a resourceful planner.

Ships

The number of ships each player starts with depends on the scenario chosen. If you have a Starbase, you can buy new ships, and can have up to seven ships in your fleet.

Starbases

A Starbase is a large, slow-moving space station at which you can build new starships.

Note: We recommend that you guard Starbases with at least one combat vessel. An undefended Starbase is automatically destroyed if any enemy ship reaches it.

Installations

A primary activity in the Full Game is building installations which aid the player in conquering star clusters:

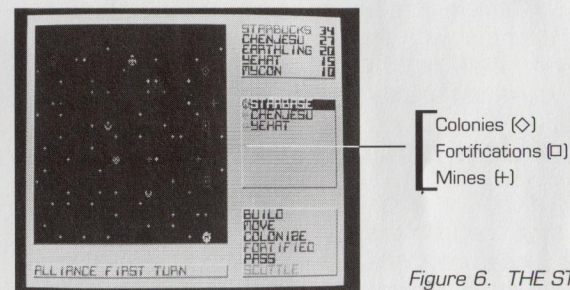


Figure 6. THE STARFIELD

Colonies

A colony, established on a life world, provides a place for a ship to recruit new members to replace those lost in combat. Colonies also speed ship movement, since moving from a colony world does not cost an action. This benefit does not apply to Starbases.

Mines

Mines, established on mineral worlds, earn the side developing that world's resources starbucks at a rate of one per turn (your Starbase also generates one starbuck per turn).

Fortifications

You establish fortifications as a defensive web through which no single ship can pass or easily destroy (with the exception of the Ur-Quan dreadnought). Fortifications protect colonies and mines, and may block an attack route to a Starbase.

Should a single ship move into a fortification, it is stuck. To free it, it must successfully besiege or be joined by a second ship which will automatically destroy the fort at the end of the turn.

Destroying Enemy Installations

You destroy an undefended enemy colony, mine or fortification by moving onto it with any ship. Alternately, if you defeat all enemy ships in battle which are guarding an installation, you automatically destroy it.

Going to Combat

When a player completes his turn and has moved ships to stars containing one or more enemy ships, a battle ensues for each star under contention. For each battle, the Combat Transition Screen appears (shown below).

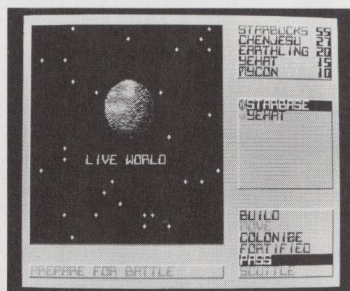


Figure 7. COMBAT
TRANSITION SCREEN

Note: In battles with multiple ships, the attacker's ships fight in the order they land on the star, while the defender's ships are selected to fight at random.

Selecting a Ship to Command

To select a ship to command in Full Game, highlight that ship's name and select it. Now use the ship to build fortifications, establish a mine or colony, or move to another star.

Giving Orders

When you want to give orders, scan the orders which apply to the currently-selected ship in the Orders Window. Highlight one of the active Orders options (the word's color indicates if it is available), and select.

Some orders are carried out in one step; others, such as Build or Move, require additional steps to complete the command. Orders "in progress" are specially colored.

Important note: If you choose to build an installation (colony, mine or fortification), but interrupt during construction with a new order, all work on that new installation will be lost.

Moving a Ship

To move a ship, follow these steps:

- 1 Highlight the ship in the Fleet List that you wish to move, then press **Return**.
- 2 Highlight **Move** in the Orders Window, then press **Return**.
- 3 Move your ship icon to the star you wish to select.
- 4 Press **Return** to confirm the selection.
- 5 If you have actions remaining in your present turn, you may select **Move** again to jump to another star.

Note: As with all other commands, Move uses only one action, except for moving a Starbase, which requires that you use all 3 moves in a turn.



Colonize

To colonize, you require a life world and two turns. Then select the ship you wish to build the colony with, and select **Colonize** from the Orders Window. Once a colony is established, friendly races may recruit from it.

Mine

You can build a mine only in a purple, mineral star system. To do so, select a ship, then select **Mine** from the Orders Window. A mine's construction require two turns. A mine, once established, generates one starbuck per turn.

Build

You can build a new ship at your Starbase. When you choose **Build**, a highlight appears in the Commission List at the top of the screen. Move the highlight to the ship desired, and press **Return** (but only if you have the required starbucks).

Note: A fleet can hold no more than seven ships and a Starbase at any given time; see the section on Scuttling for replacing ships when the limit has been reached.

Recruit

You can recruit to replace crew members lost in combat. Select **Recruit**, and your ship will regain its maximum crew level.

Fortify

You can choose **Fortify** from the Orders window to build a defensive web through which a typical enemy cannot pass. As with colonies and mines, the raising of a fortification requires two turns.

Besiege

You can besiege enemy fortifications, and if successful, the fort is instantly destroyed. Your vessel can then move on. To besiege, highlight and select **Besiege** from the Orders menu.

Note: When a vessel besieges a fort, it has a 10% chance of destroying it. An exception is the Ur-Quan Dreadnought, which has a 33.3% chance.

Scuttle

You can scuttle one of your fleet's ships (useful when you wish to replace one vessel in a full fleet) by highlighting the ship to be scuttled, then highlighting and selecting **Scuttle** in the Orders menu. You can only scuttle when you already have seven (7) ships.

Passing A Turn

Passing ends your turn. Highlight and select **Pass** in the Orders Window.

Strategic Ship Powers

Two of the 8 vessels in the game possess special strategic powers:

Ur-Quan Fort Destruction

A single Ur-Quan vessel is able to destroy fortifications by itself, without besieging. To do so, an Ur-Quan must simply end its turn at an enemy fort.



Mycon growing new Crew

Mycon Crew Regeneration

Mycon ships regenerate crew after each battle. Once a battle is concluded, and play returns to the Fleet Command View, a Mycon ship regains its full crew complement.

WINNING THE GAME

You win a Full Game when you destroy the enemy's Starbase and ships. When you win, you are awarded a victory screen. You then return to the Main Activity Menu.

Inspired by the Works of Fiction of:

Orson Scott Card, Larry Niven, Andre Norton, David Brin, Robert A. Heinlein, Arthur C. Clarke, Jack Vance, Alan Dean Foster, Keith Laumer, A.E. Van Vogt, E.E. "Doc" Smith, Joe Halderman, Dan Simmons, Fred Saberhagen and 100 worthy others.