

A graphic of a pyramid composed of three horizontal bars of increasing width from top to bottom.

PYRAMIDE

WANDERER

ATARI ST

WANDERER

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WANDERER

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I - WANDERER - the scenario

1 : INTRODUCTION

WANDERER is a quest - to find a VERY IMPORTANT V.I.P. - your landlady's little moggie.

WANDERER is THE complete space adventure game. The perfect fusion of arcade action - and a plot you can really get your teeth into ! - WANDERER will require every ounce of reasoning, logic and intuition that you can lay your hands on, as well as testing your reflexes, and your capacity for flexibility and improvisation. You will be confronted by extremely perilous situations, faced with a powerful and resourceful enemy who will stop at nothing to destroy you - every conceivable trap will be laid in your path.

You are the pilot, alone at the controls of your very own vessel, you will have to wage battle with those enemies, in truly interactive combat. This is the price that must be paid for progress on the road to achieving your aim. WANDERER's 3D effects will plunge you into deep space with a realism never before experienced on any micro computer ...

2 : <<THE EARTH - YEAR 2986>>

For several months now, a strange series of kidnappings has left the earth's population scratching its head in helpless perplexity. The police, the politicians, the media ... for once are lost for words : and the disappearances are multiplying ! But the victims of these terrible kidnappings are CATS!.. In this day and age, when man is no longer capable of communication unless it involves a telecommunicator screen, the disappearance of his domesticated furry companion has come as a severe blow. There must be an explanation... something must be done... the cats must be found.

This morning, on returning from a very difficult mission on Uranus, you were struck by the very unusual state of the corridors on floor 123.472B where you live. The bay windows, usually spotless - were all covered in grease. Two of the corridor lights were faulty, and had not been replaced. Rubbish thrown out into the hallways by your unsociable neighbours - had still not been cleared up, by the look of things not for several days now. The SHANGRI LA MANSIONS apartment block where you live is supposed to be the classiest tenement in town. It certainly costs enough to rent an apartment there.

You go to have a quiet word in the ear of Mrs.Broom the caretaker, a gentle soul, and one whose conscientious devotion to her duties has earned her the nickname of "old mother Michel" - (something to do with an old french song I believe ... but I can't remember the words) . Anyway there she was, lying flat on the floor, won't eat, won't sleep, won't do her work, completely distraught. Someone has taken her little pussycat! Ridiculous and bizarre... but I think I have an idea who ...

The object that she found, no doubt left by the kidnappers as they took flight : a playing card ... THE ARK ... so that's who is behind the kidnappings ! So what new game have they invented this time ... Only one thing is certain - the rules will be complex - and the stakes will be Life and Death.

Once more you see before you a challenge that you just can't turn down. Who else on this planet, in this galaxy, (apart from yours truly), is capable of standing a hope in hell's chance of surviving a confrontation with the ARK, the un pitying execution force of : THE SPHYNX ?

Who else could match blow for blow... cunning against cunning... Destroy the destroyers ? Terrorise the terror.

Who else other than the Space-Wanderer .

You will have to return to the "Galaxy".

3 : "THE GALAXY"

"The Galaxy": a confederation formed by cruel and bloodthirsty planets. They have organised a game of poker on an interplanetary scale, and it is YOU who have been chosen to courier the cards from one planet to the other to better the hands. This therefore is your only means of procuring ... CATS ?!!.

To make things even more dangerous, the planets have hidden the jokers... in black holes ! Those places which space travellers speak of in hushed tones, for of those thousands that have entered the black holes, the number that have lived to tell the tale can be counted on the fingers of one hand. Those few are considered as heroes of our time.

You alone can battle the SPHYNX in his game of death and confront once again the power of the Ark. The only thing that is capable of pleasing the the SPHYNX is cats, thousands of cats. That is the reason why this noble creature has become the monetary unit in such a monstrous market. The all powerful Ark which protects the SPHYNX will allow only the most fervent admirers audience with the SPHYNX... and the only way to prove devotion to the SPHYNX is a gift of cats, lots and lots of cats.

In taking Mrs. Broom's cat, it is really *you* that they wanted , knowing that you would do your duty, so there is only one thing to do, and one place to look ...

But how ?

Now its up to you ...

II - HOW TO ACHIEVE YOU AIMS ?

In order to retrieve your caretaker's cat you will have to destroy the ARK, this will give you your chance to come face to face with the SPHYNX. The ARK and the SPHYNX are located at the central sector of the galaxy. To gain the right to enter that sector, you will need either 8000 cats or a poker (five) of aces (see diagram THE WANDERER'S ROADS TO VICTORY - III.8).

1 : THE METHOD OF THE 8000 CATS, OR...

The only way to obtain cats is to travel (within the framework of the space poker game) from planet to planet with two or more cards in your hand, offering to exchange one or more cards with the hand of five cards held by each of the planets, in order to improve the values of their hands. They are completely free to accept or reject your proposition, but if they accept, they will pay you the additional value of their hand, in cats. This method is slow and fastidious. A faster method is to get hold of some jokers, cards with an extremely high value.

Access to the black holes where the jokers are hidden is reserved only for those pilots who have proved a certain level of skill and experience. In order to measure that skill, each pilot is given a rating of 0 at the start of the game. To increase that rating, there is only one way : prove that you know how to fight by destroying your enemies. Once you have obtained a value of 4, you may present yourself at the entrance to the black hole of the north (see also III,5 "Black Holes"), and continue from there. That will greatly speed up your progress in the acquisition of the 8000 cats.

2 : OR, THE POKER OF ACES

The other way to enter the central sector is to hold a Poker of Aces. To get your hands on this, you will have to look for the three jokers in the black holes (you will therefore need a rating that climbs at a considerable pace). After that you will be holding five cards in your hand, which will allow you to construct the Poker in question. Once you are holding the Poker of Aces ... off you go to meet the Ark !

III - HOW TO PLAY

1 : BEFORE STARTING

If you have an ATARI ST with TOS on ROM, place the WANDERER disk in your drive. Position the pointer and double click the program WANDERER.PRG

If your ATARI is not equipped with ROMS, first load the TOS. Then place your WANDERER disk in the disk drive and double click the program WANDERER.PRG

WARNING : This program only works in low resolution (colour monitor !).

The game is controlled by joystick. Connect the stick to the second port (which allows you to leave the mouse connected).

2 : START OF PLAY

After loading, a colour 3D graphic screen appears. Grab your glasses and take advantage of this image to get acclimatised to the 3D effects. Then press a key.

You are now in demonstration mode : various objects drift toward you, but you can still do nothing. Press FIRE to make the map of the galaxy appear. You are now ready to start playing...

At this stage it is possible to load a previously started game if you wish (see III.7 for further details).

A cursor is situated in one of the sectors of the map of the galaxy. You can move it using the joystick to indicate your destination, then press FIRE.

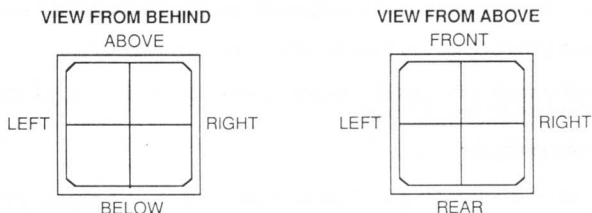
An empty box indicates a space sector, a box with a planet corresponds to one of the planetary sectors. A case with concentric rectangles signifies a black hole, and the central sector with indicated by the cat is the sector in which the ARK will be found (and that is where you will find the SPHYNX).

On your first turn, you can choose any of the boxes as your starting sector - that is why the cursor will move freely around the screen. From then on your independence of movement will depend on your ABILITY rating, which means that with an ability rating of 0 you can only move to an adjacent square each go. As your ability rating increases, your mobility will increase - (although not necessarily in proportion and not constantly). Your energy consumption is relative to the distance covered (in terms of the number of sectors travelled).

3 : SPACE SECTORS

After you have pressed the FIRE button, your vessel will pass into automatic pilot mode, thrusting you toward your chosen destination. When the stars have stopped moving, you have arrived. The vessel will return to manual control. You then are at the helm - ready for combat.

You can pinpoint your adversaries using the radar that is located at the bottom centre of the cockpit. Your vessel is represented at the centre of each of the two screens.



Your adversaries are indicated by luminous points in the two screens, allowing you to locate them in the three dimensional space. You may perhaps be confronted by an invisible indestructible "ghost" object, which will be visible however on the two radar screens. These ghost zones have the ability to make objects appear or disappear from the point at which they are located. When the radar no longer shows any enemies, either they have fled from the sector or they have been destroyed - you will pass back to the galaxy map.

The other instruments at your disposal are:

SPEED INDICATOR : A luminous bar at the bottom left of the cockpit indicates the current speed of your vessel.

ENERGY GAUGE : A luminous bar at the bottom right of the cockpit indicates the energy that you have remaining. If the level falls below zero you are dead and your game is over. NO LIMBO FOR YOU !

CAT INDICATOR (CATS) : A counter at the top left of the cockpit indicates the number of cats that you have in the hold of your vessel.

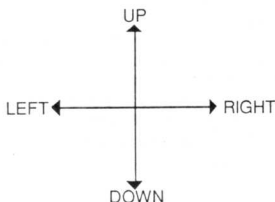
DEFLECTOR SHIELD INDICATOR (SHIELD) : Just to the right of the cat indicator a counter indicates the number of shields you have left.

ABILITY RATING INDICATOR (ABILITY) : At the top right of your cockpit is displayed your current ability rating.

POINTS COUNTER : Completely to the right of the cockpit at the top, your total number of points is displayed. This is a measure of your progress in the game.

To steer your vessel, you have the following commands available:

JOYSTICK :



Controls the orientation of the vessel, FIRE launches a missile.

CURSOR KEY DOWN : The downward cursor key allows you to affect the precision of the direction commands. By default, the rotation is by 1 degree. If for example you pull the joystick to the right and you press once on this key, your speed of rotation is increased to 2 degrees, and so on - the maximum is 5 degrees.

CURSOR KEY LEFT : Decreases the speed of the vessel

CURSOR KEY RIGHT : Increases the speed of the vessel

NOTE : you cannot press the two keys at the same time.

Vessels that you are faced with are not necessarily enemies. It is advisable to first try (with prudence) to determine the intent or the state of mind of your adversary. It may amount to a ship that drifts peacefully in space, so you shouldn't attack, or it may be a space mine, or even... but let's not give too much away, the surprise is much more exciting !

Once you are engaged in combat, it is very important to realise that each missile or object that hits you will destroy one of your shields. Don't forget that you also have the choice to flee if it seems that your adversary is too strong for you : point yourself in the opposite direction to him and hit the gas ... and keep going until his radar blip disappears from the screens.

If you have been hit enough times to destroy all your shields, you will be sent to limbo (see III.6). If on the other hand you manage to beat your enemy, you will regain energy by absorbing that of the enemy vessel and at the same time your points will be re-evaluated. If the verdict is favourable your ability rating will increase by one echelon. If you have used two or less shots to destroy your enemy, you will pass automatically onto that higher rating.

Once you arrive in one of the space sectors, you can be sure that you will find an enemy which corresponds more or less to your own pilot rating. If, after beating your enemy, you return to the same sector without having increased your ability rating... you won't find *anyone* ! That would be a large waste of energy for *nothing*. So don't come and tell us afterwards that you weren't warned ?...

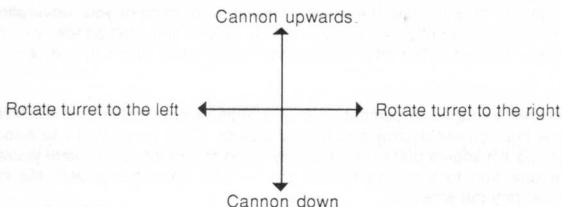
4 : PLANETARY SECTORS

Let me first say a few words about the relationships that exist between the planets : a long time ago they decided to launch a game of space poker. Over the years, the game has developed, and now it is so important to the planets to have the best possible hand of five cards that they will go to great lengths of scheming and cunning to achieve that end. Amongst other things, the strongest planets (those with the best hands) will try to keep you as far away as possible from the weak planets, for your transactions run the risk of improving the hands of those planets, and upsetting the balance of power. They will send automatic patrol missiles in orbit around the weak planets whose sole purpose is to intercept you and destroy you.

Therefore, you run the risk, at the end of your journey in hyper-space, of finding yourself nose to nose with one or several of these charming "Eliminator" missiles. Your vessel's defence system will automatically detect their presence and set itself immediately into "Artillery" mode. In effect, so near to the planets, you can no longer manoeuvre as in deep space due to the gravity field. You have at your disposal however an orientable gun-turret equipped with two cannons.

This is how to destroy the missiles in cannon mode
(locate their position using the radar):

JOY STICK : Adjusts the orientation of the gun-turret and the two cannons, **FIRE** for firing the cannons.



If a missile hits you you will lose one of your deflector shields (if you run out of those, you will end up in limbo). Unfortunately if you destroy the enemy missile you do not absorb its energy (due to a different propulsion system).

Once you have arrived on a planet, the central display changes : you no longer see the world outside - you see a screen generated by the ships computer. This shows you the hands each of the planets, with your host planet's hand displayed in inverse video. On the right, a selection menu; in which you see a cursor that you can move up and down using the joystick. Use the **FIRE** button to confirm a choice. The **VALUE** counter will give you the value of that planet.

Here are the options available :

QUIT : If you want to go back to the galaxy map and leave the planet

SHIELD : if you want to purchase a shield

ENERGY : if you want to buy energy

(by the way, all purchases are debited from your account in cats)

In the centre of the column you will see between 2 and 5 playing cards : these are your cards. You can choose one or more with a view to proposing an exchange with the planet, by clicking the card concerned (that card will turn to inverse video). If you have made an error, you just pull your joystick either to the right or the left : that will cancel your choice.

From the moment you have chosen at least one of the cards, you will be able to take your cursor over to the cards of your host planet (still using UP and DOWN - despite the fact that the cards are horizontally placed). Once you have selected the same number of cards from the planet's hand, the exchange will be considered, and the planet will let you know whether it accepts your proposal. If it accepts, you will see your cards changed and the WINNING indicator (GAIN) in the right hand column, will display the number of cats that the planet has payed you for the exchange. In the case of a refusal, you will hear a groaning sound.

Here are the abbreviations used for the cards :

JA **JAcK**

QU **QUeen**

Ki **King**

AC **ACe**

This is how you proceed if you want to exchange a joker : press the FIRE button while positioned over your joker, then UP and DOWN to give it a value. Press once more, it will change into the card that you wanted, ready for the exchange.

The advice that follows will show the relative values of the cards and combinations of cards. It will help you to make the most profitable decisions when considering an exchange.

Value of each card (in cats) :

between 2 and 10 : as many cats as pips on the card (eg: a 5 = 5 cats)

Jack : 11 Queen : 12 King : 13

Ace : 200 Joker : 2000

Combinations recognised :

Value :

A pair	50
Two pairs	100
Three of a kind (3 cards the same value)	300
Run (5 cards in sequence, but different suits)	350
Full house (three cards the same, plus two cards the same)	500
Flush (5 cards of the same suit)	650
Four of a kind (4 cards the same value)	1000
Running flush (5 cards in sequence of the same suit)	1500
Poker (4 cards the same plus a Joker)	3000

5 : BLACK HOLES

Firstly, there is a problem of access : only those pilots possessing a certain level of ABILITY have the right to enter the black holes, for that would be suicide for any novice. Here are the ABILITY ratings required:

Black hole of the North	4
Black hole of the East	7
Black hole of the West	10

If you succeed in crossing through the black hole, you are rewarded with a Joker.

Your ship's navigation system displays for you in video inlay, markers in the form of hexagons which indicate the only safe path through the black hole. A constant force is exerted on your ship, and you will have to control it using the joystick, despite the turbulence within the hexagons. If you move too close to one of these markers, you will lose a shield (and it's off to limbo if you lose too many of those). If you stray from the path of hexagons more than twice, the game is over and your ship is destroyed. You don't have the right of limbo. Watch out also for meteorites that may appear suddenly, and hinder your progress. You should know, by the way, that few people have survived the folly of entering a black hole. I don't know if you will match up to the task. But anyway, good luck...

6 : LIMBO

If you have never heard anyone talking about it already, you must be wondering to yourself what is it ?... It is in fact the place where you are sent in order to prove if you are still worthy of piloting your ship after having undergone serious damage due to lack of shields. A place somewhere between heaven and hell, in sort... You can only go there if you have an ability rating of at least 1 (no zeros admitted !).

Your cockpit disappears and you see a tunnel over the whole screen (you have no control over the speed). Your relief ship appears on the screen in front of you and you can steer it using the joystick. The DOWN CURSOR KEY while in combat mode allows you to increase the rotation movement for a greater agility, and you will rebound if you touch the walls of the tunnel. Pressing the FIRE button will launch a missile in the direction in which the ship is currently pointing. (There is no energy consumption in limbo).

If an enemy vessel destroys you, the game is over. If you succeed in destroying your enemy/ies, you will be returned to the galaxy map, with however an ABILITY rating one level less.

The only way to succeed in the limbo stage of the game is to destroy everything that you see.

7 : SAVING THE CURRENT GAME

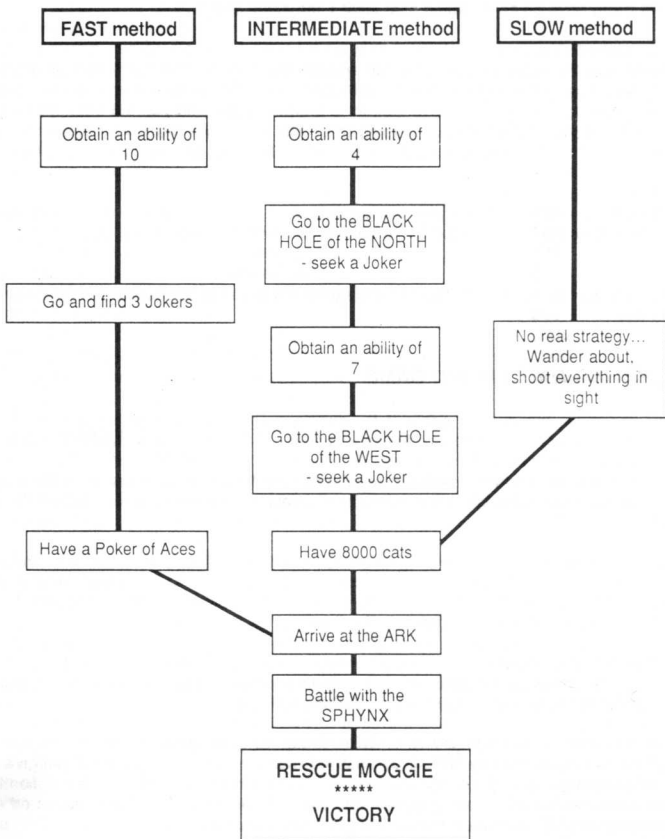
You can save the current game if for example you were just about to meet the SPHYNX and it is time to go and eat your supper... To do this you should find yourself over the galaxy map and then press "S" (for save). WANDERER will ask you for a number between 0 and 9, which serves as a number to identify your game. In this way, you can save up to 10 different games (for example 10 successive steps in the current game).

You may be surprised that the program does not access the disk drive after that. In fact the game is stored into memory (which contains 10 games), and if you wish to save *all* the games, you should press (still in the galaxy map mode) F1. At that time, you must ensure that the WANDERER disk is in the drive...

At the end of a game (at the moment where the question "Another game (y/n) ?" is asked), the computer will automatically save the contents of all 10 games to the disk. Leave the WANDERER disk in the drive for this operation.

If you have saved unfinished WANDERER games you can press (while you are in the galaxy map mode) the key "R" (as in restore) to reload a game. You should then give a number between 0 and 9, since up to 10 games can be saved. NOTE : this option is only available just after having exited from the demonstration mode. Any action other than pressing "R" will cancel the possibility to reload a game.

The Wanderer's roads to Victory



IV - THE 3D

All the images have been drawn twice according to an algorithm of separation, approach and even overlap of the lines that compose the image. The relief effects are constructed in such a way as to produce both depth and realism : the images "leaping" out from the screen, or "penetrating" very deeply behind the screen.

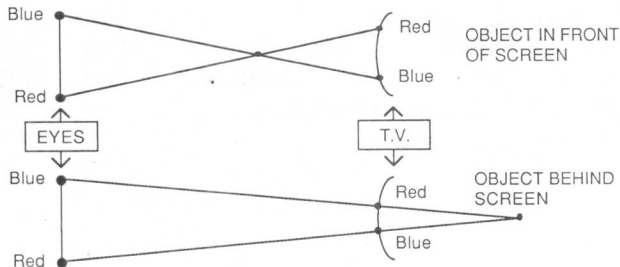
The anaglyphic glasses have been specially adapted for this game in order to obtain an optimum tint for the gelatins. The almost instant impression the first time the glasses are worn is amplified and becomes more natural as soon as one stops making an effort to see the relief and gets on with the business of playing the game.

You will have the real impression that you are in and part of the game itself.

Some will see straight away, others will take a little time... one thing is for certain, everyone is capable of and should see in relief.

SEEING IN RELIEF is an optical phenomenon... you don't see the relief, but you see *IN* relief.

Starting with a flat figure drawn twice, in two different colours, blue and red, across the anaglyphic spectacles - blue and red, the EYES WILL CREATE THE RELIEF by focusing the figures nearer or further from the viewer : the objects will appear "in front of" or "behind" the screen.



The blue "obstructs" the red, the red "obstructs" the blue, leaving black in the respective places. For that purpose, the tints of the spectacles is of prime importance : they have been specially adapted to the colours of the ATARI ST.

The diagram will aid in understanding the understanding of the theory. But in fact, it is extremely important NOT TO TRY TO SEE THE 3D, rather relax and let your eyes do the rest. They will focus in and find the objects quite naturally. Soon you will see one set of lines instead of two, and your brain will place the objects in a 3 dimensional space : then you are seeing *IN RELIEF*.

There exist certain "aids" that help produce the right conditions for seeing in 3D.

- The room should be dimly lit (or in complete darkness), so that you can forget the fact that you are in front of a TV.
- Contrast high enough, so that the eyes can't help but see the lines clearly (as would not be the case if the contrast is too low)
- Glasses well positioned, covering the eyes well.
- Don't have any distractions at the same eye level : the light should not be able to pass over the sides of the glasses. To avoid this wear them as close to the eyes as possible : for small children or small heads you may have to shorten the arms of the glasses, or attach elastic to keep them close to the eyes... or construct a sort of anti-glare shield (in the style of ski-goggles).
- No other light sources other than that of the screen.
- Be seated well facing the screen, and not too far away.

Play - seat yourself at the controls of your vessel, relax, don't think about seeing in 3D, and before you know it... you are seeing in RELIEF.

NOTHING MUCH LEFT TO SAY NOW,
APART FROM TO WISH YOU GOOD
LUCK AS YOU EMBARK ON YOUR
SPACE ADVENTURE...

THE AUTHORS
AND THE WHOLE OF THE PYRAMID TEAM

