

BUG-BYTE



The ultimate arcade
adventure for the
Commodore 64.

BUG-BYTE

STAR TRADER
Commodore 64

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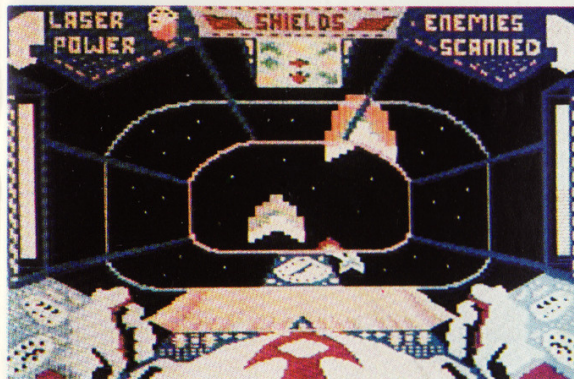


BBS
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Eat, live, trade and barter with aliens from different galaxies, win your goods and return through the gauntlet of space pirates, you are the sole Star Trader, can you survive?

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STAR TRADER

the highest plateau yet reached in
Commodore 64 Software.

Play Star Trader and you enter a galaxy more complex and enthralling than any previously experienced.

Trade, barter, eat and drink with wonderful creatures from different planets, ever wary of their treacherous, volatile economies and the risk of civil disorder and death. Then return with your goods through a deadly gauntlet of space pirates intent upon stealing your cargo and your own death. All enjoyed in the most advanced 3D graphics yet attained on a Commodore 64.

You'll need far more than courage and quick reflexes, it takes cunning, initiative and skill to survive. Could you be a Star Trader?

SPECIAL OFFER

see overleaf



FOR THE
COMMODORE 64

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STAR TRADER

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Star Trader takes games software forward into a whole new dimension of action, involvement and realism. You'll need the super-fast reflex skills of an arcade ace and the cunning, guile and logic skills of an adventure master just to stay alive. To win... you'll need to be a Star Trader!

Program design: Trevor Hall
Coding:
Spaceflight sequence: Joey
Adventure section: Rob Phoenix
Graphic design: Gary McNamara

SCENARIO:

Far away, in a distant galaxy, are colonies of men, on small inhabitable planets in neighbouring star systems. Over the years these communities have learned to rely on each other for trade. Marauding pirates have been quick to take advantage of the strong interdependence of the planets, and haunt the interplanetary trade routes with their menacing craft. In fact, it has come to the point that interstellar trading is a very risky, though profitable, venture. As a result of a recent increase in the pirates' greed (their self imposed "tax" on traders is now 1/4 the traders cargo value), all the remaining traders have left the system. All, that is, except you. You alone must attempt to vanquish these rogues, whilst keeping the vast interplanetary economy intact.

LOADING THE GAME:

To play Star Trader:

1. put the cassette in your player and connect it to your computer.
2. press 'SHIFT' and 'RUN STOP' together on your Commodore 64.
3. press play on your cassette player.

TRADING:

There are eight planets on the trade routes. They each have eight major interplanetary industries, which buy goods from traders and sell goods to them. You enter the simulation with an amount of cash and a cargo ship. You must use your cash wisely, to purchase goods at low prices on producing worlds, so that you may then sell your wares at a suitable profit on consumer worlds. For example, if planet 1 produced coal (through its mining industries), and planet 2 had no coal mines, it would be wise to buy coal from planet 1 and subsequently sell it on planet 2. Planets with poor supplies of any commodities will suffer inflation, which you may use to your advantage. If however, inflation rises to a chaotic level, social unrest will lead to a complete collapse of civil order; so various people will turn to piracy for a new source of income.

You have a limited storage capacity in your cargo hold, which you may check during the game. You may only buy and sell your goods during normal business hours, outside of which you will find all shops closed.

The main legal tax on your profits is from the customs officials, who will charge you astounding duties on your wares. You may try to cheat these officials of their dues, but at great peril should you be caught.

LIVING:

To stay alive during the game you must eat and drink at regular intervals (as per usual). Failure to do so will cause starvation, and eventually death! You may stay overnight in the inn or an hotel, this reduces the chances of getting yourself mugged. You should take a quantity of food with you during space flight (which you will be able to buy from the supermarkets in the game).

PIRATES:

The worst hazard to the trader is being attacked by a pirate band. You may protect yourself from these by buying armaments. You will need a laser and at least one battery (to energize the laser) if you intend to put up a fight. You may perform your fighting skills using keyboard or joystick controls (using either Kempston, Protek, or Sinclair joystick interface). The fighting is viewed from your spaceship front windows, with enemy craft approaching. The controls allow you to move your vessel up, down, right, left and to fire your missile (so, for instance, if you choose to move left, the enemy craft will drift rightwards past your windows, just like driving a car!). In keyboard mode, use 'z' and 'x' for left and right, 'l' and 'symbol shift' for up and down, and 'enter' to fire. Other controls (which may be used in either keyboard or joystick modes) are 'q' to surrender (quit), 'a' to pause the action (to answer the phone etc.) and 's' to turn sound effects on/off.

Indicators between the windows show remaining laser charge and remaining enemy craft in scanner range. Your laser batteries will recharge slowly from the ship's generator during flight. During a battle your ship will sustain damage to its shields. There are nine shields, covering different areas of your vessel. Three hits on any one shield will destroy your ship (two hits produces a warning sound). You must repair your shields after landing, otherwise you will not be permitted to blast off again, because of the obvious damage a crippled ship might cause to the space port should it malfunction during takeoff. You may quit your fight and surrender to the pirates, but they will probably confiscate more than you bargained for. If you are a poor fighter you would therefore be better off accepting the pirate's 'tax'.

If you enjoy this game look out for other Bug-Byte programs at your local computer shop, branches of Boots and W.H. Smiths, or in our advertising in the computer press and elsewhere.

Think you can write a better game than this? We'd love to see it. Send a copy on cassette to:

THE PROGRAMMING DEPARTMENT,
BUG-BYTE,
Mulberry House, Canning Place, Liverpool L1 8JB

– for a free appraisal of its worth, without any obligation to denote the program to our range. Or simply send an S.A.E. for details of our terms for contributed programs.

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