

TAU-CETI ***The Lost Star Colony***



THUNDER
MOUNTAIN

GETTING STARTED

What You Need

- Commodore 64™ or 128™ (in 64 mode); Atari® 520ST™, 1040 ST™ or MegaST™; or IBM® PC, Tandy® 1000 family, or 100% IBM compatible (256K minimum) computer
- Monitor or TV (color recommended)
- Single disk drive
- Enhanced or Color Graphics Adaptor required (IBM and some compatibles only)
- Joystick (optional—but recommended)
- Formatted disk for saving games

Loading Instructions

Commodore

1. Plug your joystick in Port 2.
2. Turn on your monitor or TV, disk drive, and computer.
(Note to C128 users: run **TAU CETI** in 64 mode)
3. Insert the **TAU CETI** disk, label side up, into your disk drive and close the drive door.
4. Type **LOAD“*” ,8,1** and press **RETURN**.

Atari

1. Plug your mouse in Port 0 and your joystick in Port 1.
2. Insert the **TAU CETI** disk, label side up, into your disk drive.
3. Turn on your monitor or TV, disk drive and computer.
4. Double click on the **TAU.PRG.** icon to load the game.

IBM

You will need DOS 2.0 or higher to run the program.

1. If you are using a joystick, make sure it is plugged into the game port of your computer.
2. Insert the DOS disk in drive A.
3. Turn on the monitor or TV and the computer.

4. Respond to the date and time prompts.
5. When the **A>** prompt appears, replace the DOS disk with the **TAU CETI** disk.
6. Type **TAU** and press **Return**. The game will load into the computer's memory.

Installing DOS on the Program Disk: One Disk Drive

1. Place the DOS disk in Drive A and turn on the monitor or TV and your computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the program disk as the "diskette for drive B." You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, insert the DOS disk in drive A and type **COPY COMMAND.COM B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the program disk as the "diskette for drive B."
5. From now on when you want to load the game, just insert the program disk into drive A, turn on the monitor or TV and your computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing DOS on the Program Disk: Two Disk Drives

1. Place the DOS disk in Drive A and the program disk in Drive B. Turn on the monitor or TV and your computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. You will see a message telling you that the system has been transferred.

Keys	Allows you to edit the key commands used in flight mode. Select the command you wish to edit, and type in the desired letter or key. Atari —Mouse may be used during flight mode by selecting left, right, up and down arrow buttons when redefining keys. The mouse works best when used for <i>left</i> and <i>right</i> movements only.
Pause	Freezes the game. Press the space bar or the fire button to resume.
Wait	Time out from the game for 5 minutes.
Quit	Abandons the game without saving.
Score	Gives the number of rods collected and assembled, and the number of robots destroyed.
Sights On/Off	Turns the gun sights on and off. Commodore only.
Control Panel	The control panel, on the right side of the screen, contains many instruments necessary for navigation and combat.
Radar Scanner	Shows a long or short range view of the area. Your ship is always at the center of the screen. Objects in the area appear as blinking dots on the scanner.
Game Displays	Located above the Radar Scanner. Displays game time elapsed, current location and view direction.
Information Indicators	Located to the left of the radar scanner. Compass provides heading direction. Target indicator notifies you when object is in the gun sights. Tracking indicator warns you when the enemy has you in its sights. Infra-red indicator shows whether infra-red is on or off.

Missiles

These are best for close range fighting and when you want to make sure you hit your target. However, certain robots are equipped with AMM's (Anti-Missile Missile) and will defend themselves against missile attack.

AMMs (Anti-Missile Missiles)

The message screen will notify you if a robot has fired a missile at you. Respond by either shooting down the missile (they move slowly) or using an AMM to destroy the missile. If you are in the midst of close range fighting, you might want to use AMMs to protect yourself.

Infra-Red Sights

A day (or "Spin" as they're known on the planet) lasts 12 Earth minutes; therefore, night will fall quickly and often during your mission. Objects on the screen are shaded and when night approaches, they will become difficult to see. When using infra-red sights, objects will seem blurry.

Flares

Use when your infra-red sights are damaged or when in heavy night fighting—it will temporarily light up the area and get rid of the infra-red blurriness.

Shields

Your defense shields can wear down quickly, especially during heavy fighting. To replenish your shields and avoid burning them out, wait outside the city away from attackers. If you pick up the reserve shield in the Military supply center at Preema, you will be able to use that one should your first one burn out.

Repairs

Damage can be sustained during heavy fighting or by running into buildings. If your skimmer requires repair, return to the landing craft or a supply center to repair your ship. Once inside the airlock, type **EQUIP** and a list of repair functions will appear. Select the items you wish to repair.

Computer Commands

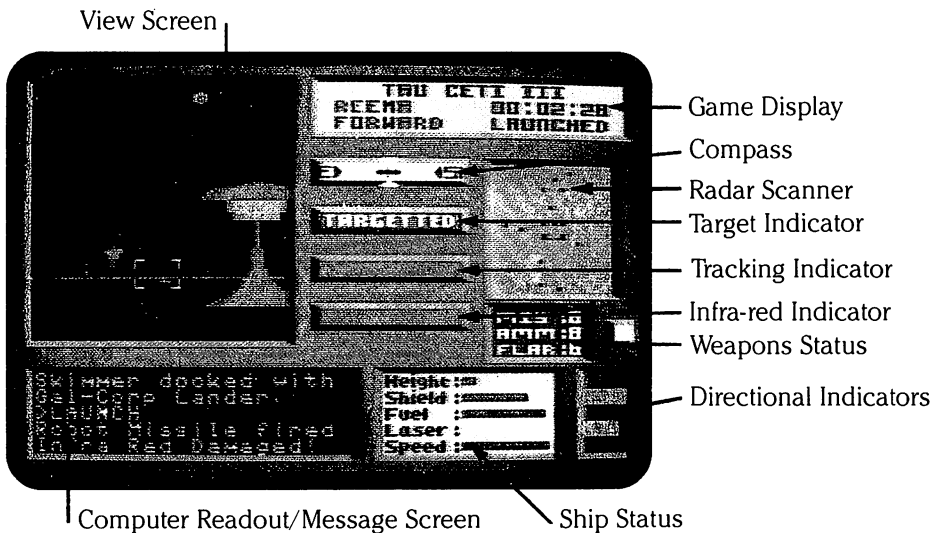
Help	Lists the commands available.
Launch	Launches the skimmer from airlocks.
Look	Shows the view inside buildings and airlocks, and provides information on any useful objects that might be there.
Status	Displays damage and progress report.
Equip	Allows access to repair, refueling and rearming facilities when docked in certain buildings.
Map	The computer will display a map of the planet and provide information about the cities. Use the joystick or the Left, Right, Up, Down keys to move the cursor around the map; press the fire button to obtain information about a city.
Rods	Displays the reactor rod pieces you have collected. Use the joystick or cursor keys to manipulate the rod pieces for assembly.
Reactor	Gives access to the reactor room when docked at the Main Central Reactor in Centralis.
Library	Enables entry to the library facilities when docked in a city library. (Atari Only)
Pad	Allows you to type progress notes for future reference.
New Pad	Gives you a new notepad and erases existing notes.
Save	Saves the current game being played. Follow the on-screen prompts for complete instructions.
Load	Loads a game from disk. Follow the on-screen prompts for complete instructions.
Name	Type in the pilot's name. You can also change an existing name.

Ship Status

Located below the Information Indicators. Provides information on altitude, speed, fuel and equipment status.

Directional Indicators

Lower right of the screen. When the vertical line is centered in the top indicator, you are headed toward the city's center (Commodore) or the nearest building (IBM and Atari). When the vertical line is centered in the lower indicator, you are headed toward the nearest jump pad (the inter-city transportation system).



DISABLING THE MAIN CENTRAL REACTOR

Battling the robot warriors may be hard enough, but you must also find the reactor pieces and assemble the cooling rods that will shut down the Main Central Reactor.

Reactor Rods

The rod pieces are located in Reactor Substations throughout the colony's many cities. There are 40 rod pieces to assemble into 20 complete rods. Once you are docked in a Reactor Substation, the message screen will notify you of any rod pieces in the building. They will automatically be loaded onto your ship. Type **RODS** to display the rod pieces.

To assemble the rods, pick up a rod piece by positioning the cursor over the rod piece and pressing the fire button. Place the rod piece in one of the circular pods by moving the rod piece over the pod and pressing the fire button. Find its mate and place it in the same pod. You might need to rotate the pieces to fit them together. To do this, place a rod piece in a pod. Position the cursor over one of the direction arrows on the screen, and press the fire button. Now, you can pick up its mate and assemble the rod.

The Main Central Reactor

If you have succeeded in finding and assembling the rod pieces, your next destination is Centralis. Centralis is heavily guarded, so go slowly. You do not have to have all of the rods assembled to go to Centralis. Once you have several rods assembled, you might want to go to Centralis to deposit those rods first, and then continue your mission.

After docking in the Main Central Reactor, type **REACTOR** to gain access to the reactor room. The rods will automatically be placed in the reactor room. Don't stay in the reactor room too long; there are dangerously high levels of radiation in there. Once all the rods are in place, the damaged defense system will be shut down and the colony will have been saved.

4. At the next **A>** prompt, insert the DOS disk in drive A and type **COPY COMMAND. COM B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the “diskette for drive A” and the program disk as the “diskette for drive B.”
5. From now on when you want to load the game, just insert the program disk into drive A, turn on the monitor or TV and your computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

PLAYING THE GAME

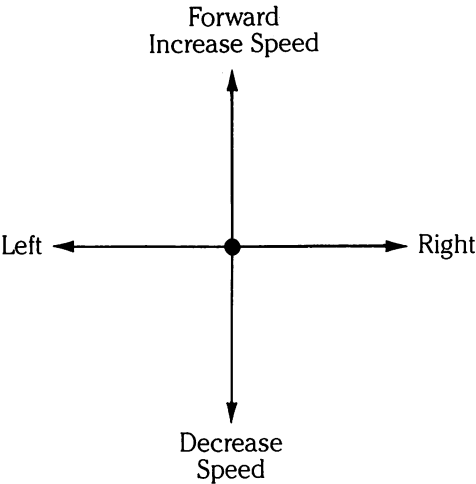
Game Sequence

An abandoned space colony near Tau Ceti has been taken over by robot warriors run amok. Earth is pushing to recolonize the planet, but all previous attempts to overcome the robots have failed. It has been determined that a single highly skilled pilot would have a better chance to successfully slip through the unstable defense system than a whole squadron of pilots. Your mission is to disable the robots by shutting down the damaged defense system controlled by the Main Central Reactor. You must collect and assemble the reactor rod pieces located throughout the colony's many cities. After assembling the rods, go to the Main Central Reactor in the capital city of Centralis. Put the reactor rods in place before the radiation becomes too much for you.

You will be flying a highly sophisticated skimmer (so named for its low flying maneuverability). The skimmer has been outfitted with a 4-way view screen, a computer and a complete control panel. Special features will help you navigate the planet's unusual landscape. Infra-red sights will help guide you in dangerous night battles, which occur often due to the short days. Use the ship's specialized directional indicators to get a bearing on a city's layout and to locate the nearest jump pads. The skimmer is equipped with a limited supply of weapons and fuel. If you run out of any supplies or sustain any damage, return to a supply center or the landing craft to resupply or refuel your ship.

GAME CONTROL

Joystick Controls



Keyboard Controls (used in flight)

Commodore	IBM	Atari ST	
;	S	S	Increase speed
/	X	X	Decrease speed
Z	O	O	Move to the left
X	P	P	Move to the right
:	H	H	Increase altitude
.	G	G	Decrease altitude

Supply Centers

Use the Civilian Supply Center to refuel and repair your ship. The Military Supply Center will rearm your ship. At certain Military Supply Centers, you may find other useful equipment. In Preema, for instance, you will also find an extra reserve shield and an experimental missile.

Reactor Substations

These buildings contain the rod pieces necessary to shut down the Main Central Reactor.

Main Central Reactor

Located in the capital city, Centralis, you must place the rods in the reactor room to disable the defense system. Because of the dangers of radiation, you should get out of the reactor room as soon as the rods are in place.

Combat

Because of your skimmer's speed and maneuverability, you will have the advantage in most combat situations. Robots are notoriously slow and generally do not shoot at you until you are at close range. However, some cities (those that contain buildings with valuable equipment or rod pieces) are heavily guarded. Robots tend to collect around jump pads and the airlocks of buildings. Your best defense, when caught in these situations, is to keep shooting until the area is clear of robots. Listed below are the weapons and defense systems available to you.

Lasers

Your lasers are good for shooting down most things. However, they tend to overheat easily when used for long periods of time. The lasers work more effectively at close range and robots tend not to be very quick, so it's best to destroy them as they approach. Other objects such as spheres, domes and mines are best to destroy at long range. IBM: lasers work while viewing other directions.

Commodore	IBM	Atari ST	
L	L	L	Land on planet surface
J	J	J	Use approaching a Jump Pad to transport to other cities
Space bar	Space bar	Space bar	Fire laser cannon
I	I	I	Infra-red viewer enables you to see in darkness
F	F	F	Send up flare for temporary illumination
M	M	M	Fire missile
A	A	A	Fire antimissile
R	R	R	Status, for checking ship's condition
V	V	V	Select viewer to see forward, rear, left and right
S	—	—	Set scanner for long or short range scanner

INSTRUMENTS AND DISPLAYS

After you load the program, start the game by pressing the space bar or the fire button on the joystick. The game begins with the skimmer docked in the landing craft's airlock. The screen is split up into three main parts: the view screen (now showing the interior of the airlock), the computer readout at the bottom of the screen and the information display area.

The Computer

The computer is operational only while docked in certain buildings or after you have landed on the planet's surface. The computer readout also serves as a message and warning screen. Type **HELP** to get a list of the available commands (listed below). To return to the view of the airlock, type **LOOK**.

Robots	Robots have various forms. The most common look like tall poles and move slowly.
Hunters	These are hovering robots that appear on the horizon and move in quickly for the surprise attack.
Mines	They are located primarily in the distant cities and go undetected by the skimmer's warning system. They can detonate easily; approach them cautiously and destroy them with your laser.
Sand Hoppers	These usually appear around jump pads. Go slowly between cities and don't come out shooting.

There are also a variety of buildings and radar towers. Destroy the radar towers which inform the robot warriors of your location. Some buildings (such as reactors and airlocks) should not be destroyed; they might contain parts of the rods you are to collect or might provide necessary supplies. Dock into an airlock slowly. If you approach too swiftly, you risk damage or destruction.

Landing Craft	The landing craft will remain in the city of Reema. You can return anytime to refuel or repair your ship.
Radar Towers	Tall spires with flashing lights that track your location and relay information on your position to the warrior robots.
Jump Pads	These low, flat structures with a tower to the side are used to travel between cities. Refer to the computer's map for information on which cities are connected via the jump pads. Approach the jump pads slowly. As you fly over the jump pad, type J to be transported to next city.
Domes/Spheres	These are abandoned buildings from the former colony. Some may have short range lasers, so don't get too close.

FLYING YOUR SHIP

You begin your mission in the city of Reema. Before you take off, it would be a good idea to take a look at the map to plan your mission. The map will also provide information on which cities are connected via jump pads. You are not able to fly the skimmer to other cities, due to the great distances between them. You must use the jump pads to travel between cities. To go to a city north of your current location, head toward the jump pad to the north. You will also be able to find out which cities are heavily guarded and might contain supply centers.

Type **LAUNCH** to exit the airlock. If you are using a joystick, maneuver the ship through the landscape forward, left or right. Pull back on the joystick to reduce your speed. When speed is reduced to zero, the skimmer is able to hover. If you are not using a joystick, use the keyboard controls to fly your ship. You must use the keyboard controls to implement features such as the status report or the infra-red sights.

As you are flying, use the compass on the control panel to guide you through the planet's landscape. To see what is behind you or to your left or right, type **V** to change the view. IBM users can use the laser cannon while viewing in any direction. Use the lower directional indicator to guide you to the jump pads.

Robots and Buildings

When an object is in the gun sights on your viewer, the target information panel will notify you that it is within target range. You can either shoot with your laser cannon (by pressing the fire button or the space bar) or you can fire a missile by typing **M**. Since you are equipped with a limited number of missiles, you should conserve them and use only when necessary.

Most robots can be destroyed by using the laser cannon. If you are being tracked, the tracking indicator will warn you in plenty of time to either outrun your opponent or shoot at him first. If a robot has launched a missile at you, a warning message will appear on the message screen.

TIPS:

- Head for the city's center to find any buildings, such as reactor substations or supply centers. After you have collected any reactor rods and supplies in the city, work your way to the outskirts and towards the jump pads to go to the next city on your list.
- To avoid being tracked by the enemy's radar, move slowly and shoot at close range. Destroy radar towers located near the city's center.
- Plan your strategy before you launch, and keep a list of objectives and information (such as jump pad and supply center locations) on your note pad.
- Use your 4-way viewer often. IBM users: Keep in mind that you can use your laser in any direction.

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