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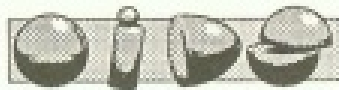
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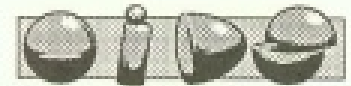
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FREE THE OIDS!



The evil Biocretes, rulers of the wealthiest parallel universe in the cosmos, have created a race of android slaves they call "OIDS." The Biocretes treat the gentle, peace-loving OIDS worse than space debris; they abuse them in every way imaginable. While the downtrodden OIDS toil in filthy, dangerous energy factories, the Biocretes live lives of gluttony and greed, savoring the fruits of the OIDS' labor.

The OIDS are allowed to rust from neglect of their basic need for oil. Often they are forced to work with one or two limbs completely rusted off. When the OIDS are finally fatigued to the point of collapse, the Biocretes torturously melt them alive to build new OIDS. "They're just stupid heaps of metal", the Biocretes rationalize. "They have no hearts." "We built the OIDS, so we have the right to treat them as we please".

The OIDS may not have hearts, but they do have souls, and no creature, whether biological or mechanical, should be treated like the Biocretes treat the OIDS.

You, as a member of a compassionate race, were so moved and angered by the mistreatment of the OIDS that you vowed to devote your life to freeing the OIDS from the yoke of Biocrete slavery. You joined the intergalactic organization, "SaveOIDS," and through your courage and passion quickly rose through the ranks to V-Wing Pilot Commander.

As a V-Wing Pilot, you have four V-Wing fighters at your disposal. Equipped with the latest technology, nuclear pellet guns and NovaBombs, you are deployed from an interplanetary range mother-ship; your small fleet is ready for action.

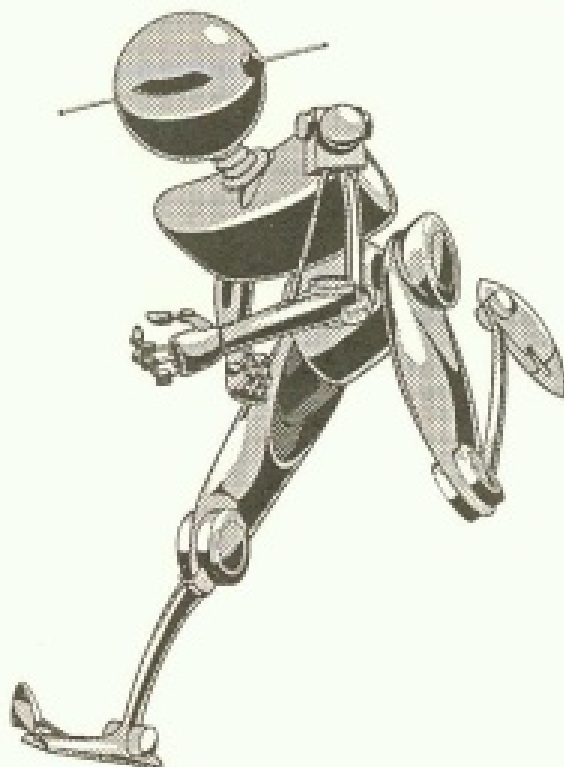


FREE THE OIDS!

Using your almost limitless supply of nuclear pellets, you can destroy all but the most hardened Biocrete ground bases, and your super-destructive NovaBombs can make quick work of those. The V-Wing craft is swift and maneuverable, something you find comforting as you scour the twisting and treacherous passages of the Biocrete planetoids, searching for enslaved OIDS. Of course, caught in the grip of a Biocrete gravity base you often wish your small ship had a bit more thrust, but you knew the odds when you took the mission.

In their long history, the Biocretes have colonized planetoids in galaxies throughout the universe. Central Command has decided that each fleet should concentrate its efforts in a different galaxy. As lead commander, you are given first pick from the list of target galaxies. If you do well on this mission, your reward will be another more demanding one. Good luck commander, and remember the battle cry:

Free the OIDS!



GETTING STARTED



Switch on the power to your color monitor, but leave the power to the computer off. Adjust the monitor volume to a little above medium.

Then, insert the OIDS game disk into drive A.

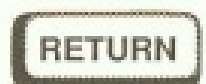
Now, switch on the power to your ATARI ST.

The FTL logo should flash onto the screen and the game will begin to load. After a few seconds, the screen will present the OIDS title animation.

When the title animation is complete, the top of the screen will read **SELECT A GALAXY TO DEFEND!**



Use the up and down arrow keys to select the galaxy you would like to defend. Each galaxy is a complete game. Note: the galaxy 'Novoids' is an introductory game for beginners. We recommend you try it first before playing the more advanced galaxies.

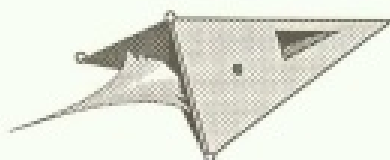


After you have selected a galaxy, press the return key to begin play.

Joystick Users: you may also select a galaxy by using the forward and reverse movements on the joystick. Press the fire button to begin play.



SHIP CONTROL



The V-Wing spacecraft controls are similar to a lunar-lander, so when flying it you must take into consideration the normal forces of nature--gravity, acceleration and velocity. Gravity is always pulling at your ship, so you need to occasionally thrust upward to counteract this pull. The ship has only a forward thruster, so any speed attained by thrusting in one direction can only be decreased by thrusting in the opposite direction. You may find it helpful to practice thrusting in one direction for a few seconds then turning around and thrusting in the opposite direction until your ship comes to a stop. Do this until you feel comfortable with the controls.

If your ship crashes into a mountain or any other obstruction on the ground, it will explode. Therefore, it is important that you learn to turn your ship around and brake soon enough to prevent a crash. If disaster is inevitable, it is possible to save your ship from destruction by using your force shield. We'll talk more about this later.

The next section describes your ship controls. Normally, you will turn, thrust, and operate other ship controls using the keyboard. However, you can also use a joystick to control most of the ship functions. If you wish to use a joystick, you should plug it into the joystick port on your ST keyboard. Note: the keyboard has a separate socket for the joystick. OIDS will not respond to a joystick plugged into the mouse socket.

KEYBOARD CONTROL



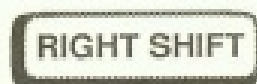
There are two groups of ship controls on the keyboard. The right side of the keyboard has controls to thrust, and fire weapons. The left side has controls to turn the ship and engage your shield. Note: the section **ADVANCED OPTIONS** describes how to reconfigure the keyboard.



Press **X** to rotate your ship clockwise



Press **Z** to rotate your ship counter-clockwise



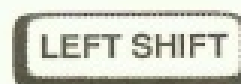
Press the rightmost **SHIFT** key to thrust



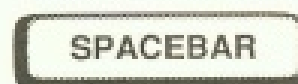
Press **/** to fire your nuclear pellet gun (hold down for machine-gun action)



Press the period key to launch a NovaBomb (if key held down, NovaBomb will detonate when you release)



Press the leftmost **SHIFT** key to engage your shield (Note: shield slowly weakens until it will no longer protect you.)



Press the **SPACEBAR** to start recharging your shield. You will hear a beeping sound as they recharge. Note: if you use your shield you will abort the recharge cycle.



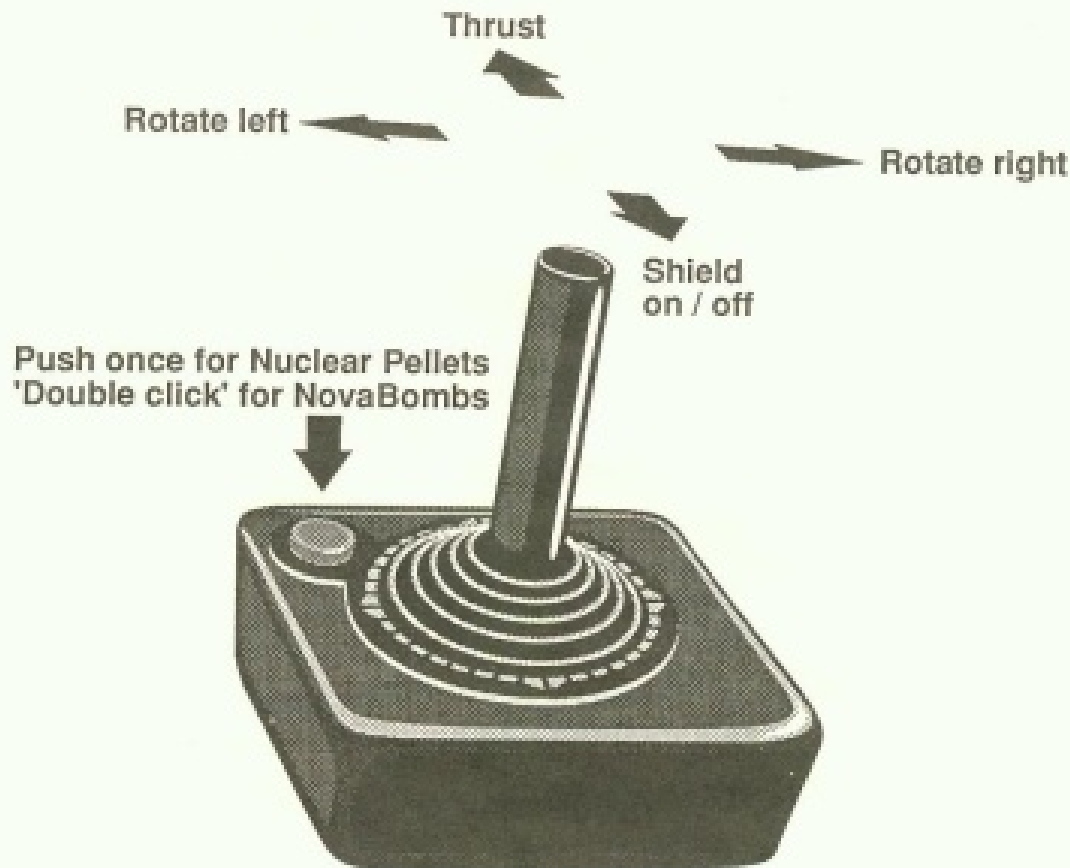
Press the **ESC** key to pause the game. Press again to continue.



Press **Q** to quit the game



JOYSTICK CONTROL



Most of the ship controls can be operated from a joystick. However, you must use the keyboard to recharge your shield, or to pause or quit the game.

SPACEBAR

*Press the **SPACEBAR** to start recharging your shield. You will hear a beeping sound as it recharges. Note: if you use your shield you will abort the recharge cycle.*

ESC

*Press the **ESC** key to pause the game. Press again to continue.*

Q

*Press **Q** to quit the game*

STATUS DISPLAY



65535

During play, the top of the screen displays your game status.

65535

The numbers on the screen display your current score.



This bar indicator shows your fuel reserves. Fully extended to the right means you have a full load of fuel. The display is also color coded. Green means full, yellow means partly full, and red means almost empty.



This circular display shows the charge state of your shields. Green means you have a fully charged shield, and white means your shield is gone.



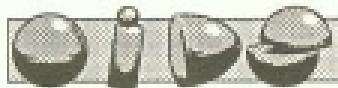
This shows how many ships remain in your mother-ship.



This shows how many OIDS your rescue ship is carrying. Note: these OIDS are not rescued until you get them back to your mother-ship. Note: your mother-ship will not return to pick you up until you have a full load of eight OIDS or until you have picked up the last OI on the planetoid.



This shows how many NovaBombs you have left.

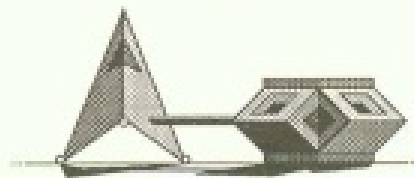


GAME DETAILS

YOUR SCORE

You receive points for heroic actions, such as destroying Biocrete ground-bases and spacecraft, and rescuing OIDS. There is no reward during play for high scores; bonus ships are awarded only for rescuing OIDS. However, if you achieve the highest score for a particular galaxy, you can record your name in the high-scores list.

FUEL



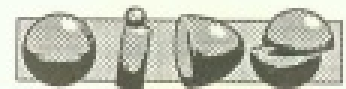
Fuel is a precious commodity. Your life depends on a constant supply. You start the game with a full tank, which is spent propelling your V-Wing spacecraft and powering your on-board shield regenerator.

You can replenish your supply of fuel in two ways. One way is to pick up a full load of OIDS (eight is a full load unless there are no more OIDS remaining on the planetoid) and return them to your mother-ship. You can also refuel by landing next to a Biocrete fuel base (pictured above.)

SHIELD

Your V-Wing spacecraft is equipped with an energy shield which can protect you from enemy fire, collisions with enemy ships, and from crashing into the ground. However, the shield's energy drains quickly and recharging it requires fuel. Also, the shield depletes faster if hit by enemy fire. The worst strain is placed on your shield when it comes into contact with another shield. The two shields rapidly drain each other and complete failure can happen in seconds!

GAME DETAILS



Your shield can be replenished by your shield regenerator, but it costs fuel to do this. The weaker your shield is, the more fuel will be needed to fully recharge it. Charging is automatic, once started, and is indicated by an audible recharge tone and flashing indicator. Normally, using your shield will disengage the recharger. A special quick-charge is available in emergencies by pressing recharge while the shield on, but this is very costly in fuel.

BONUS SHIPS

Bonus ships in OIDS are not based on score, but instead are awarded for the successful rescue of OIDS. One reserve ship is gained by rescuing eight OIDS, which is a full load. A running total is always kept.

WEAPONS

*Your ship is equipped with two types of weapons; nuclear pellets and NovaBombs. Nuclear pellets are your primary means of attack. To fire, push the nuclear pellet fire button on the keyboard or the joystick (see the **KEYBOARD CONTROL**, or **JOYSTICK CONTROL** sections.) Hold down the fire button for machine-gun action.*

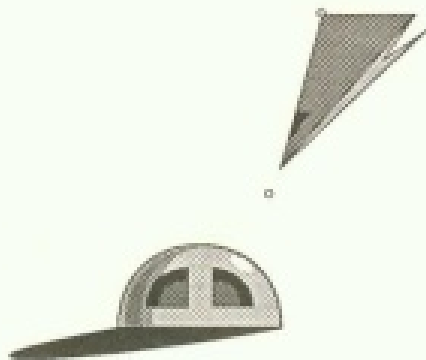
Your V-Wing spacecraft can also hold four NovaBombs. There are two ways to fire a NovaBomb. On the keyboard push the NovaBomb key; on the joystick, double-click the fire button. Normally, a NovaBomb will explode only when it contacts the ground or a shield. However, it's possible to launch a NovaBomb under manual control. On the keyboard push and hold the NovaBomb key and release when you want it to explode; on the joystick, double-click and hold then release to explode.

When a NovaBomb detonates it creates a huge nuclear fireball. Anything that comes in contact with the fireball will be destroyed or severely damaged.

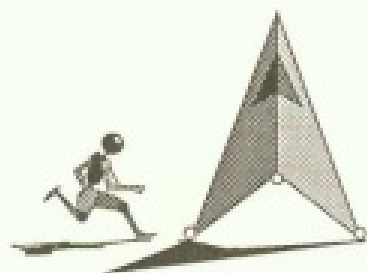


GAME DETAILS

RESCUING OIDS



Your main objective on each of your missions is to rescue all the OIDS on each planetoid in the galaxy. To rescue the OIDS, you must first destroy the Biocrete factories in which they are held captive. Be careful, because it's possible to kill the OIDS if you blast open a factory with more than a single nuclear pellet.



Once you have blasted a factory open, the OIDS will run out and wave to you. Find a flat surface nearby and land your ship. Be careful not to catch the OIDS with your ship's exhaust or your shield, or they will be killed.



Once eight OIDS have climbed aboard, or you have rescued all the OIDS on the planetoid, you have a full load and it's time to dock with your mother-ship to unload them. The OIDS shown on the status display at the top of the screen will wave when it's time to go.

Your mother-ship will appear near the drop-off point. When you approach her, she will drop a docking probe. To dock, approach her from the underside and try to place the nose of your ship into the probe.

THE GAME EDITOR



With the built-in editor, you can create your own planetoids and galaxies. A galaxy is simply a collection of one or more planetoids. The names of existing galaxies are listed on the SELECT A GALAXY TO DEFEND! menu.

A planetoid is an individual section of terrain which can be populated with Biocrete ground-bases, trees, and OIDS. With the OIDS editor you can modify any planetoid in any galaxy, or you can create new planetoids and galaxies.

To enter the editor, select the EDITOR MENU line on the SELECT A GALAXY TO DEFEND! menu and press return. To exit the editor, select QUIT EDITOR on the editor menu. You may edit an existing planetoid by selecting LOAD A PLANETOID FROM FLOPPY, or start a new planetoid by selecting BEGIN A NEW PLANETOID.

From the editor menu, you may flip back and forth between the editor menu and the edit screen by pressing the ESC key. The edit screen is where you will actually create and modify your planetoids. The edit screen looks similar to the game screen, except it has additional controls that let you sculpt new mountain ranges and place Biocrete bases on them.

In the center of the edit screen is a "cursor" which is displayed as a chunk of mountain range or a Biocrete base. Using the arrow keys and the SHIFT and CONTROL keys, you can select different mountain shapes and bases and precisely place them on the screen. Press and hold the SHIFT key to move the cursor faster.

To select a different mountain shape or a different base, hold down the control key and press the arrow keys. The up and down arrow keys select a different group of mountains or bases. The left and right arrow keys select a different shape or type of base within a group. Then, you can press



THE GAME EDITOR

the *INSERT* key to place the mountain shapes or bases onto the planetoid. The *UNDO* key removes the last placed item.

The editor has additional controls that help you properly align the mountain ranges or correct mistakes. We'll describe these in the summary that follows. First, you need to know about a few limitations on how mountain ranges may be placed.

Mountain ranges are composed of two type of pieces; top pieces and bottom pieces. Bottom pieces are lighter colored on the bottom outside and top pieces are lighter on the top outside. Mountain pieces can only be placed in vertical columns on the screen, and in any column you can have only one bottom piece and up to two top pieces. If you try to place more than one bottom piece or more than two top pieces, one of your previously placed pieces will be destroyed.

After you have designed your planetoid, return to the editor menu by pressing the *ESC* key. Then, save your planetoid to a galaxy on your game disk by selecting *SAVE PLANETOID TO FLOPPY*. **Important note:** if you save a planetoid over an existing planetoid, you will lose the original planetoid forever. Before modifying a game planetoid, use the *Game Librarian* to save a copy of the galaxy containing the planetoid to a library disk. (See the section *GAME LIBRARIAN*.)

The editor menu also has additional controls that let you select the difficulty level for the loaded planetoid, delete a planetoid, or rename a galaxy or a planetoid. **Note:** Renaming a galaxy will reset the current high score for that galaxy.

EDIT SCREEN KEYS



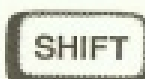
Here is a complete summary of all the commands for the edit screen.



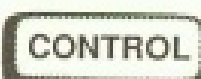
Pressing the *ESC* key switches between the edit screen and the editor menu.



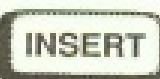
When editing a planetoid, the screen shows a ""cursor" which resembles either mountain terrain or a base. The arrow keys move this cursor about the screen .



Holding down a *SHIFT* key while pressing an arrow key will make the cursor move faster.



Press and hold the *CONTROL* key to select a different base or mountain shape. The up and down arrow keys select a different group of objects and the left and right arrows select a particular base or mountain shape within a group.



Press *INSERT* to "draw" with the current cursor picture. For example, when the cursor shows a base, the insert key will place this base onto the planetoid. Press *UNDO* to remove a placed base or mountain.



Press *DELETE* to remove the mountain or base the cursor is closest to. Note: when placing mountains, *DELETE* will only remove mountains, and when placing bases *DELETE* will only remove bases.



EDIT SCREEN KEYS

UNDO

Press UNDO to remove the last placed base or mountain, or to unDELETE the last deleted mountain or base.

P

Press P to start up the game for playtest with a ship at your current cursor position. Press Q to quit playtesting and resume editing.

M

Press M to start up the game for playtest from the point where your mother-ship drops you off. Press Q to quit playtesting and resume editing.

R

Press R to restore all the ground-bases which were destroyed during playtesting.

A

Press A to examine and adjust alien difficulty and general difficulty settings for the planetoid you are editing.

HELP

The HELP key will "align" your mountain to the closest mountain to the left or right of your cursor, or if your cursor is a base it will align the base with the closest mountain beneath the cursor

F

The F key shows you a full-view 1/8th scale map of the entire "planetoid" in the editor. Yellow dots are home-bases, blue dots are refueling-bases, the rest are represented by white dots.

THE GAME LIBRARIAN



The Game Librarian provides a way to copy galaxies from the game disk onto a separate disk we call a library disk, or to copy galaxies from a library disk onto the game disk. A library disk is an ordinary ATARI ST formatted disk.

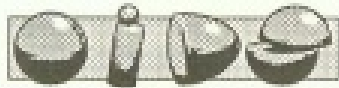
There are several reasons to save galaxies onto library disks. The primary reason is to keep backup copies of galaxies you create, or to save copies of galaxies you want to modify on the game disk. Second, you may wish to create library disks to give copies of galaxies you create to your friends. Third, the game disk may run out of room and you may make library copies of galaxies you wish to delete from the game disk. Since you can only play and edit galaxies which are on the master game disk, this is an important function.

To enter the Librarian, select LIBRARY MENU on the SELECT GALAXY TO DEFEND! menu. To exit the Librarian, select QUIT LIBRARY on the library menu.

To copy a galaxy to or from a library disk, select COPY A GALAXY. The Librarian will then prompt you to select the galaxy you wish to copy. To create a new library disk, select CREATE A GALAXY LIBRARY. To delete a galaxy select the DELETE A GALAXY menu item.

When copying galaxies it is very important not to remove a disk from the disk drive until the computer prompts you to do so. Removing the disk too soon could cause a galaxy to be lost. As a double check, do not even touch the disk drive if the red activity light on the drive is on.

If you create a really exceptional galaxy, please make a library copy and send it to us!



ADVANCED OPTIONS

This section describes several expert-level features. We recommend that first become familiar with OIDS before you attempt to use any of these features.

RECONFIGURING THE KEYBOARD

The SELECT GALAXY TO DEFEND! menu has a special menu option that lets you redefine the keys that control your V-Wing ship. When selected, the CHANGE KEYS option will prompt you to indicate which key you would like to control each function. Press ESC at any key prompt to restore the original key setting supplied with the game.

EDIT SCREEN OPTIONS

Advanced OIDS users can take advantage of several short-cut features when editing planetoids. Here is a list of them:

CONTROL L will load a planetoid while in the edit screen. This is faster than first returning to the editor menu.

Likewise, CONTROL S will save a planetoid from the edit screen.

CONTROL B erases the current planetoid, removing all bases and mountain shapes.

CONTROL D will prompt you to delete a galaxy from the game disk.

CONTROL G lets you rename a galaxy on the game disk.

OIDS CONTEST!



\$100 AWARDED

every month for best original OIDS galaxy submitted to FTL Games during the previous month!

To be considered for the current month's contest, your entry must be received by 5:00 pm on the last day of that month. Entries received later than this will be automatically entered in next month's contest.

Entries must be your completely original creations, and must be submitted on a single-sided OIDS library disk. Only one submission per disk. Sorry, no entries will be returned. All submissions, and the disks containing them, become the property of FTL Games/Software Heaven, Inc. FTL Games reserves the right to use submissions for future releases and marketing of the product. After the contest ends on March 31, 1989, each contestant will receive a disk containing all the winning entries!

Entry Rules:

Clearly PRINT your name, address and telephone number on the label of your entry disk and mail by U.S. Post to:

*FTL Games
OIDS Galaxy Contest
P.O. Box 112489
San Diego, CA 92111*

FTL Games / Software Heaven, Inc. has sole discretion in judging the entries. Winners will be contacted by return mail or by telephone, and will be reported in our quarterly newsletter which is mailed free to all registered OIDS users. Sorry, we cannot respond to mail or telephone enquiries about your contest entry.

Contest is not open to employees of FTL Games/Software Heaven, Inc. or to members of their immediate family. Contest ends March 31, 1989. Entries and disks received after the contest ends will not be returned.