

THE RUBICON  
ALLIANCE™



**Datasoft®**

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## Requirements

- Commodore 64/128™
- 1541/1571 disk drive
- TV or video monitor
- Joystick
- A blank, formatted disk for saving games

## Loading The Game

1. Turn off computer and connect a Joystick to Port 2.
2. Turn on the power to your TV or monitor, disk drive, and computer (with C-128, hold down the Commodore Key while turning on computer).
3. If you want to be able to save games, format a blank disk *before* loading **Rubicon Alliance**.
4. Insert game disk into drive and close the door. When READY appears on the screen, type **LOAD\*\*\*,8,1** and press RETURN.
5. You get a message asking if you want the fast loader. Type **Y** for yes, **N** for no. The game loads and runs.
6. Once **Rubicon Alliance** is loaded, start a new game by pressing the **Spacebar**.
7. To load a previously saved game, press **D**. You'll then be asked to insert your saved game disk. Type **1, 2, 3, or 4** (the only names you can give saved games) and have fun.

## The Story

The Rubicon Alliance has brought peace to the eight Planets of the Hyturian Star System. Not only does the Alliance prevent inter-planetary war, but it has led to the mutual development of an anti-matter wall: The Rubicon. The Rubicon prevents alien forces from entering the Hyturian System.

But the Hyturian Planets learned that no matter how good the defense (even a defense like The Rubicon), someone will eventually find a way through it. Thus, in 2746 the pirate Planet, Nono, stealthily slipped through the outer fringes of The Rubicon and began raiding solar shipping and destroying outposts!

Since you are the premier pilot of The Rubicon Alliance and your StarFighter is the most powerful, you are ordered to confront Nono's pirate convoys in battle.

The trek requires completion of eight difficult Levels, one for each Planet. Each Level has its own treacherous mission. You'll find a list of Joystick and Keyboard Controls and a diagram and legend of the StarFighter Cockpit later in this manual.

## The Planets

There are eight Planets in the Hyturian System. Because of a mishap in your Navicomputer, you no longer have the coordinates for these Planets and must fly blindly till you find them (you actually enjoy this kind of challenge and welcome it with open armaments).

Fortunately, Stellar Sonar can still detect Planets and you'll be signaled if one is nearby. Once Stellar Sonar locks onto a Planet, the NaviComputer recalculates the coordinates and stores them in the Planetary Log (more on this later).

When you're within orbit of a Planet, a Worm Hole appears. You must successfully maneuver this tunnel to reach the Planet. Try not to touch the Worm Hole walls; it damages your shields. Too much shield damage will result in your StarFighter turning into a StarTomb.

## X, Y, & Z Coordinates

The Rubicon is three—dimensional. As in any 3—D area, the X coordinate is vertical; Y is horizontal; and Z is fore and aft. When traveling, one or more of these coordinates change depending on your flight path.

As we mentioned above, once a Planet is detected, its coordinates are given in the Planetary Log. There are two ways to reach your destination: use Auto Pilot (accessed in the Log); or jot down the coordinates shown in the Log and rely on your unique piloting prowess to find the Planet

Flight without Auto Pilot takes a bit of trial and error. Do this: call up the HoloCube. Turn it to the desired position then exit HoloCube mode. Move forward; if the wrong coordinates change (for example, **X** or **Y** changes when you wanted to change **Z**), then stop, return to HoloCube mode, rotate the Cube, and try flying forward again. Repeat this until you're heading in the desired direction.

## The Missions

Once you're at a Planet, the Planet's Mother Ship gives you a Mission to complete for that Level. You may have to destroy a certain number of Pirate ships; or locate an electron storm; or pick up a criminal or a witness. If you're successful, you'll receive a "Level Complete" message. At this point, proceed to any Rubicon wall (either 00 or 99 for **X**, **Y**, or **Z** coordinates). When you reach it, you proceed to the next Level.

**Hint:** For the eighth and final Mission, you must find Nono. Unfortunately, no coordinates are given for Nono, so your search requires intuition and luck. Just remember, Nono is at the very center of all the Rubicon Alliance's problems.

## Level Incomplete Message

If you see the "Level Incomplete" message, it means you've reached the edge of the Rubicon (you can't go any further unless you've completed the Mission for that Level). The StarFighter is automatically turned around and sent back into the Hyturian System.

## The Mother Ships

Once you're through the Worm Hole, you must find the Planet's Mother Ship (you may have to turn your Starfighter to see it).

Once you find the Mother Ship, fly toward it. When you're close enough, you'll be allowed to dock. At that point, turn off your engines (**Z** for decelerate), and turn your Starfighter around so the Mother Ship appears in your Rear View Monitors. Tractor Beams then pull you into the dock port.

**Hint:** Make sure you aren't in Turbo Drive when docking!!!

Once docked, you're automatically refueled, repaired, and resupplied. A screen comes up which describes the Mission you need to complete for the present Level. You must then proceed to the Weapons Pack Selection screen, described below.

## Weapons Pack Selection

When you've memorized your assignment and while you're still docked with the Mother Ship, hit the **Fire Button**. A Weapons Update screen appears. You're given a choice of four Weapons Packs. These are not listed in order of fire power (you'll learn which guns are most potent as you gain experience using them). Move the red dot to your first selection and press the **Fire Button**. Then do the same for the second selection.

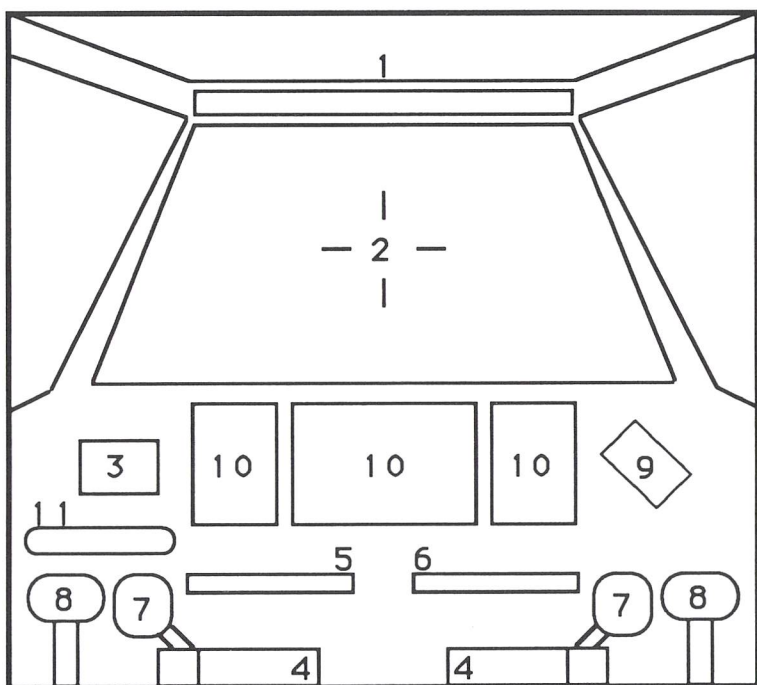
**Note:** When you're done selecting your weapons, move the dot to the word EXIT. This undocks you from the Mother Ship.

## Storms

There are two types of storms: electron and ice crystal. You may have to find either one of these as one of your Missions. It's a good idea not to use Turbo through one of these storms; having Turbo on will cause considerable damage to your shields.

## Shields

Shields protect you from enemy fire, storms, and other cosmological occurrences. The Shield display in your Starfighter Cockpit shows how healthy the shields are. If the display shows full sweeps, you're okay. As the sweeps get smaller, the shields are getting weaker. If they get to the point where they're barely moving, you're toast!



- 1....X, Y, & Z Coordinates
- 2....Gun Sights
- 3....Select Weapon
- 4....Speed
- 5....Fuel
- 6....Score
- 7....Turbo On/Off
- 8....Engines On
- 9....Locate Enemy On/Off
- 10....Rear View Monitors
- 11....Shields

## Controls

|   |                                |                                |
|---|--------------------------------|--------------------------------|
| 1 | Up .....                       | <b>Q</b>                       |
|   | Down .....                     | <b>A</b>                       |
|   | Left .....                     | <b>O</b>                       |
|   | Right .....                    | <b>P</b>                       |
| 2 | HoloCube .....                 | <b>H</b>                       |
|   | Zoom in .....                  | <b>X</b>                       |
|   | Zoom out .....                 | <b>Z</b>                       |
|   | HoloCube Off .....             | <b>Spacebar</b>                |
| 3 | Accelerate .....               | <b>X</b>                       |
|   | Decelerate .....               | <b>Z</b>                       |
|   | Turbo On or Off .....          | <b>T</b>                       |
| 4 | Fire Weapons .....             | <b>Fire Button or Spacebar</b> |
|   | Switch Weapon .....            | <b>S</b>                       |
| 5 | Fuel .....                     | <b>F</b>                       |
|   | Locate Enemy .....             | <b>L</b>                       |
| 6 | General Log .....              | <b>1</b>                       |
|   | Planetary Log .....            | <b>2</b>                       |
| 7 | Pause .....                    | <b>ESC or ←</b>                |
|   | Continue .....                 | <b>Fire Button</b>             |
|   | Abandon .....                  | <b>A</b>                       |
|   | Save or Load an Old Game ..... | <b>D</b>                       |

### 1 Joystick/Keyboard Flight

You can choose to use the Joystick or Keyboard commands for your StarFighter. If you're using a Keyboard, **Q** is up, **A** is down, **O** is left, and **P** is right

### 2 HoloCube

The HoloCube is a three—dimensional map of the galactic boundaries known as The Rubicon; it shows the Planets you've already discovered and it shows your StarFighter. Press **H** to use the HoloCube; hit the **Spacebar** to turn it off. You can also zoom into the HoloCube (**X**) and zoom out (**Z**).

You can use the HoloCube for a seat—of—the—pants kind of Navigation. By rotating the HoloCube with the joystick or the **Q**, **A**, **O**, and **P** keyboard commands, you can change your StarFighter's flight course. Thus, upon leaving HoloCube mode, you're cruising in a new direction.

Unfortunately, no read outs of where you are or where you're going are given in HoloCube mode. But being such an intuitive pilot, you'd find such details as "read outs" to be anti—adventurous; anti—heroic; and anti—tough.

**Hint:** At the beginning of the game, before you do any traveling, call up the HoloCube. Rotate it left 90 degrees and hit the Turbo control. Don't stop until you find two Planets!

### 3 Accelerate, Decelerate, & Turbo Thrust

The three speed commands are **X** for accelerating the StarFighter; **Z** for decelerating (and eventually stopping); and **T** for Turbo thrust. When you first press **X**, the StarFighter's engines come on and the engine displays appear in the StarFighter Cockpit (see illustration).

The Turbo display on your StarFighter Cockpit has a light—blue read out when the Turbo is engaged; dark blue when it isn't. By the way, you don't have to be accelerating to engage Turbo. You can use it from a dead stop.

**Hint:** Turbo is the fastest mode of travel. It's also the most dangerous. If you're doing anything other than flying and fighting, drop out of Turbo.

### 4 Fire Weapons & Switch Weapons

Firing Weapons is easy; just press the **Fire Button** or **Spacebar**. But your StarFighter isn't limited to only one Weapons Pack. It has three! You can change Packs by pressing **S** for Switch (you can only switch Packs if you have other Packs to switch to!).

Although your quest begins with only one weapon, the Laser MK1, you can add to this on each Level. By the way, though the Laser MK1 sounds impressive. . . it's the whimpiest unit in the known universe (it's also *permanently* housed in Weapons Pack 1). At the first opportunity, load your other Packs with heavier astral artillery.

Whenever you find a Planet, you're offered selections from four of the Planet's *weakest* weapons. Because of the number of arms available, you'll have to discover through trial and error which weapons are best for which Levels. To get you started though, here are a few hints.

All Lasers and Energy Bolts are useable, but not terribly effective. Your aim must be precise to score a hit with these units (and it may take several shots). Thumpers and Shockers are more decisive and require less accuracy. They also carry, as their names imply, a solid punch. Black Hole Shells and Quark Bombs are ultimate weapons with broad range and devastating destructive power.

**Note:** When you upgrade Weapons Packs, the Pirates upgrade their offensive and defensive technology to meet the threat. This doesn't happen, however, until you reach the next Level, so you'll have the upper hand on the current Level. Don't try and stay more than one step ahead of the enemy, however. If you go for a Quark Bomb on Level 2, you won't have anything with that kind of power to meet the challenges of later Levels.

## 5 Fuel Ships & Locate Enemy

You don't have to find a Planet to refuel. There are a number of roving Fuel Ships. If the StarFighter's Stellar Sonar detects a Fuel Ship, drop out of Turbo and press F.

If you're itching for a battle (and who isn't?), drop out of Turbo and let the StarFighter NaviComputer locate an enemy for you. Press L to activate the Locate function. The enemy may still elude you, but most of the time, the Locate function provides rich pickings for your marksmanship.

## 6 The Logs

Your StarFighter's NaviComputer features two main Logs: The General Log and the Planetary Log.

### General Log

The General Log gives information about how your StarFighter is progressing, what kinds of weapons are onboard, how many enemy vessels are within range, etc.

**Current Level**

What Level you're currently trekking (1—8).

**Playing Time**

How much flight time you've logged.

**You Carry**

What type of person you're carrying (judge, witness, etc.), if any.

**Weapon Pack Status**

What Weapons are in Slot 1, 2, & 3.

*The following information only appears in the General Log if you've encountered an enemy convoy.*

**Ship Type (enemy)**

Which Pirate vessels you're up against.

**# of Ships**

How many enemy ships are within strike range.

**Laser MK 1 Shots to destroy enemy**

About how many blasts from a Laser MK1 will knock out a pirate ship in that encounter.

**Specific weapon of enemy (type)**

What type of firepower the enemy is using during the current encounter.

**Planetary Log**

During your travels, you'll see the message: "Planet Detected." At this point, call up the Planetary Log.

**Planet Name**

There are 8 Planet names. Next to a detected Planet's name are the X, Y, & Z coordinates of that Planet (once the coordinates are computed, they remain on the Planetary Log). If the coordinates are displayed, move the red dot next to the Planet's name and the Autopilot (if it's active) can then thrust you in the direction of that Planet.

### **Cancel Autopilot**

If you don't want to use the Autopilot, or wish to cancel your present course, move the red button to this selection and press the **Fire Button**.

### **Exit**

Move the red dot to this selection and press the **Fire Button** to leave the Planetary Log.

### **Autopilot Active/Inactive**

You don't have to use the Autopilot. Move the red dot here and use the **Fire Button** or the **Spacebar** to select whether Autopilot is active or inactive.

### **Destination (Autopilot only)**

If Autopilot is active, you're shown the Planet destination in this space.

You can temporarily override the Autopilot via the Joystick or Keyboard (handy if you spot some pirates near by). Autopilot kicks back in automatically once you've released control.

## **7 Pause, Continue, Abandon, Save, & Load**

You can pause a game at any time by pressing ← or **ESC**. To continue the game, press the **Spacebar** or **Fire Button**. If you don't want to continue, you can abandon the game by pressing **A**. This returns you to the legal screen at the beginning of the game.

If you want to save the game in progress, pause the game then press **D** to save to disk. You can't save on the game disk, so make sure you have a blank, formatted disk ready. You can save up to 4 games, titling them **1, 2, 3, and 4**.

The next time you load **Rubicon Alliance**, you can play a saved game by pressing **D**, inserting your saved game disk, and typing **1, 2, 3, or 4** to recall the game you wish. If you don't want to load an old game and want to start a fresh one, just hit the **Spacebar**.



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