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DOS
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COMMAND
ADVENTURES
STARSHIP
TM
THE NEXT GENERATION
OF SPACE ADVENTURE!
The Intergalactic Game Of Combat & Aquisition
Explore And Conquer Unknown Regions Of The Galaxy
AMAZING GRAPHICS!

COMMAND ADVENTURES: STARSHIP

Instruction Manual

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COMMAND ADVENTURES: STARSHIP
VERSION 2.0
CD-ROM
Technical Reference Guide

Installing STARSHIP to your Hard Drive

From the DOS prompt, type d:\Install d: c: where d: is the letter of your CD-Rom drive and c: is the letter of your hard drive. If these letters are not correct please use the appropriate ones instead. Then, follow the on-screen directions for completing the hard disk installation.

Sound Setup

After the hard disk installation is completed, the sound setup screen will appear, enabling you to select the sound support which is best suited to your system. The next time you play STARSHIP, the program will default to your setup selection.

Starting the Game

To start STARSHIP once it is installed to your hard drive, select the drive partition which contains the STARSHIP subdirectory (Example C:); then type the following:

cd\starship [ENTER]
starship [ENTER]

Not Enough Low DOS Memory?

If you do not have 580,000 bytes (575K) of low DOS memory available when you launch STARSHIP, the program will display the following message:

At least 580,000 bytes are required to run Starship.

You will then return to the DOS prompt.

If this message appears, you should use the Makeboot utility included with STARSHIP to create a "boot disk" which will boot up your system but will bypass "CPU-hogging" TSR's that are part of your hard-drive's auto-execution sequence.You can create a boot disk by following these steps:

1. Place an unformatted or blank floppy disk in drive A:
2. Log onto your CD-ROM drive:
   d: [ENTER]

3. Log onto the makeboot subdirectory:
   cd\makeboot [ENTER]
4. Next, type: makeboot [ENTER]

The Makeboot utility will format a floppy disk in drive A: and will copy the necessary system information for making the disk self-bootable. When this step is completed, the message, Format another? Y/N will appear. Be sure to answer N for No. At this point, Makeboot will copy the appropriate AUTOEXEC.BAT and CONFIG.SYS files to the floppy disk in drive A:. To use your new boot disk, reboot your computer with the boot disk in drive A:, and load STARSHIP from your hard drive.

Please Note: Makeboot assumes that your mouse driver is in a directory called mouse. If your driver is in another directory, you should edit the AUTOEXEC.BAT file on your boot disk to include the name of the directory which contains your mouse driver. If you boot your system with your newly created boot disk, and you still have less than the required 589K, it may be necessary to load your CD-ROM drivers into upper memory. In your CONFIG.SYS file, the CD-ROM driver will be the last statement in the file. The statement should start with DEVICEHIGH=
Example: devicehigh=c:\dev\mtmcdae.sys/d:/msd001/p:300/a:0/m:20/t:s/i:10

In your AUTOEXEC.BAT file, the CD-ROM driver will be the first statement in the file. The statement should begin with LH.
Example: LH c:bin\mscdex.exe /d:mscd001 /m:10

DR DOS Users: If you are using DR DOS 5.0 or later, please refer to your DR DOS user's manual to create a boot disk using MEMMAX.EXE. The mem command will show you how much conventional memory is available.

Customer Service

If you are experiencing difficulties with STARSHIP and you are a registered user, you may call our technical support department for assistance at (214) 385-2957. A technician will be available to help you between the hours of 10:00am and 5:00pm Central Time, Monday through Friday.We welcome your questions, comments, or other feedback regarding STARSHIP or any of our other products. You may write to us at:

Merit Software
13707 Gamma Road
Dallas, Texas 75244

STARSHIP VERSION 2.0 CD-ROM
USER'S GUIDE

Command Adventures: Starship
The Beginning

The year is 2127 galactic standard time, at the close of the Galactic Wars, one of bloodiest on record. Governments lacked resources to continue the war, so the 12 known civilizations gradually worked out some of their differences. As with any war, the Galactic War created heroes on all sides - those who achieved the most victory and prestige.

You are the "Hero" of your race. You accumulated many honors and commendations. You made many friends and bloodthirsty enemies. With the war over, you are honorably discharged from military service with a large pension that was given to you as a reward for your valiant fighting. In the aftermath of the bloody war, the galaxy is in chaos as fragmented civilizations spread across many worlds. Your government turns to you for help in order to acquire these worlds for further expansion. Your first order of business will be to establish a foothold in these worlds by installing an isolation grid on the surface of the planet. After the isolation grid is installed, government forces will land on the planet and establish a controlling force there.

Always, in the back of your mind, are the memories of the bloody battles that earned you your reputation and vengeful enemies - enemies that will stalk you and hunt you down, relentlessly, until their dying days. Though the war is over, the peace may not hold. The other civilizations may erupt into violence at any moment. The universe is full of pirates and bloodthirsty alien beings who kill without a second thought.

You now have a starship of your own. You feel it is your duty to make the universe safe for your civilization. You also want to make money on the side. What the future holds for you, Hero, is up to you. The time is now to bravely go forth, to explore and seek your fortune!

When visiting starbases, it is easy to find those that will follow you in pursuit of adventure and exploration. A well armed crew and personal assault team should provide protection from raiding pirates and others who would like to see you dead. Or will it?

Twelve civilizations took part in this universal war. Some fought as allies, others as bloodthirsty enemies. The twelve civilizations are:

- The Deakuns, Weapons makers
- The Rogs, Pirates
- The Takedians, Thinkers
- The Maconians, Scientific investigation, via torture
- The Terrans, Universal do-gooders
- The Dorians, Unifiers
- The Urach, Strategists
- The Marthains, Curious beings
- The Ibians, Propulsion systems
- The Chordians, Slave drivers
- The Rionites, Shield systems
- The Benalius, Field armor

Playing *Starship*

Overview

Your mission as a starship commander is one of acquisition. You are hired by your civilization's government to establish a foothold on planets that were unclaimed after the war. These planets are infested by hostile beings who have no allegiance to any civilization, whatsoever. In order to prepare these planets for future colonization by your government (and to earn cash for purchasing a more powerful arsenal) you must rid each planet of these hostile beings, and build an isolation grid to seal off the planet.

Your starting position is located in a sector of the galaxy that is in total chaos, filled with many competing factions. There are hundreds of worlds in this sector, but only fifty of those planets have been identified as suitable for future colonization. Getting to these worlds will not be easy. Your only defense is your personal arsenal and access to starbases. The starbases were built by an alliance of twelve civilizations in order to provide a place for trade and cultural exchanges. Unfortunately, these bases have now degenerated into little more than a forum for weapons and construction trade, with the possibility of advances through cultural exchange almost nonexistent.

Gameplay

There are two major components of gameplay: Space Combat and Ground Combat.

Space Combat. The space combat section is used for both navigation and combat. The navigation component is used to locate starbases and planets, and to direct ships within docking/landing range. When navigating around the galaxy there is a high probability of encountering hostile alien starships bent on your destruction. In the combat component, the player may access his ship's weapons systems for the purpose of defending his ship and for attacking enemy ships. While in combat mode, the player may obtain additional credits for disabling, boarding and defeating enemy ships.

Ground Combat. The primary objective of ground combat is to secure all 50 planets for your civilization. To do so, the player must send an Away Team to each planet to destroy all alien beings in the area and build an isolation grid to fully secure the planet. While combat is occurring on the planet, the player should also obtain weapons, ammunition, and medical kits. (Weapons and ammunition may be added to the player's inventory, however, only weapons may be resold at the local starbase. Medical kits are used during ground combat to bring a player's health back to excellent condition.)

Beginning Starship

Systems Operations - Main Menu. A cinematic introduction will begin after Starship is loaded. If you wish to skip subsequent introductions, press any key on the keyboard. Following the introduction, the main menu will appear. At the main menu you have the option to simply begin a New game, Resume an old game, or Exit Starship.



Main Screen

Commander Registration. At this screen you will select a commander from one of twelve worlds. Keep in mind that each commander has specific characteristics which affect game play. Your ship's operation and abilities also depend on the commander you have selected.



Commander Registration Screen

> **Note:** Each commander has a basic ship, space and ground weaponry, and crew already provided. However, if you wish to change this default configuration, you may do so at the Starbase Menu.

Click on the scroll arrows to scroll through the profiles of the commanders that are available. Click on ACCEPT to register the commander you have chosen.

Starbase Menu

After selecting your commander you will be taken to the Starbase menu. The Starbase is your lifeline. This is where ships, weaponry and crew may be bought and sold. Simply click on any of the objects on the menu to access a particular function.

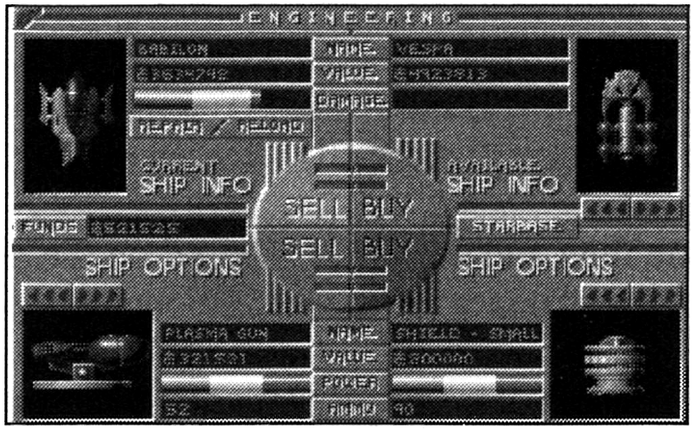


Starbase Screen

Notes: If you are starting a new game, you may proceed directly to the elevator doors in order to board your starship and leave the starbase. (When you choose a commander, you are equipped with a basic ship, weaponry and crew.)

Take care when selecting the sun (exit) on the Starbase menu, as this will end the current game in progress.

Ship Editor and Damage Control. Select this option when you wish to purchase, sell or repair your starship and weapons.



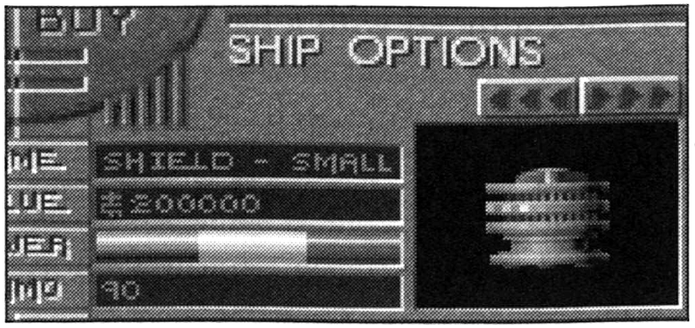
Ship Editor and Damage Control Screen

The Ship Editor and Damage Control screen consists of four quadrants. Initially, the two quadrants on the right- hand side of the screen will be of interest to the player because all ships and related hardware are purchased there.



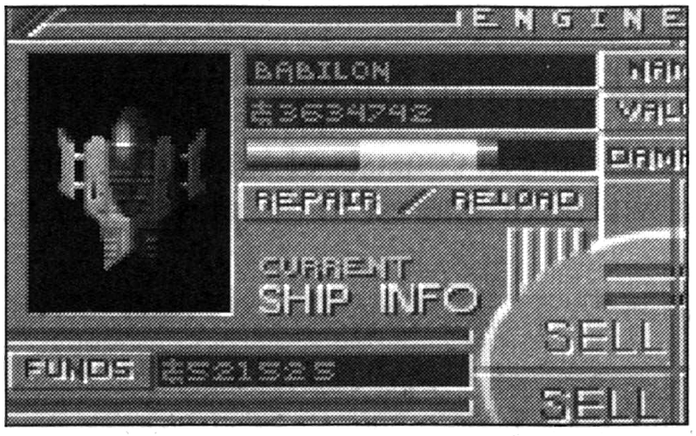
The top right quadrant shows pictures of the starships that are available for purchase. Use the scroll arrows located below the picture box to scroll through the available ships. To the left of the picture box

are the stats for any ship in the picture box, including the name, cost, and damage of the ship. If you have sufficient funds to buy an available ship, you can click on the BUY button located on the lower left-hand side of the quadrant.

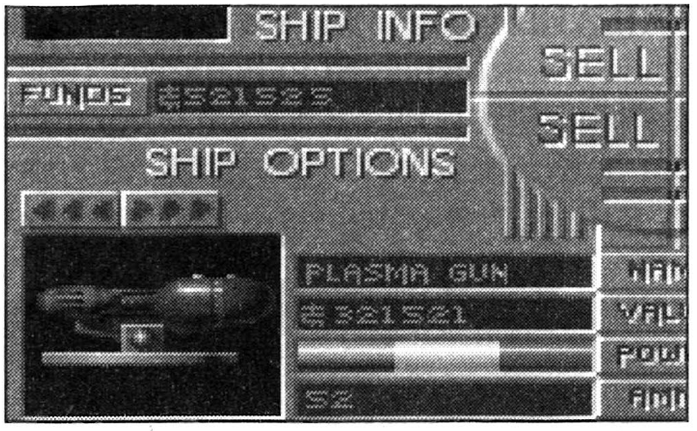


The lower right quadrant shows pictures of any available options. Along the left side of the picture are stats on the option's name, cost, power level, and ammo. You may flip the scroll arrows above the picture. You may purchase options by clicking on the BUY button.

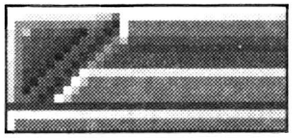
> **Note:** Ship shielding and engines are based on the ship purchased. Therefore, the larger the ship, the stronger the shield and engine.



The two left-hand quadrants show stats on currently owned ships and options. The top left quadrant shows a top-down view of your current ship, its name, its resale value, and its damage level, as well as a REPAIR/RELOAD button, which repairs your ship and shields, and reloads weapons. A button is also provided to sell the currently owned ship. When you click and hold the left mouse button over the REPAIR/RELOAD button, damage is repaired and weapons are reloaded a little at a time, enabling you to specify the amount of money spent repairing and reloading the equipment. Your available funds appear between the top and lower left quadrants and increase or decrease as items are sold, purchased, repaired, or reloaded.

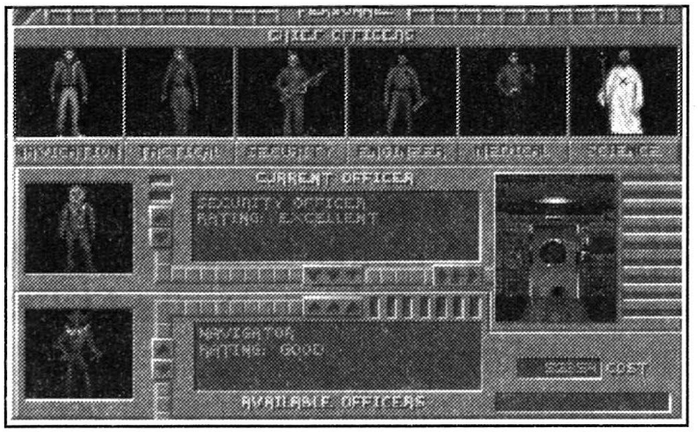


The lower left-hand quadrant of the Ship Editor screen shows pictures of any add-on options that have been purchased. Along the right side of the picture are stats on the options name, resale value, power level, and ammo. You may flip through your current inventory using the scroll arrows above the picture. Options may be sold by clicking on the SELL button.



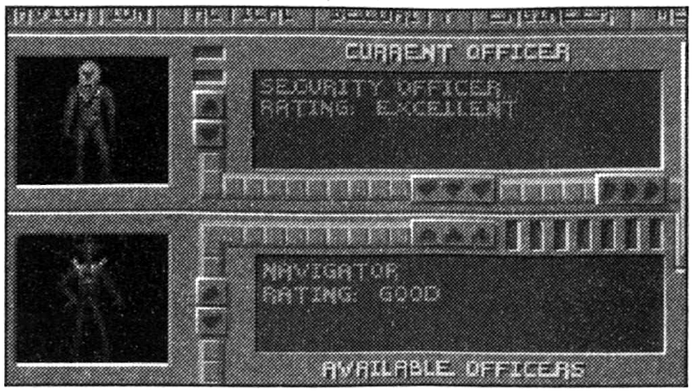
Click on the red "close" gadget located in the upper left-hand portion of the screen to exit the Ship Editor screen.

Crew. Select this option to hire and fire crew for your starship.



Crew Selection Screen

Click the scroll arrows in the AVAILABLE OFFICERS box to scroll through the profiles of the various officers. The cost of each crew member is displayed in the lower right-hand portion of the screen. Click the triple up arrows in the AVAILABLE OFFICERS box to hire the crew member whose profile is currently being displayed. Your newly hired crew member will appear in the CURRENT OFFICER box, and the amount of his salary will be deducted from your total amount of credits.



HINT: Engineers are essential in building isolation barriers in Ground Combat.

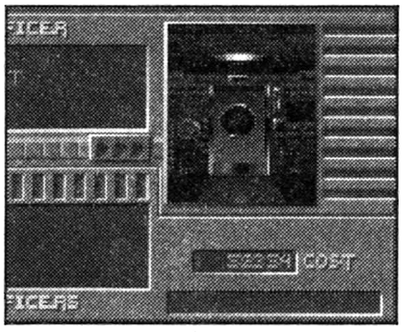
Click the scroll arrows in the CURRENT OFFICERS box to scroll through the officers that you have hired.



If you wish, you may assign chief officers to command a particular station, such as Navigation or Science. Click on one of the station names (NAVIGATION, TACTICAL, etc.) located in the upper portion of the screen to place the officer currently located in the CURRENT OFFICER box in the CHIEF OFFICERS box.

Note: The chief crew which are placed in command for your ship, DO affect the overall speed, repair, and operations of your starship.

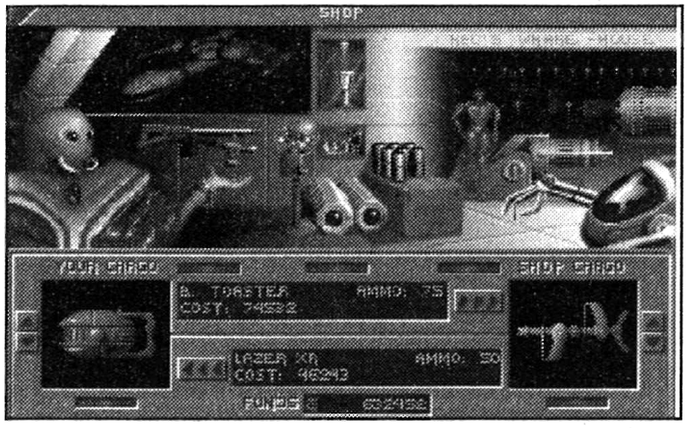
To dismiss a member of your crew, click on the scroll arrows in the CURRENT OFFICER box in order to locate the crew member you wish to dismiss. Then click on the triple right arrows which point to the box in the lower right-hand corner of the screen.



Note: When a crew member is dismissed, the money spent on the crew member is not returned to you.

Click on the "close" gadget located in the upper left-hand portion of the screen to exit the Crew screen.

Shop. This option enables you to purchase ground assault weapons for your crew.



Shop Screen

Click on the scroll arrows in the SHOP CARGO box to scroll through the available ground assault weapons. Notice that the cost of each weapon is displayed in the box next to the triple left arrows. Click the triple left arrows to purchase the currently displayed weapon. The cost of the weapon is deducted from your total credits, and the image is displayed in the YOUR CARGO box.



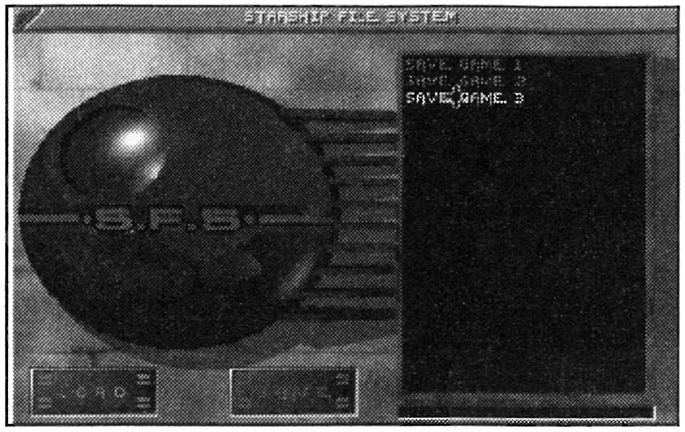
Click on the scroll arrows in the YOUR CARGO box to scroll through the weapons that you have purchased.

After you have purchased each weapon, the resale value of the weapon is displayed in the box next to the triple right arrows. Notice that the resale value is less than the original cost of the weapon. Click on the triple right arrows to sell a purchased weapon back to the starbase shop.

Click on the "close" gadget located in the upper left-hand portion of the screen to exit the Shop screen.

Bridge. Select this option to proceed to the bridge of your starship.

Files. Select this option to access the files menu. To load a file, click on the file you wish to load and select the LOAD button. To save a game in progress, move the cursor to the next available line in the list of filenames, click the left mouse button, enter the filename, and click on the SAVE button.



Files Screen

Click on the "close" gadget located in the upper left-hand portion of the screen to exit the Files screen.

Main Menu. Select this option to return to the main menu.

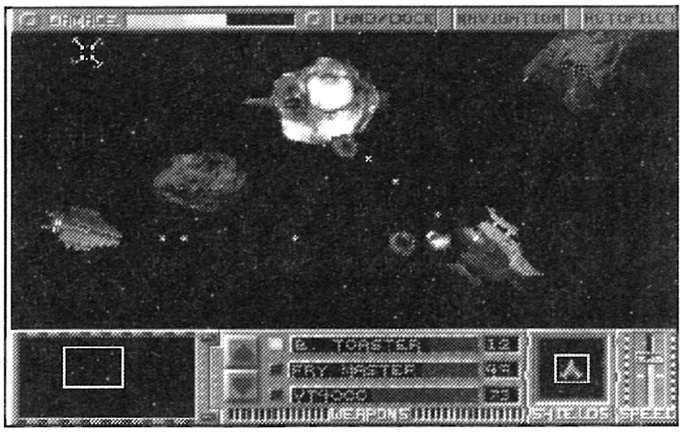
The Space Combat System: Tactical View

Once your ship has left the starbase, you will access the Tactical View screen. Tactical View may be used in two ways:

1) To maneuver your starship to a planet or starbase
2) To engage in combat with enemy ships

If you are starting your first mission, you will want to keep space combat to a minimum, and use Tactical primarily for navigation purposes. Navigation may be achieved by clicking on the NAVIGATION button in the upper right hand portion of the Tactical View screen.

Tactical Interface. The Tactical View interface is composed of a play area, damage status, radar screen, weapons stations, 3 active weapons, shield direction strength, and ship speed.

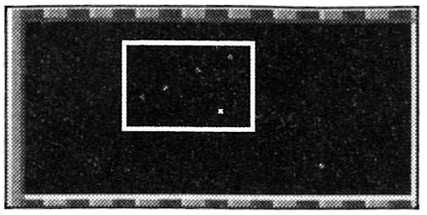


Tactical Interface Screen

Play Area. This is where the action takes place. All visual movements of both your ship and the enemy's ship are displayed here.

Damage Status. This bar indicates the level of damage inflicted upon your ship. As your ship is damaged, the indicator will change from green, to yellow, to red. Should your indicator reach maximum damage, your ship will be destroyed.

> **Note:** Depending upon the skill level of the engineering officer you have chosen as your chief officer, your starship will repair itself while in tactical mode.

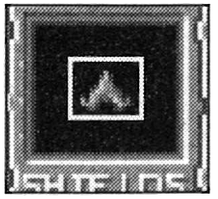


Radar Screen. This screen shows the objects in your current area. The appropriate dots indicate the following:

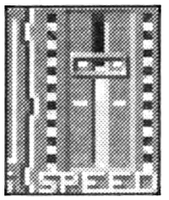
- Brown: Planets, Starbase, ship hulls or space debris
- Red: Enemy ships
- Green: Navigation pointer



Weapons Stations. Depending on the ship you have purchased, each ship has the capacity to handle from 6 to 12 weapons stations. Arming each station will produce a different weapon, depending on the inventory and weapons purchased from the starbase.



Shield Strength. Shield strength is determinedby the color and size of the box surrounding the ship icon. Green indicates maximum strength, yellow indicates intermediate strength, and red indicates minimum strength. Damage causes the box around the ship icon to oscillate more rapidly.



Ship Speed. By changing the level of the indicator, this causes the ship's speed to increase or decrease. To alter your ship speed, simply slide the power level up or down. Pressing keyboard keys 1 through 10 will also increase or decrease ship speed.

Maneuvering. Place the pointer anywhere on tactical screen and press the left mouse button. This will cause your starship to navigate towards the green crosshairs located on the radar section of the display. You may also hold down the left mouse button to manually navigate your ship.

To view different areas of the tactical sector in which your ship is located, position the cursor over the radar box, press the left mouse button, and drag the box to the proper location.

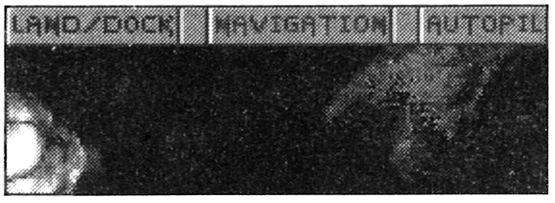
Special Keyboard Keys.

Control	Fire - Straight Ahead
Left Arrow/Right Arrow	Turn Ship Left or Right
Up Arrow/Down Arrow	Increase/Decrease ship's Speed
SPACE BAR	Center Ship on Tactical Screen

U	**I**	**O**	
J	**K**	**L**	Move to corresponding sections of Tactical Screen
M	**,**	**.**	

Firing Ship Weapons. To fire the selected weapon, simply place the cursor over the target and press the right mouse button. The selected weapon will fire in that direction.

> **Note:** You must take into account the enemy ship's speed and direction during combat. Your accuracy also depends on the officer you have placed in charge of tactical.



Using Tactical to Navigate to a Planet or Starbase. Click on the NAVIGATION button in the upper right-hand corner of the Tactical View screen to chart your course in your quest to conquer all 50 planets in the current sector of the universe. Initially, only a small portion of the Navigation map is

revealed to you, but as you continue to explore the universe, the areas you have explored will appear on the map.

While exploring the universe, you will encounter several classifications of planets, as well as a starbase indicator, to let you know what is in the general vicinity. To travel to a particular location, simply place the cursor in the area where you wish to travel. Your objective here is to locate as many of the gold "unknown" planets as possible.



Navigation Screen

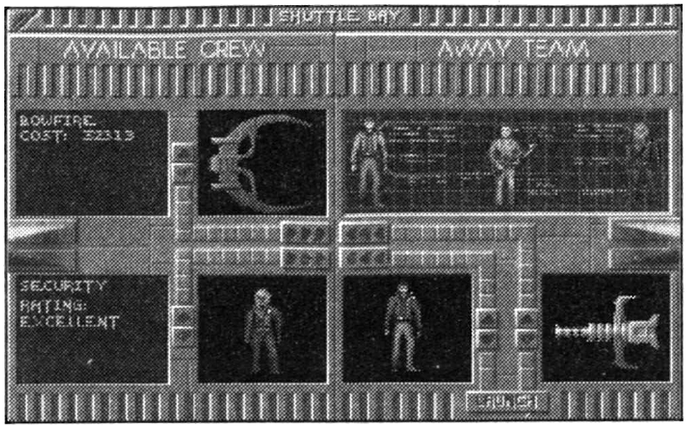
When you have selected your destination, click the ENGAGE button, and an animation sequence will begin. When the animation is complete, you will be returned to the navigation screen once again. At this point, you may choose to journey to another destination or you may exit the Navigation screen by clicking on the "close" gadget located in the upper left-hand corner of the screen. When you decide to exit the Navigation screen, you will return to the Tactical View screen where you may manually maneuver your ship to the planet or starbase you have chosen, or you may choose AUTOPILOT to automatically maneuver your ship.

> **Note:** Your ship's efficiency and power level will determine the distance you may travel in space. In other words, the larger the ship you purchase, the greater distance you will be able to travel.

After selecting a planet or starbase as your destination from the Navigation screen, you must access the Tactical View screen to maneuver your ship to your chosen destination. In order to land on a planet or starbase, you must maneuver your ship close to the starbase or planet until the LAND/DOCK button in the upper portion of the screen is highlighted Once this occurs, you should slow your ship's speed and click on the LAND/DOCK button.

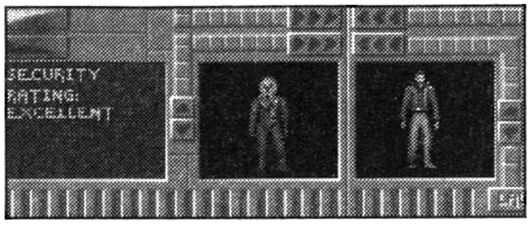
Note: If you encounter alien ships while maneuvering to a planet or starbase, you will not be able to land until you destroy all of these ships. If you attempt to leave the Tactical screen, at this point, the following message is displayed: Sector not secure!

Land/Dock. Select this option to dock with a planet or starship (when in range), and issue landing orders to your crew. The following screen will then enable you to select the crew you wish to take aboard the captured starship or to the surface of a planet.

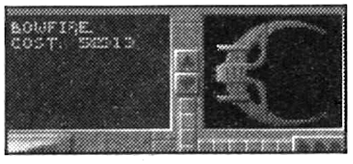


Land/Dock Screen

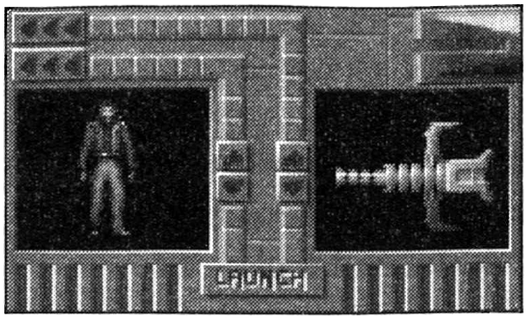
Click the scroll arrows in the lower portion of the AVAILABLE CREW box to scroll through your available crew members. Click the triple right arrows above the pictured crew member to select him or her for your Away Team crew. The selected crew member will appear in the lower portion of the AWAY TEAM box.



Click the scroll arrows in the upper portion of the AVAILABLE CREW box to scroll through your current inventory of ground weapons. Click the triple right arrows below the pictured weapon to select that weapon for the crew member that is currently pictured in the AWAY TEAM box.



The selected weapon will appear in the lower portion of the AWAY TEAM box to the right of the current Away Team crew member.



When all of your selections have been made, click the LAUNCH button to initiate a ship-based or ground-based combat assault.

Using Tactical to Engage in Space Combat. You will obtain credits during space combat by first destroying each alien vessel and then selecting the docking option to dock with the ship. After eliminating all alien crew members, a salvage buoy will be deployed and a message will appear informing you of the amount of credits which you have earned. When combat occurs on the alien spacecraft, you are able to obtain weapons, ammunition, and medical kits. (Weapons and ammunition may be added to the player's inventory, however, only weapons may be resold at the local starbase. Medical kits are used during ground combat to bring a player's health back to excellent condition.)

In order to dock or engage an enemy starship in on-board combat, you MUST maneuver your ship alongside the enemy ship and maintain his EXACT speed. At this point, the LAND/DOCK button will be highlighted. Click on the LAND/DOCK button to select a landing party for on-board combat.

When you board an enemy ship, the combat interface is the same as that found in Ground Combat, except that your engineers will not be required to build isolation grids. Please refer to the section entitled, The Ground Combat System for more information.If you are unsuccessful in commanding your ship in space combat and you are destroyed, the following message will appear:

Your Ship's a total Loss! Command Privileges Revoked!
Report to Starbase for Retraining.

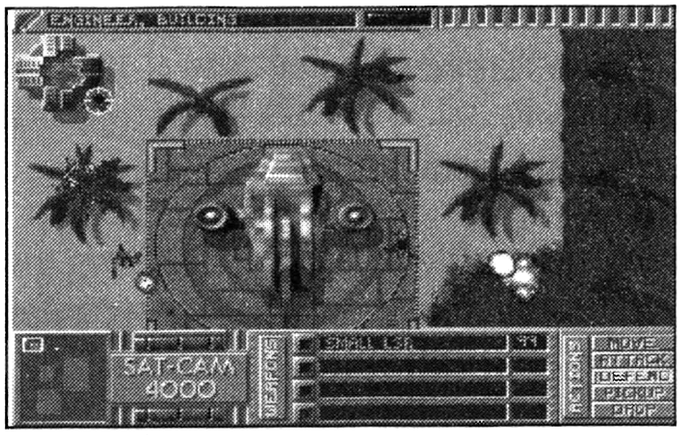
You will then be returned to the Starship Main Menu, where you will have the option of starting a new game, resuming a previously saved game, or exiting Starship.

The Ground Combat System

Upon landing on the planet surface, your Away Team has three areas of responsibility:

- To dispatch Engineers to each corner of the planet map to successfully activate an isolation grid
- To destroy all alien creatures who are defending the planet
- To obtain weapons and ammunition which may be added to the Away Team's inventory, or sold at the local starbase

Ground Combat Interface. The ground combat interface screen is composed of a play area, crew member rank and action, crew member damage, ground radar, a ground weapon inventory, active weapons, and crew member action buttons.



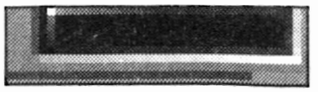
Ground Combat Interface Screen

Play Area. This is where the action takes place. All visual movements of all crew and enemies are displayed here.



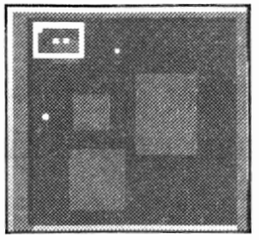
Crew Member Rank and Action. This indicates the status and action of the current selected crew member. The possible actions are, move, attack, defend, pick up item, and drop item.

> **Note:** All crew members other than engineers will be considered as security personnel during ground combat.

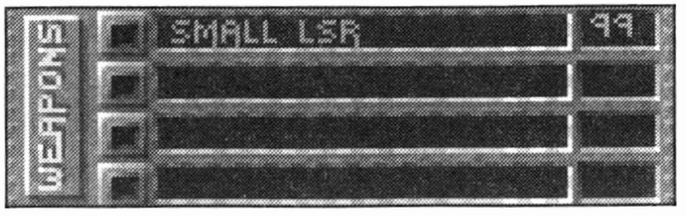


Crew Member Damage. This indicator shows the current damage of the crew member selected. Conditions are green for normal, yellow for injured, and red for critical.

Ground Radar. This screen shows the objects in your current area. The appropriate dots indicate the following:



- Light Blue: All outside ground areas. - Arctic, Lunar, Volcanic, Martian, Desert, Tropical
- Red: All enemies
- Light Gray: Base tiles, enemy installations
- White: Your crew



Weapons in Use. Click on the appropriate green button to select an active weapon. Only one weapon may be active at any one time.

Maneuvering. To select a crew member, click on the character with the left mouse button. Then select the action which you want the crew member to perform.

MOVE	Move to a location & then stop.
ATTACK	Move to a location & then attack.
DEFEND	Stay at location & defend.
PICKUP	Pick up an object.
DROP	Drop the currently selected weapon.

Note: You can only attack the enemy when he is near a crew member.

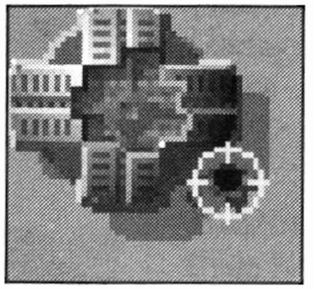
Special Keyboard Keys.

M Move
D Defend
P Pick up
R Drop
SPACEBAR Cycle through ground units

UP ARROW	Move view screen up one space
DOWN ARROW	Move view screen down one space
LEFT ARROW	Move view screen left one space
RIGHT ARROW	Move view screen right one space

Firing Ground Weapons. Crew members will automatically fire if not manually controlled. However, when the current crew member is selected, you will have full control over firing speed and accuracy. To fire your weapon manually, select the character, place the cursor over the target, and then press the right mouse button.

> **Note:** When firing ground weapons, small puffs of smoke indicate a "miss;" large red explosions indicate a "hit."



Building the Isolation Grid. The primary objective of ground combat is to secure each planet by erecting an isolation grid. To do so, you must dispatch your Engineers to the four corner sections on the planet map to begin construction. Completion of the isolation grid will proceed automatically, provided that your AwayTeam is successful in their quest to destroy the enemy on the planet.

> **Note:** Success in building an isolation grid is dependent upon the health and ability of your engineers. If an engineer is hurt or is rated as "average," he or she may not be able to build the isolation grid.

The Conclusion of a Successful Ground Campaign. If you should successfully win control of the planet, an animation showing the activation of the isolation grid will occur. A screen will then appear allowing you to name the planet as well as the amount of credits which you have received as a result of victory. After which, you will be returned to the bridge of your starship where you may launch your next ground or space combat assault.

Termination of an Unsuccessful Ground Campaign. If your crew is unable to capture the planet, or unable to do so because of manpower or lack of weapons, you may terminate the current ground campaign by clicking on the red "close" button and selecting yes to verify this action.

Appendix A: Space Weapons

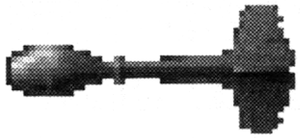
Antimatter Torpedo

Code Name	ANT TORP
DamageInflicted	250
Range	L
Ammo	15



Assault Missle

Code Name	AS MISL
DamageInflicted	110
Range	L
Ammo	50



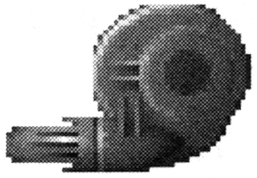
Avenger Missle

Code Name	AVC MISL
DamageInflicted	50
Range	M
Ammo	80



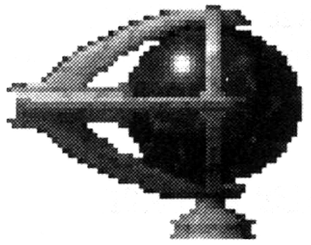
Barrage Laser

Code Name	BR LASER
DamageInflicted	200
Range	L
Ammo	20



Bone Toaster

Code Name	B TOAST
DamageInflicted	200
Range	L
Ammo	20



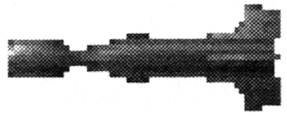
Budget Laser

Code Name	BD LASER
DamageInflicted	25
Range	S
Ammo	90



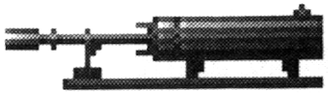
Delta Missle

Code Name	DLT MISL
DamageInflicted	60
Range	M
Ammo	80



Fusion Laser

Code Name	FS LASER
DamageInflicted	30
Range	M
Ammo	90



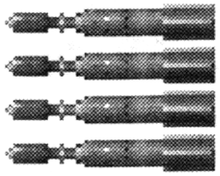
Hammer Head Missle

Code Name	HAMMER HEAD
DamageInflicted	80
Range	M
Ammo	70



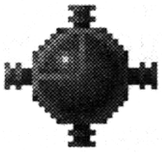
Heaker Missle

Code Name	HK MISL
DamageInflicted	200
Range	L
Ammo	20



Impact Mine

Code Name	IMP MINE
DamageInflicted	90
Range	S
Ammo	60



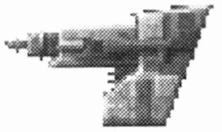
Jammer Laser

Code Name	JM LASER
DamageInflicted	70
Range	M
Ammo	70



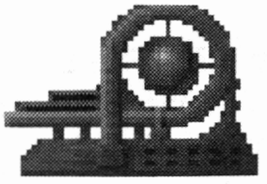
Light Laser

Code Name	LT LASER
DamageInflicted	35
Range	M
Ammo	90



Loopfire Laser

Code Name	LP LASER
DamageInflicted	80
Range	M
Ammo	70



Magno Mine

Code Name	MAG MINE
DamageInflicted	200
Range	S
Ammo	20



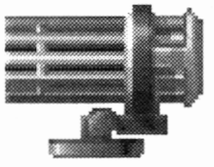
Mini Mine

Code Name	MIN MINE
DamageInflicted	50
Range	S
Ammo	80



Mini Missles

Code Name	MIN MISL
DamageInflicted	30
Range	M
Ammo	90



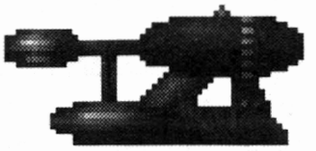
Minimax Missle

Code Name	MM MISL
DamageInflicted	40
Range	S
Ammo	90



Miniplasma

Code Name	MIN PSMA
DamageInflicted	80
Range	M
Ammo	70



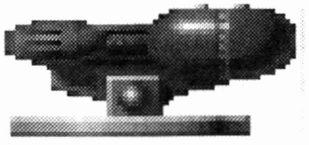
Particle Cannon

Code Name	PART CAN
DamageInflicted	150
Range	L
Ammo	50



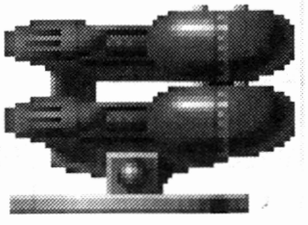
Plasma Cannon

Code Name	PSMA BST
DamageInflicted	100
Range	M
Ammo	35



Plasma Duo

Code Name	PSMA DUO
DamageInflicted	150
Range	L
Ammo	30



Point Defense System

Code Name	PT DEFSE
DamageInflicted	40
Range	S
Ammo	90



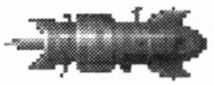
Pulse Blaster

Code Name	PLS BLST
DamageInflicted	70
Range	M
Ammo	70



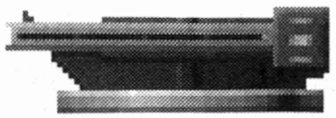
Quark Missle

Code Name	QRK MISL
DamageInflicted	200
Range	L
Ammo	200



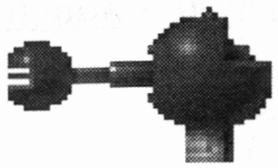
Rail Gun

Code Name	RAIL GUN
DamageInflicted	40
Range	S
Ammo	90



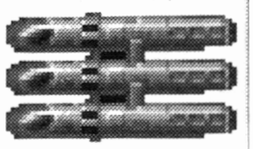
Rassblaster

Code Name	RASBLAST
DamageInflicted	80
Range	M
Ammo	70



Rocoids

Code Name	ROCOID
DamageInflicted	60
Range	L
Ammo	80



Shock Waver

Code Name	SHK WAVR
DamageInflicted	200
Range	S
Ammo	20



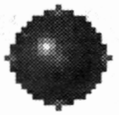
Small Laser Pod

Code Name	SM LRPD
DamageInflicted	35
Range	S
Ammo	90



Sneak Mine

Code Name	SK MINE
DamageInflicted	70
Range	S
Ammo	70



Spear Missle

Code Name	SP MISL
DamageInflicted	150
Range	L
Ammo	25



Star Mine

Code Name	STR MINE
DamageInflicted	150
Range	S
Ammo	25



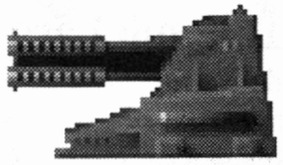
Trac Laser

Code Name	TK LASER
DamageInflicted	40
Range	S
Ammo	90



Twin Fire Laser

Code Name	TF LASER
DamageInflicted	80
Range	M
Ammo	70



Twin Light Laser

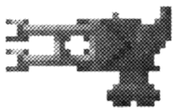
Code Name	TW L LSR
DamageInflicted	40
Range	S
Ammo	90



Appendix B: Ground Weapons

Bolt Phaser

Code Name	BLT PHSR
Range	2
Damage	60



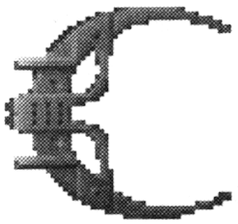
Bolt Rifle

Code Name	BLT RFLE
Range	3
Damage	80



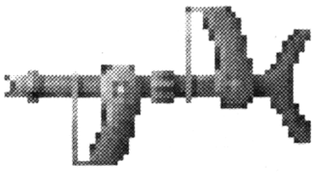
Bow Laser Fire

Code Name	BOW LSR
Range	1
Damage	25



Double Handed Rifle

Code Name	DBL RFLE
Range	2
Damage	50



Friz Bomb Large

Code Name	FRZ BM L
Range	3
Damage	90



Friz Bomb Medium

Code Name	FRZ BM M
Range	3
Damage	80



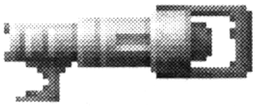
Friz Bomb Small

Code Name	FRZ BM S
Range	2
Damage	70



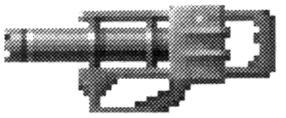
Grenade Launcher Large

Code Name	GRN_LN_L
Range	12
Damage	100



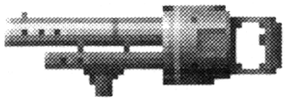
Grenade Launcher Medium

Code Name	GRN_LN_M
Range	8
Damage	100



Grenade Launcher Small

Code Name	GRN_LN_S
Range	5
Damage	100



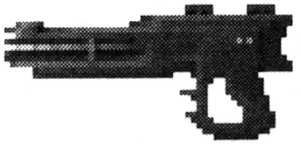
Hand Blade

Code Name	H BLADE
Range	1
Damage	30



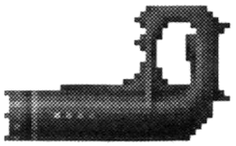
Hand Blaster

Code Name	H BLST
Range	2
Damage	35



Heavy Laser

Code Name HVY LSR
Range 3
Damage 100



Heavy Rifle

Code Name HEV_RIFL
Range 20
Damage 70



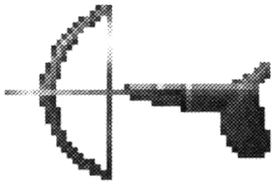
Large Grenade

Code Name LG GRDE
Range 3
Damage 90



Lazer Bow

Code Name LSR BOW
Range 2
Damage 50



Light Rifle

Code Name
LGHT_RFL
Range 10
Damage 40



Lob Grenade Large

Code Name LOB_GND2
Range 8
Damage 75



Lob Grenade Small

Code Name LOB_GND1
Range 8
Damage 75



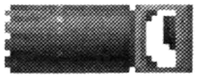
Medium Grenade

Code Name MD GRDE
Range 2
Damage 70



Medium Laser

Code Name MED LSR
Range 2
Damage 60



Medium Rifle

Code Name MD_RIFLE
Range 17
Damage 60



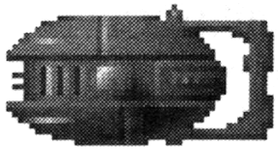
Mini Rocket Launcher

Code Name MINI_RKT
Range 10
Damage 50



Plasma Bolter Large

Code Name PLASMA_L
Range 15
Damage 100



Plasma Duo

Code Name PLSM_DUO
Range 5
Damage 90



Plasma Medium

Code Name	PSMA M
Range	3
Damage	90



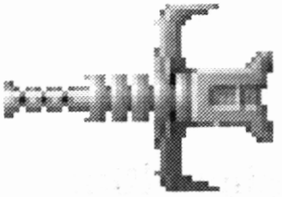
Plasma Small

Code Name	PSMA S
Range	8
Damage	80



Rapid Blaster

Code Name	RPD BLST
Range	2
Damage	60



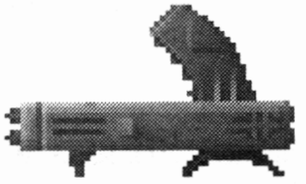
Rapid Fire Chain Gun

Code Name	CHIN_GUN
Range	15
Damage	40



Rocket Launcher

Code Name	R LAUNCH
Range	3
Damage	100



Small Grenade

Code Name	SM GRDE
Range	1
Damage	40



Small Hand Laser

Code Name	SM H LSR
Range	1
Damage	20



Sniper Pistol

Code Name	SNPR PST
Range	3
Damage	70



Standard Laser Rifle

Code Name	LAS_RIFL
Range	15
Damage	40



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ROD-10931
DOS



- It is the year 2127 galactic standard time, at the close of the Galactic Wars. You purchase a starship to explore regions unknown and extract untold riches from distant galaxies. Your treacherous enemies plot revenge. Pirates and bloodthirsty alien beings wander the universe, randomly attack ships like yours, plunder peaceful planets and kill without warning. It is a gritty, nasty time. You will not let that deter you. The time is now to bravely go forth, to explore and seek your fortune!

Your mission as starship commander is one of acquisition. You are hired by your civilization's government to establish a foothold on planets that were unclaimed after the war.

- Never the same game twice! Completely regenerate the universe at will!
- Custom-configure more than 50 ships to your requirements! (with more than 80 weapons, shields, and engine systems)
- Conquer more than 50 worlds, with six different types of textured-mapped planetary surfaces!

MINIMUM REQUIREMENTS: 386SX-33 PC or 100% compatible, 2MB RAM with 575K Free Low RAM, Hard Drive, VGA Graphics Adapter with 256K Video Memory, Microsoft or 100% Compatible Mouse.
SOUND SUPPORT: PC Internal Speaker, AdLib ®, AdLib Gold®, Sound Blaster®, Sound Blaster Pro®, ProAudio Spectrum 16®, Roland MT-32®, and Roland Sound Canvas®.

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