

DEEP SPACE

MISSION MANUAL

COPYRIGHT NOTICE

This software product, including all screen images, concepts, audio effects musical material and program code, is marketed by Psygnosis Limited, or as authorised by Psygnosis Limited, who own all rights therein including copyrights. Such marketing of this product gives only the lawful possessor at any time a license to use this program limited to being read from its medium as marketed into the memory of and expected by the computer system to which this product is specifically adapted. Any other use or continuation of use including, copying, duplicating, selling, or otherwise distributing, transmitting or transferring this product in contravention of these conditions is in breach of Psygnosis Limited's rights unless specifically authorised by Psygnosis Limited.

The product DEEP SPACE, it's program code, manuals and all associated product materials are the copyright of Psygnosis Limited, who reserve all rights therein. These documents, program code and other items may not, in whole or part, be copied, reproduced or transmitted in any way nor translated or reduced to any electronic medium or machine readable form without prior consent in writing from Psygnosis Limited.

Psygnosis® and associated logos are registered trademarks of Psygnosis Limited.

Deep Space™ and associated logo is a trademark of Psygnosis Ltd.

The Deep Space cover illustration and poster is Copyright © 1986 by Psygnosis Ltd./Roger Dean.

ST®, 520ST®, 1040ST®, Atari® and TOS® are registered trademarks of Atari Corp.

Amiga™, AmigaDOS™, and Kickstart™ are trademarks of Commodore-Amiga Inc.

PSYGNOSIS LTD.

1st Floor, Port of Liverpool Building,
Pier Head,
Liverpool
L3 1BY

Tel: (051) 236 8818

**COPYRIGHT © 1986 by PSYGNOSIS LTD.
ALL RIGHTS RESERVED**

DEEP SPACE

Deep Space is an interstellar adventure encompassing warfare and exploration. You take charge of a STRIX fighter, an advanced long range raider in which you embark on a journey to find fame and fortune.

Working for the Agency as a freelance buccaneer you venture forth to earn Credits for your daring deeds and with them purchase the energy and weapons to enable you to tackle some of the most deadly adversaries in the known universe.

Negotiate meteor clusters and storms, clear minefields, steal communication satellites from out of their orbits, dog fight with Kogon interceptors, encounter the awesome Vexon mothership. These and other adventures await in DEEP SPACE.

Deep Space was produced by Psygnosis in assembly language especially for 68000 based computers. We hope you enjoy this product which we enjoyed creating so much.

Binary arrangements by
Pixel doodling by
Cover illustration & logo by
Packaging & documents by

David H. Lawson
Garvan Corbett
Roger Dean
The above & A.N. Other (who
wishes to remain nameless as his
ego does not require massaging).

AGENCY GUIDE FOR FREELANCE OPERATORS

BRIEFING: Stardate 97-81-24

Following the recent antics of certain persons all operators must note that the agency will under no circumstances tolerate the following:

Star Trek groupies.

Do-gooders.

The stranded & impoverished bumming energy drones.

Idiots who burn up skimming fuel from gas giants.

Anyone who earns too many credits.

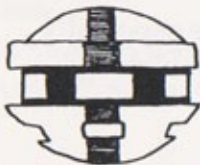
Xenophobes.

Mirfaks.

Any of the above silly abhorrent aberrations will result in immediate termination.

Automatic bounty allocators have now been fitted to all ships. All have been calibrated so any claims for extra credits because of inaccuracy will not be accepted. Anti personnel devices have been fitted to them so tampering must be a deep philosophical decision for anyone contemplating interference.

Agency scientists can now confirm that the indiscriminate firing of QUARK bombs through Stargates into alien systems serves no useful purpose as no damage ever appears to be inflicted. The agency is therefore not prepared to pay bounties for this feat.



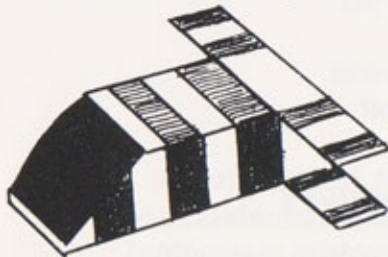
For those who consider alien observation posts to be easy target practice at 1500 credits each, the Agency would hasten to remind you that their purpose is observation and they do have sub-ether coms links.

The Agency is currently extremely keen to examine captured aliens.

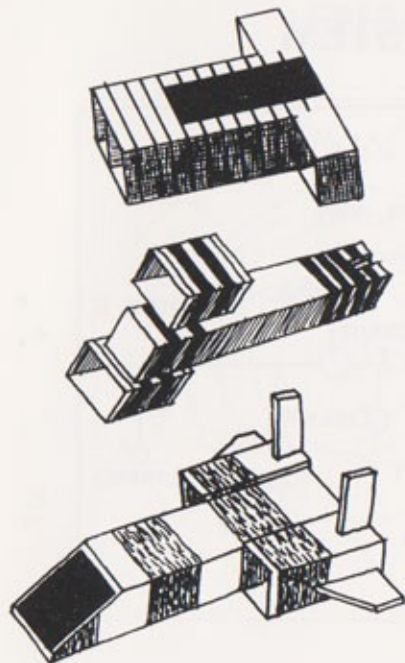
A bounty of 500 credits will be paid for any specimens. Operators are expected to clean their own scoops.

Alien satellites are the subject of intense Agency interest. Bounties of 1000 credits will be paid for communications equipment, 2000 credits for observation equipment and 4000 credits for military hardware. Recent reports now indicate that most civilised worlds now have this technology.

Alien skirmishers have been messing up the star lanes with mines again. A bounty of 500 credits will be paid for each one destroyed. Recent analysis has shown that ramming, whilst being effective is not the most efficient method of mine clearance. The Agency will under no circumstances pay extra bounty to those heroes who attempt to clear homing mines or those with long-range proximity fuses.



The Agency recommends that all rookie operatives should operate entirely within the Al-Nair system. Vexon scout ships are now pretty obsolete in their weapons technology and carry a bounty of 2500 credits.



An increasing number of Vexon fighters have been reported in the Giobek system and some even in the Al-Nair system. It is believed these heavier craft are using a system of disposable fuel pods to increase their effective range. Vexon fighter ships are worth 5000 credits each to the Agency.

A number of Vexon Killer class ships found operating in the Kogon system have been found to be fitted with anti-matter screens. This class of craft is now only surpassed by interceptor class star ships which have so far not ventured beyond the Inogal system. Killer class ships are worth 7500 credits whilst Interceptors earn a bounty of 10000 credits.

Losses of Agency operatives has been highest amongst those who have penetrated the Vexon system. It is believed that the Vexon have finally perfected their much heralded mothership. Destruction of this vessel will be rewarded by 250,000 Credits bounty. Our scientists assure us that the new QUARK bombs are capable of demolishing planetary bodies and so this fabled edifice should be no problem (once it is reached).

SYSTEM MAPS

The following are the latest charts of the five hostile systems. Each is presented as two charts, the one on the left being looking down and the one on the right being a side-on view.

The key to the charts is:

MAP KEY

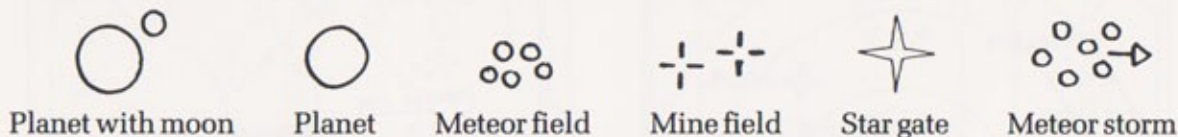


CHART OF THE AL-NAIR SYSTEM

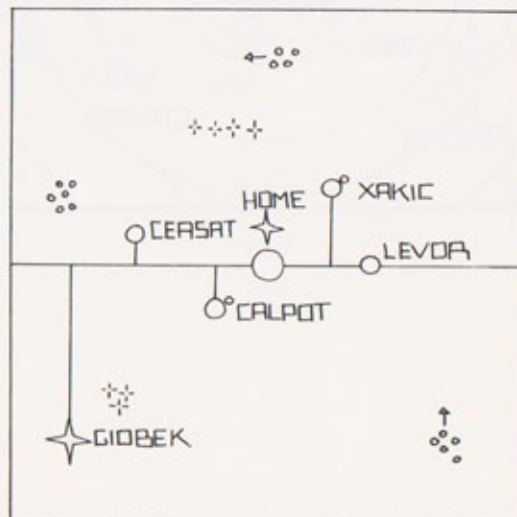
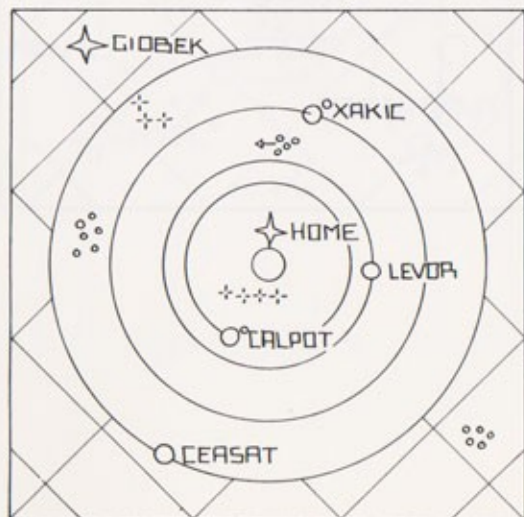


CHART OF THE GIOBEK SYSTEM

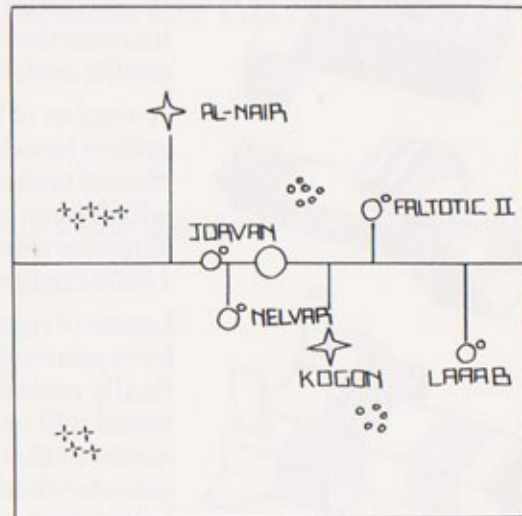
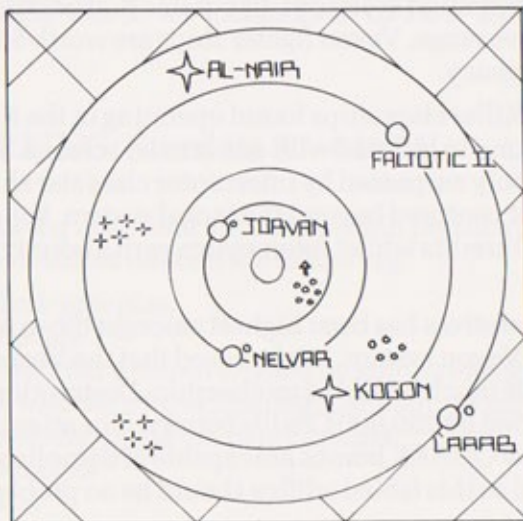


CHART OF THE KOGON SYSTEM

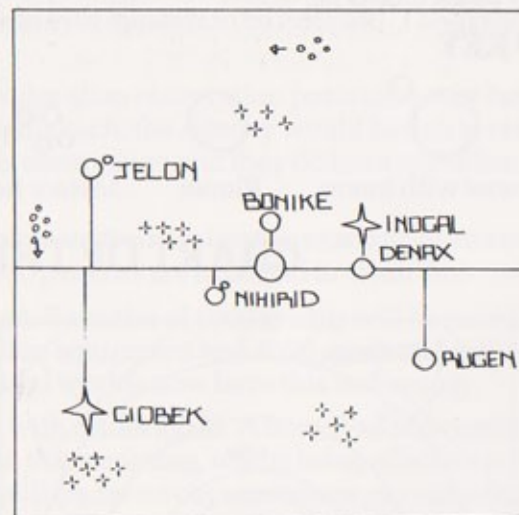


CHART OF THE INOGAL SYSTEM

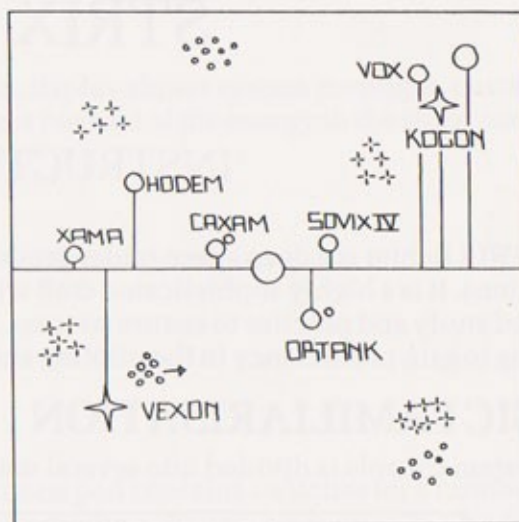
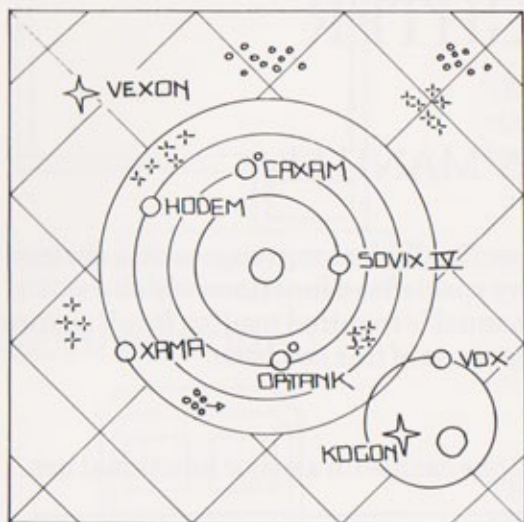
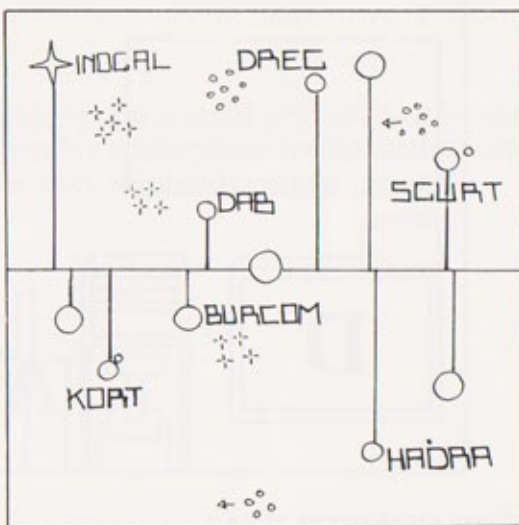
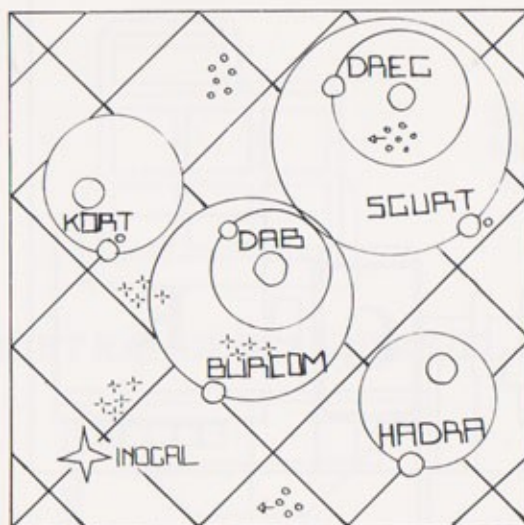


CHART OF THE VEXON SYSTEM



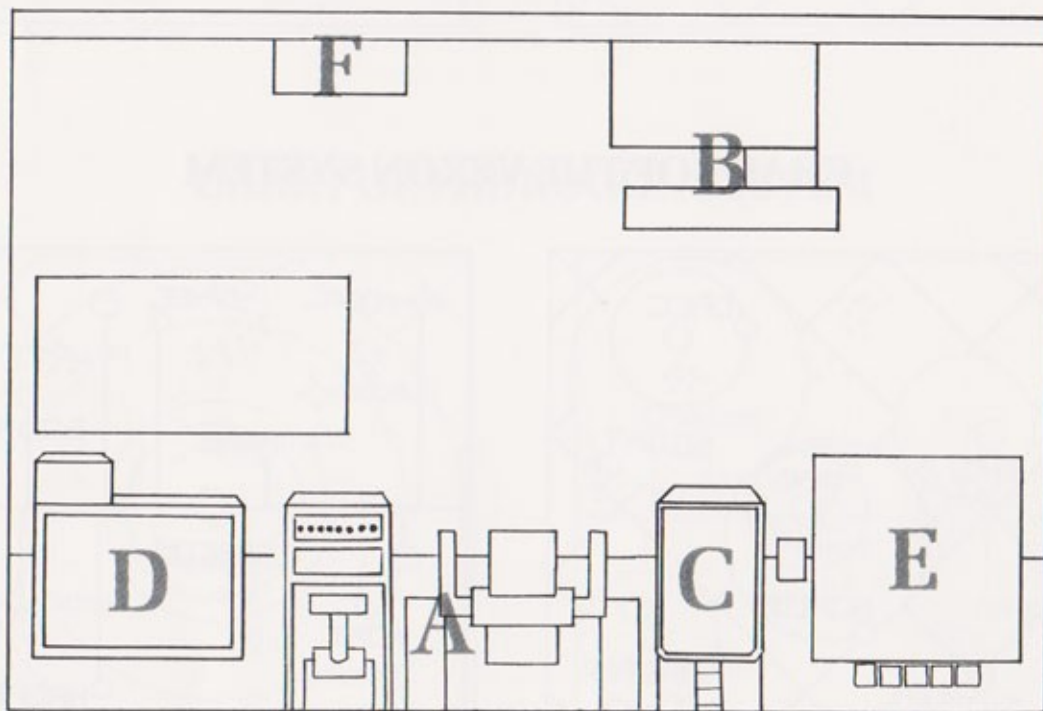
STRIX FIGHTER

INSTRUCTIONS MANUAL

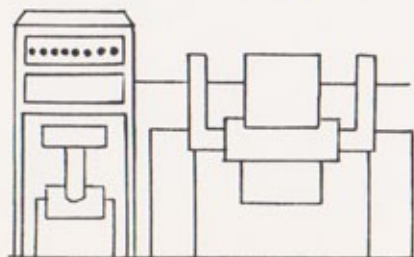
The STRIX fighter is a deep space raider produced specifically for long range seek & destroy operations. It is a highly sophisticated craft with many specialised functions which require detailed study and practise to ensure success. This manual is required reading for all trainees wishing to gain proficiency in the piloting and efficient use of this machine.

BASIC FAMILIARISATION

The system console is divided into several main sections each with a major functional use.

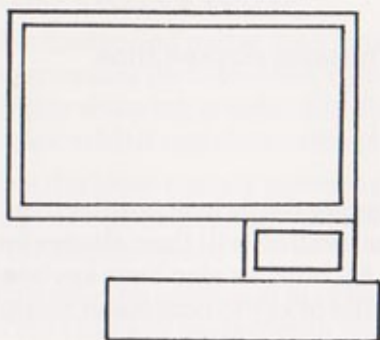


CENTRE CONSOLE (A)



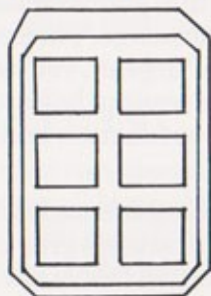
The Centre console allows for positional and speed control. The control column allows directional change whilst the speed lever controls velocity.

STATUS DISPLAY (B)



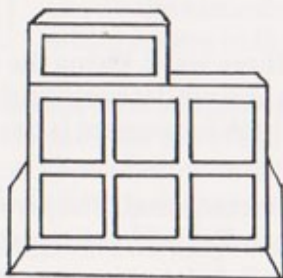
The status display shows system messages, current alert status and a readout of the energy in the ships main storage banks.

FUNCTIONS POD (C)



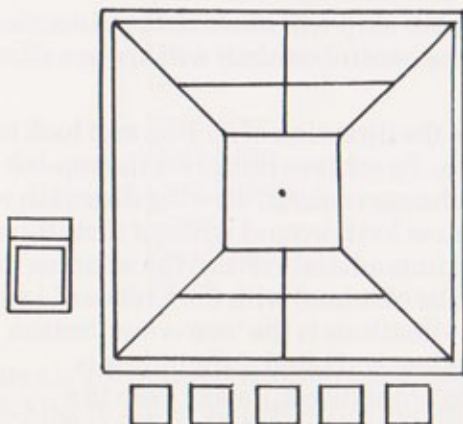
The functions pod contains switches for a number of functions including shields, weapon select, and vision direction.

SHIPS COMPUTER (D)



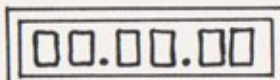
The ships computer is multi-purpose and consists of a head-up display with options for navigation, scoop control, ship status, re-fueling and communications.

SHORT RANGE SCANNERS (E)



The short range scanners allow for variable range scanning of the areas immediately around the ship and give accurate positional information on objects detected.

MISSION CLOCK (F)



The mission clock shows a readout of mission elapsed time.

ACTIVATING CONSOLE SWITCHES

Console buttons and switches may in all cases be activated by moving the mouse pointer over them and depressing the left hand button on the mouse. A successful activation will then always be indicated by a change in the colour or the graphics of the button. All buttons also have keyboard equivalents. The table at the end of this manual gives a complete list of key to command mappings.

ALERTS AND MESSAGES

Messages from the ship which are of such importance that they may require your attention are imaged on the status display. An audible warning will announce their presence. The small square underneath gives an indication of the importance of the message: red for 'urgent', yellow for 'may require action' and green for 'information which may be of interest'. The readout below this is the ships master energy display. If this ever reaches zero the ship will cease to function and will self-destruct.



The communications computer, which is selected by pressing the central button on the bottom row of an activated ships computer console, will always give an expanded explanation of status messages as well as any extra information that is not deemed appropriate to be presented on the status display.

MOVEMENT

Movement of the STRIX fighter may be accomplished in any one of three ways. Using the mouse you simply move the pointer over the graphic of the control column and whilst keeping the left mouse button depressed drag the column in the direction toward which movement is desired i.e. left moves the ship left and up moves the ship up.

Movement with a joystick is a case of pushing the stick in the direction required. The joysticks only function is to fire weapons or change direction and may be used in parallel with the mouse and/or keyboard.

Movement from your computer keyboard is accomplished using the arrow (cursor) keys. Press the key which corresponds to the direction in which you wish to move.

In all cases the longer you hold a directional change the faster your ship will move in that direction. Providing the ship has forward momentum any movement of the control column will always alter the direction of motion (not just the display window).



It is possible to detach the viewing window from the direction of motion and look in other directions whilst not disturbing that motion. To achieve this press the top-left button on the pod. When it locks and the button changes colour, viewing direction will be independent of motional direction. You may now look around without disturbing any course which has been set. Clicking the pod button off will immediately return the window to looking along the direction of motion. This operation may also be obtained with the keyboard key



"W". A further option which is useful in combat situations is the 'rear-view' button located in the bottom right position on the pod. When activated the window is automatically freed and instantly swung round to point directly away from the current direction of motion. The 'BACKSPACE' key will also activate this function.

SPEED CONTROL

Speed is controlled using the Thrust lever to the left of the centre console. Downward movement of this lever causes deceleration, upward movement acceleration. The display above the lever has eight lights showing graphically the amount of acceleration/deceleration being applied and a sliding bar which registers current velocity.

To move the lever simply move the mouse pointer over the lever and depress the left button. Whilst keeping the button held down move the mouse in the desired direction – up for acceleration and down for deceleration.

Alternatively the keyboard may be used. The key labelled 'RETURN' is equivalent to up movement whilst the shift key underneath will cause downwards movement of the lever.



The ship can be stopped quickly by pressing the retro thrust button on the pod. This requires twice as much energy as using the thrust lever but is far faster at killing the ships motion.

NAVIGATION

Navigation uses two special computer functions. The long range map and the navigation computer. The map shows all large objects within the confines of the navigable system and their spatial relationship with regards to your ship. It also allows a specific location to be pin pointed. The navigation computer then displays graphical information to help find this location.



The long range map is activated by pressing the ship's computer's top left button whilst it is switched on. Two screens will now be visible framed by a green border. Each screen shows the same data but from a different viewpoint. Your position is indicated by a white square in the centre of both screens.

The leftmost screen is imaged as if looking down on your ship from a great height i.e. objects in front of you are towards the top of the screen, objects to the left are on the left of the screen. There is no indication of above/below in this screen. The other screen shows your ship from behind, with above being towards the top of the screen and left being to the left of the screen.

All large objects are displayed as dots and positions are updated in real-time. As your ship moves and changes direction the dots follow suit. The meaning of the dots is:

Yellow	The systems Sun
Shimmering colour	Stargates
Pale Red	Alien mother-ship
Dark Red	Alien space ship
White	Alien observation post
Pale Blue	Planet
Dark Blue	Planetary moon
Dark Green	Energy Drone
Green	Repair Drone
Pale Green	QUARK Drone
Black	Alien missile

There is also a small white cross displayed. This is the destination point for the navigation computer. Clicking in either screen with your mouse moves this cross. Click in the left screen to set its left/right front/back position and in the right screen to set its up/down left/right position.



The navigation computer is selected by pressing the computers top right button. This displays a screen with two important components both of which are to help reach the destination point set with the long range map.

On the left is an indication of the distance to the point plus an estimate of the energy units required to reach the point. On the right are a series of squares. The course you are steering is correct when all squares line up perfectly. Your destination is reached when all squares are the same size. The normal colour of the squares is yellow but if your destination is behind you then they will be red. The exact course to steer is marked most accurately by the smallest square which should be followed i.e. if it is to the left then you should steer left.

SCANNERS



The Short Range Scanners are activated by pressing the up-arrow button on the right side of the pod. This will cause a screen to rise. The scanners will not be active unless one of the range buttons (labelled 1-5 underneath) is also selected. The scanners may be de-activated by pressing the same button (now a down arrow) again.

The range of the scan is selected by the buttons (labelled 1-5) which are located underneath the scanner screen with one being the lowest and five the highest range. Each increase in range doubles the effective area which is scanned and doubles the scanners energy consumption.

The scanner screen shows a cube with your ships position signified by a central white dot. The scan is imaged looking forwards. Any large object within scanning range will be represented within this cube by a stalk with a dot on top. The dot is the object whilst the stalk gives an indication of depth by the position it joins the floors of the scanner. All scanned objects have their positions updated in real time.

DEEP SPACE REFUELLING

Deep Space refuelling of a STRIX fighter is most easily accomplished through the use of automatic drones. Three types are available and can be ordered using the ships computer.

An energy drone carries 25000 units of energy.

A Repair drone carries all needed spare parts to repair or replace any vital ship functions which may have become damaged or destroyed. It also carries 10 missiles which automatically replenish ship board stocks.

A QUARK drone carries 2 QUARK bombs. This is the only way to gain possession of such weapons.

These drones have to be purchased from the agency who will then despatch them on auto-pilot providing that you have enough credits for the purchase.



Drones are ordered through the computer by pressing the left most button of the computer console whilst the computer is activated. The display shows your current credit rating with the agency. To order select the type of drone you require by clicking with the mouse on the required line until it is highlighted. Then click on the order line.

If you have the required credits the cost will be debited from your account and the drone will be despatched. You must then use your scoops to retrieve it.

The drone will travel to the location you occupied when you ordered it. The time the drone takes to reach this position and its cost in credits are directly proportional to the number of Stargates it must traverse to reach this position.

For any impoverished and fuelless pilot there is another option which can be taken to replenish energy stocks. This involves scooping the surface of any nearby gaseous star. This process is hazardous in the extreme and totally beyond description.

AUTO SCOOPS



To retrieve objects from space the auto scoops must be used. To activate, first turn on the ship's computer and then select the second button from the left on the top row. The screen will show an image with your STRIX fighter in the centre. The yellow square underneath is a representation of your extended scoop. All objects in the vicinity will now register their location on this screen. The nearer the object is the whiter it will be. Only objects in front of you will register.

With the scoops extended satellites, drones and even life forms may be taken within your ship by ensuring that their image falls within the yellow square whilst it is at its whitest. The scoop will then automatically detect their presence and tractor beams will draw them in.

The scoop's imaging system is also a very good aid for negotiating meteor clusters, mine fields and for dodging enemy fire.

WEAPONRY

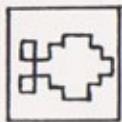
Your shields are your most important aid to staying alive. Without them you will take massive damage and possibly be destroyed by an enemy weapon. The shields absorb energy and so will protect you from individual hits from energy weapons but they can be overloaded by multiple strikes in a short space of time.



The shields may be switched on by pressing the centre right button on the pod. Unless they are destroyed they will automatically repair themselves over a period of time. Shields are heavily energy intensive whilst in operation and will draw large amounts of extra energy to deflect potential impacts.



Normally standard Pulse weaponry is selected. The only limit to how often they are used is again the amount of energy you have in store. They are however of limited effectiveness against shielded ships requiring multiple hits to break down their shields. Missiles which are selected by the centre left button on the pod have far longer ranges and can pierce shields. The QUARK bombs are the only things able to pierce the shields of alien mother ships. QUARKs are selected by activating the lower left button on the Pod. Weapons are fired with the right mouse button, the keyboard space bar or the joystick button.



BATTLE DAMAGE

Whenever damage is inflicted upon your ship the damage control computer will use energy to protect vital areas at the expense of others. The shields will absorb whatever energy they can if they are active and not destroyed. The damage allocator then allocates damage in the following order – scanners, computer, pulse weapons, engines.



A visual indication of the ships status may be obtained by activating the right most button on the bottom row of the computer console whilst the computer is on. The display shows each major area of the ship and its percentage functionality. 100% means perfect working order. Generally things are regarded as damaged and not to be trusted as reliable when their effectiveness drops below 50%. Also shown on this display are weapon quantities and current energy consumption.

ENERGY USAGE

All ship functions require energy. Without it your ship will perish. Energy is used by your ship in the following way:

Basic ship functions	- 10 units per second
Shields on	- 15 units per second
Pulse weapons	- 30 units per firing
Acceleration/deceleration	- 5* rate (1-8) units per second
Scanners	- 10 units per second if on
Scanner ranged	- 5* range (1-5) per second
Computer	- 5 units per second if on
Map computer	- 20 units per second
Scoop computer	- 10 units per second
Navigation computer	- 5 units per second
Drone computer	- 10 units per second
Comms computer	- 10 units per second
Status computer	- 5 units per second
Stargate Entry	- 50000 units per passage

Remember also that any damage inflicted will also use energy.

KEYBOARD OPTIONS

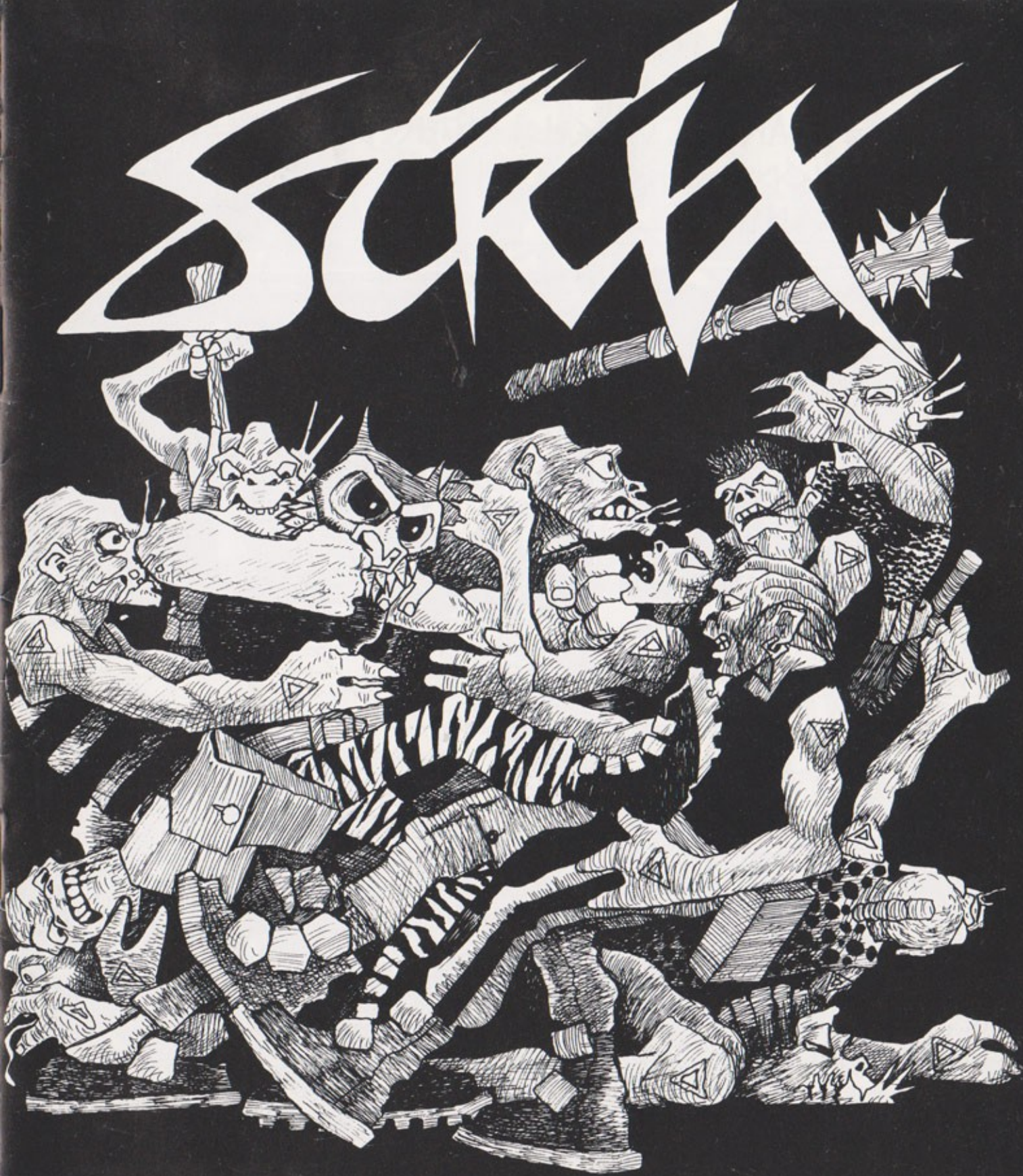
All ship control functions may be controlled directly from the keyboard. The following table summarises the keys to use.

MOVE UP	- ↑
MOVE DOWN	- ↓
MOVE LEFT	- ←
MOVE RIGHT	- →
INCREASE SPEED	- (RETURN)
DECREASE SPEED	- (RIGHT-SHIFT)
FIRE WEAPON	- (SPACE)
SELECT MISSILE	- M
SELECT QUARK BOMB	- B
WINDOW LOCK/UNLOCK	- W
LOOK BEHIND	- (BACKSPACE)
RETRO-THRUST	- R
SHIELDS ON/OFF	- S
COMPUTER ON/OFF	- F1
SELECT MAP DISPLAY	- F2
SELECT SCOOP DISPLAY	- F3
SELECT NAV DISPLAY	- F4
SELECT DRONE DISPLAY	- F5
SELECT COMS DISPLAY	- F6
SELECT STATUS DISPLAY	- F7
SCANNERS ON/OFF	- F10
SET RANGE 1	- 1
SET RANGE 2	- 2
SET RANGE 3	- 3
SET RANGE 4	- 4
SET RANGE 5	- 5
PAUSE	- (ESC)
GAME OPTIONS	- (HELP)





Published in the UK by H.D.F. Southport



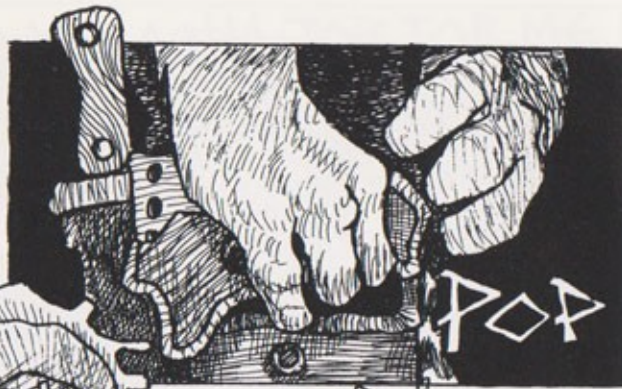
IM STRIX - IMA PAID KILLER - IM
GOOD AND I ENJOY IT -
IT ALL STARTED WHEN I ENTERED
THE EXPLODING HEAD ON
AL-NAIR NINE -



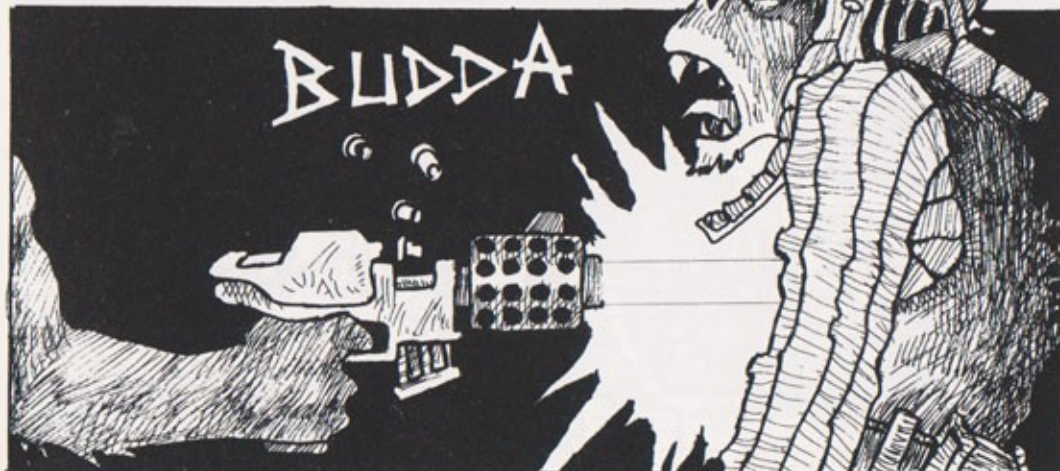
ALL WAS QUIET AS I SIPPED MY
BRAIN GARGLER - THEN SOME MURFAYS ENTERED.



EXCUSE ME PLEASE



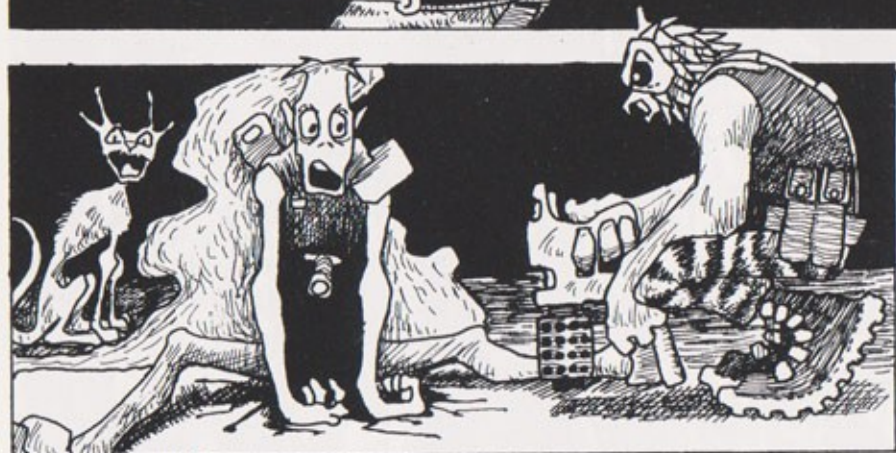
BUDDA



I HATE MIRFAKS.



SOME ONE FOLLOWED ME OUT THE EXIT



THE GUY WAS A CIVIL
AGENT - HE GASPED OUT
A MESSAGE - THE AGENCY
HAD A JOB FOR ME -

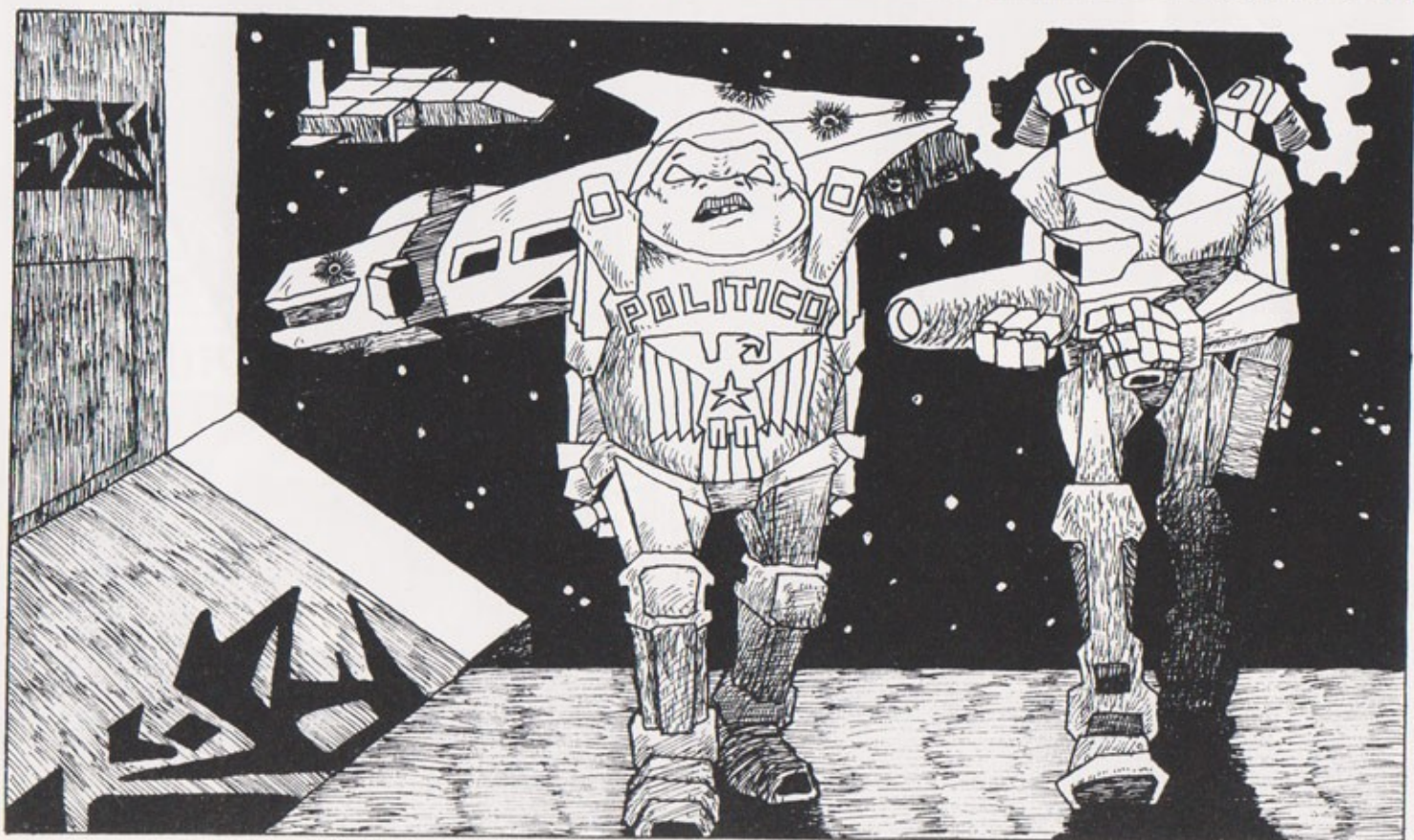
► **BUDDA**
I HATE CIVIL AGENTS.



THE AGENCY HAD OFFICES DOWN AT THE SPACE PORT



SURE WE HAVE - THE CHIEF
POLITICO OF AL-NAIR NINE HAS BEEN
CAPTURED BY ENEMY ZYGORS - YOU
GET HIM BACK AND WE'LL PAY
MEGA CREDITS



GOOD HUNTING STRIX



YAH



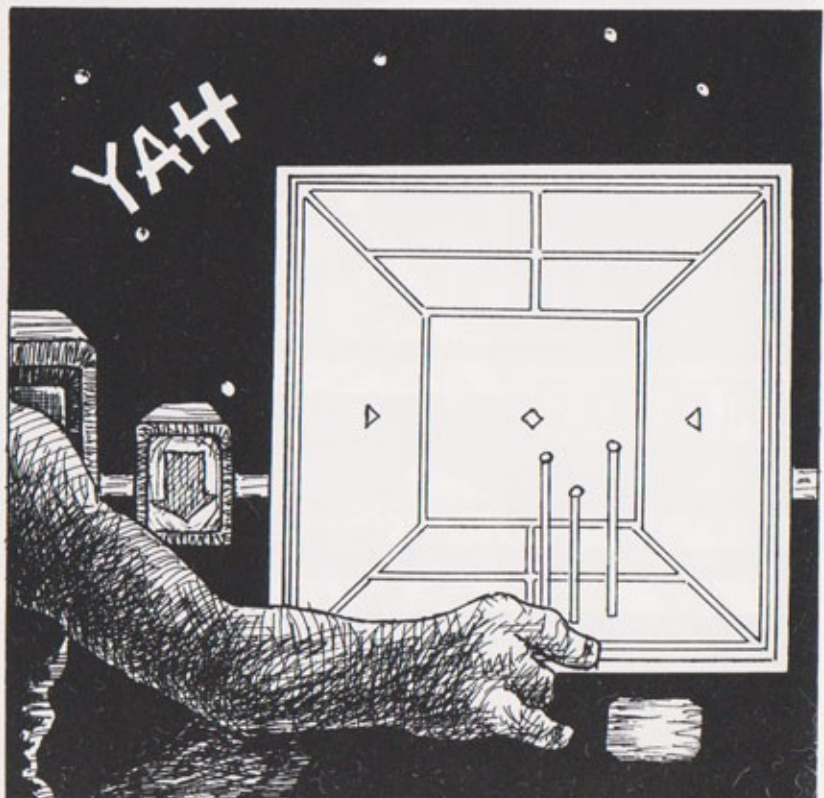
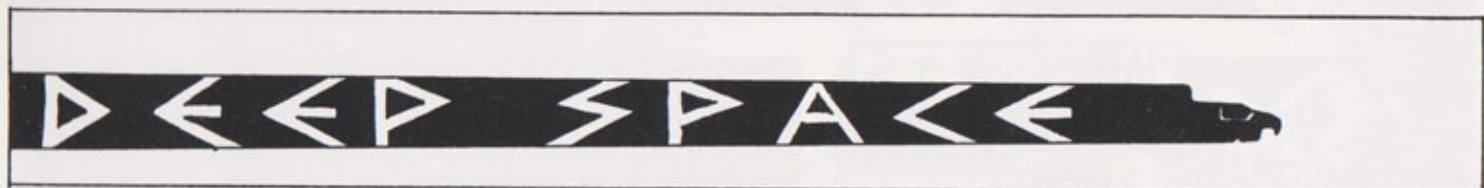
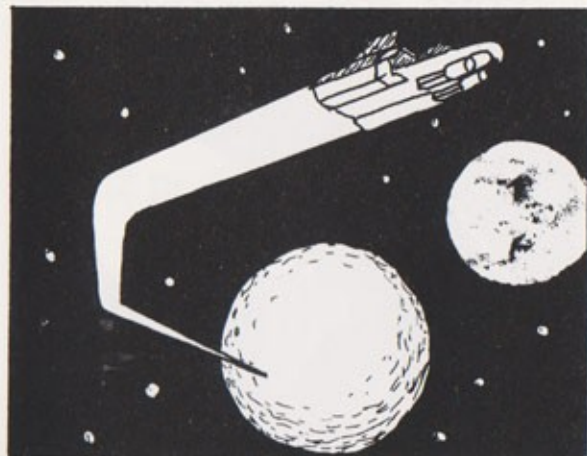
ALL SYSTEMS WERE GREEN—SO



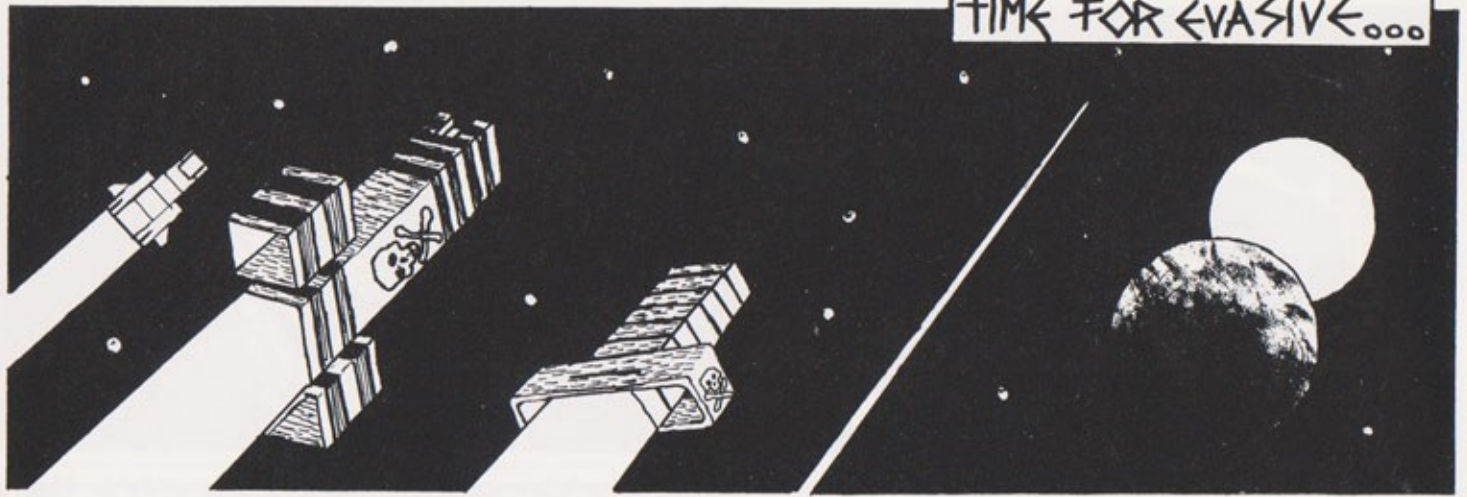
AAH

VROAR

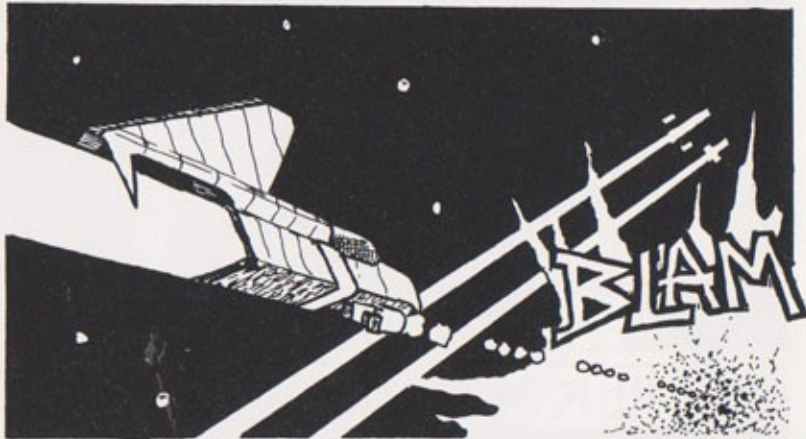
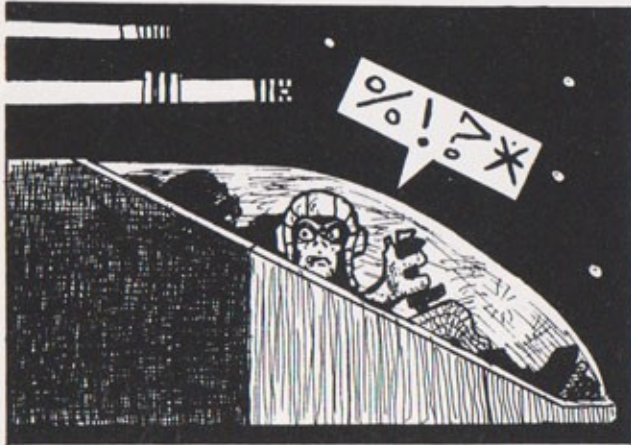
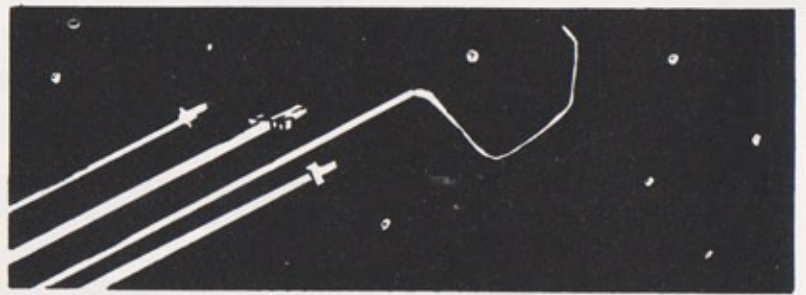
I HATE GROUND CREWS



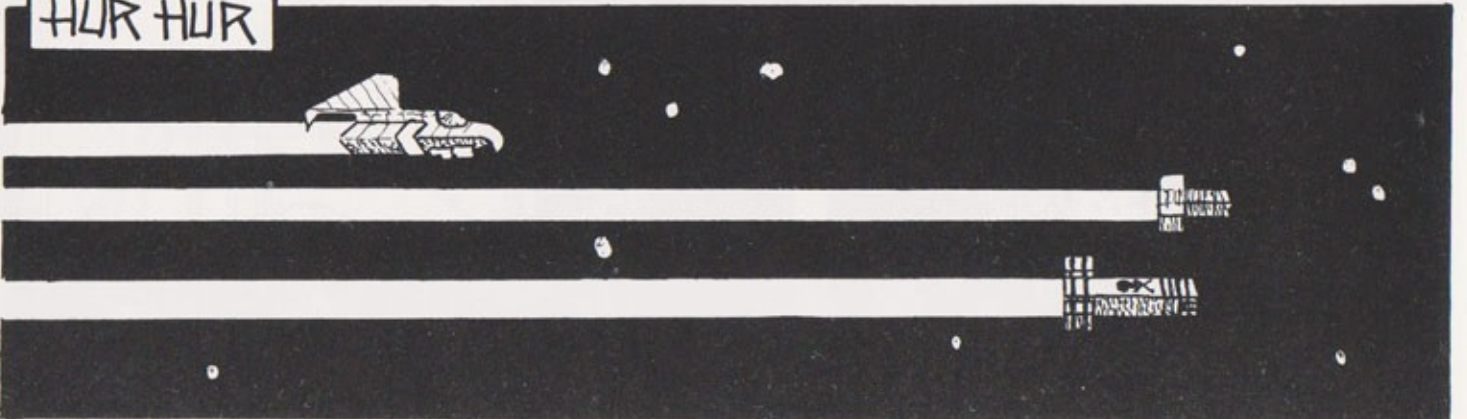
TIME FOR EVASIVE...



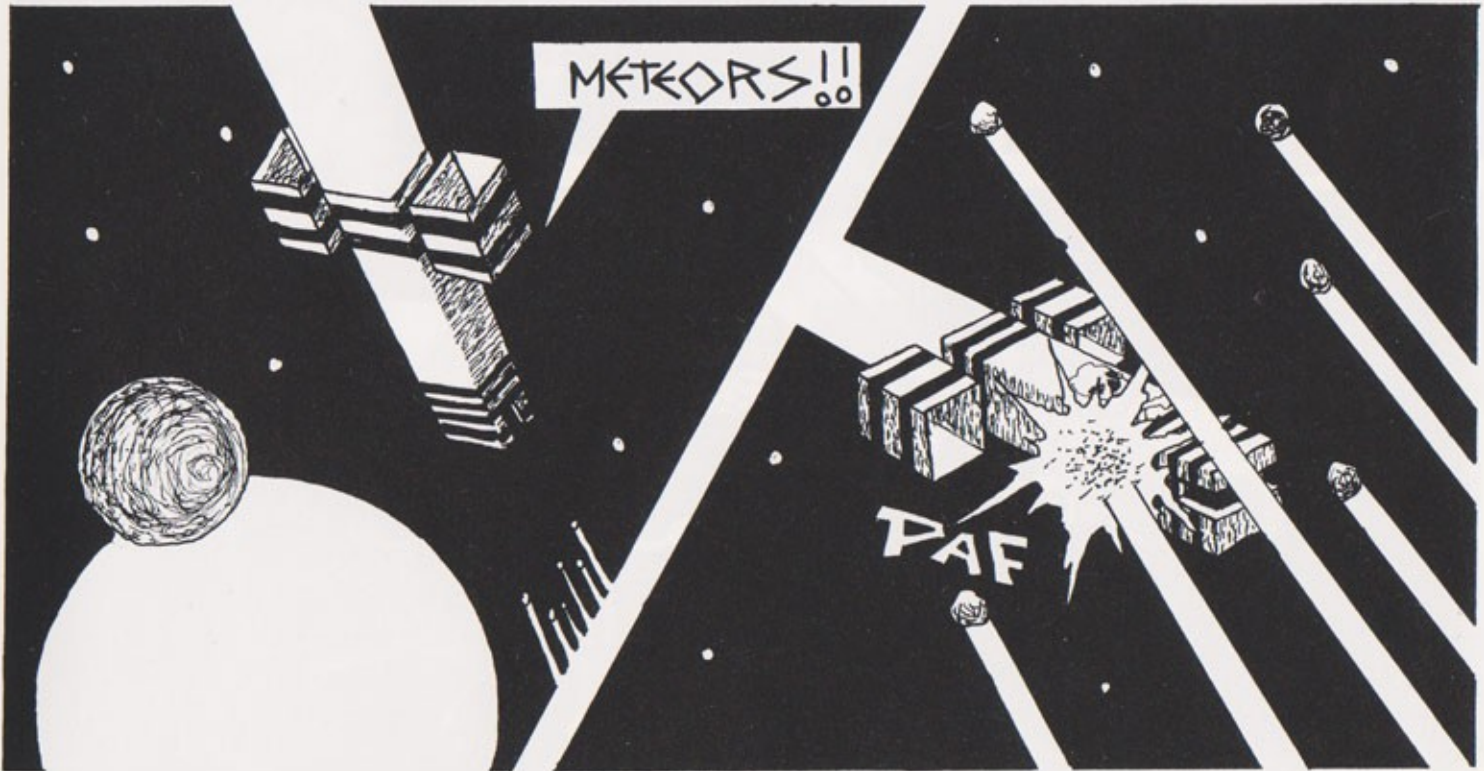
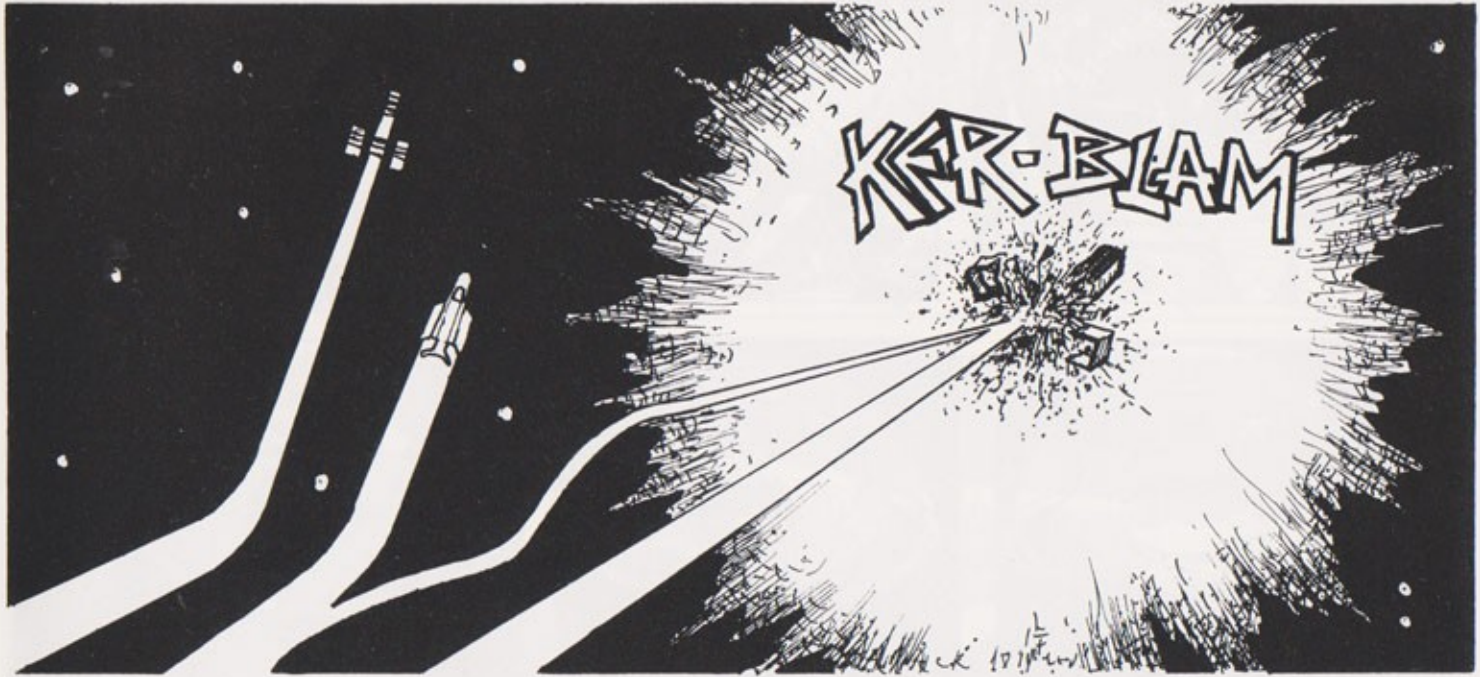
MANOEUVERS

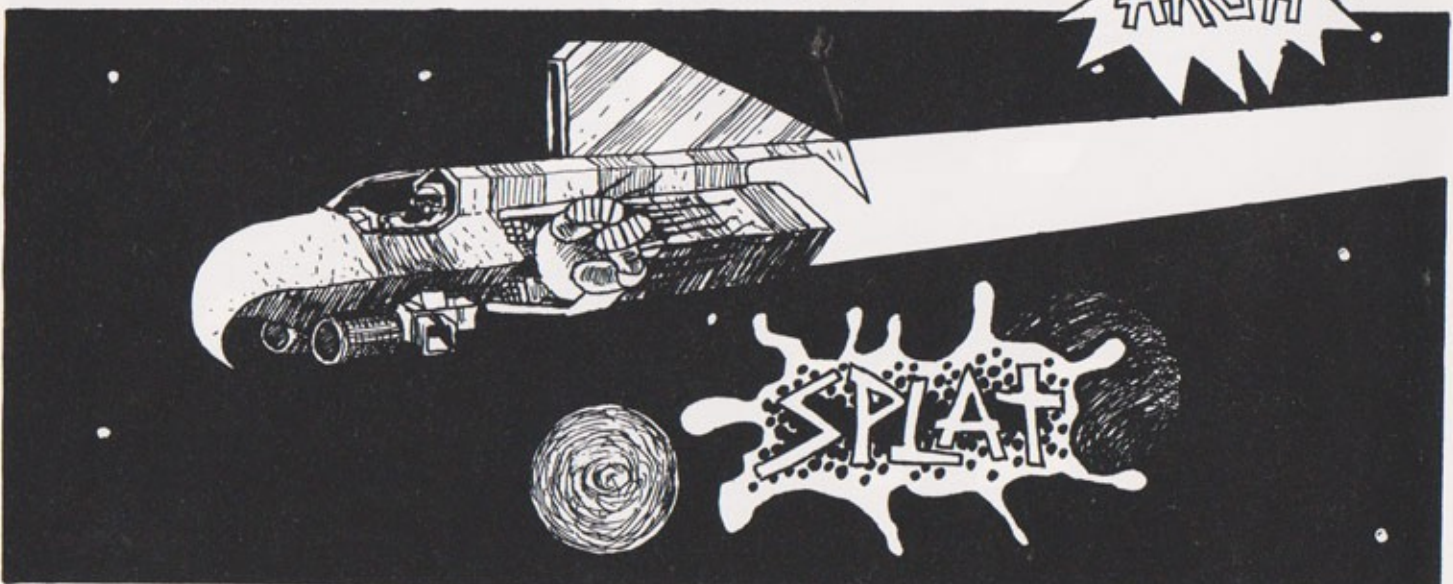


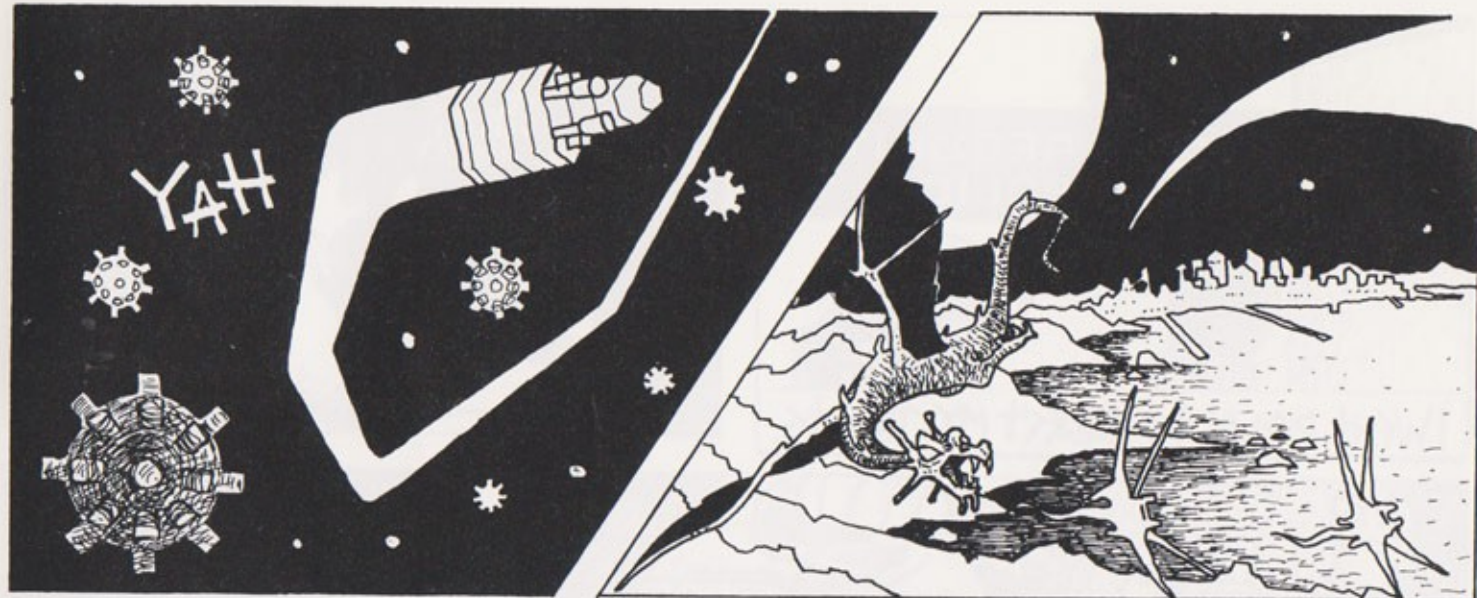
HUR HUR

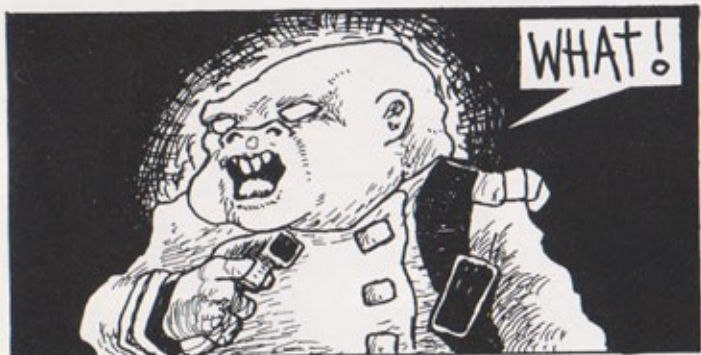
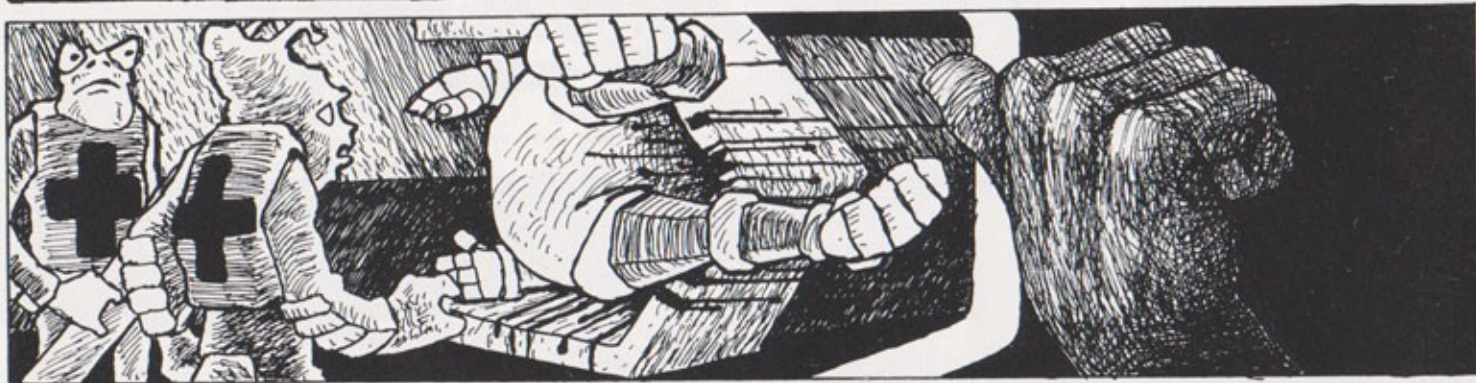
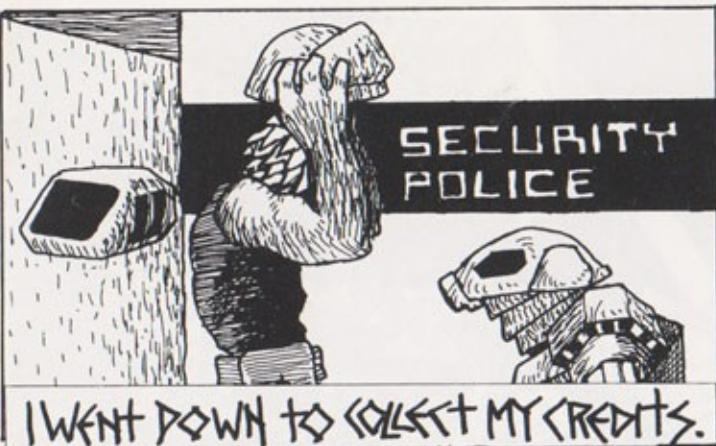


SO LONG SUCKERS
ITS
TORPEDO TIME!









DEEP SPACE LOADING INSTRUCTIONS FOR AMIGA

In order to play DEEP SPACE you require an Amiga with at least 512K of ram and a colour monitor or television.

To load DEEP SPACE you must do the following:

- 1) Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual (which was supplied with your Amiga system) in Chapter 2 'Setting up the Amiga.'
- 2) Switch on your monitor or television and then your Amiga.
- 3) When the display prompts for your Kickstart disk insert it in the internal drive as usual.
- 4) When the display prompts for a Workbench disk remove the Kickstart disk and insert the DEEP SPACE disk into the internal drive.
- 5) DEEP SPACE will now start up automatically. Within a few seconds the Psygnosis Logo will appear. This indicates that loading is proceeding normally.
- 6) If the above sequence has not occurred within 30 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions have been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disk only back to the place of purchase for replacement.
- 7) Once DEEP SPACE has completed loading the screen will invite you to press any key. Doing so will launch you into DEEP SPACE.

THE PROGRAM DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY.

CONTROL OPTIONS

DEEP SPACE may be played with a mouse, keyboard or a joystick in any combination. We recommend the use of all three simultaneously.

The Mouse may be used to control almost all program functions. It should be plugged into the small 'D' type socket marked with a '1' on the right side of the Amiga system unit.

To move the space ship using the mouse: select the control column (it looks like a blue square with handles) in the lower centre of the screen by moving the arrow point over it and depressing the left mouse button. This column should now be dragged in the direction in which movement is desired whilst the left button is kept held down.

The basic ships weapon of pulse energy may be fired at any time by depressing the right mouse button. Continuous depression will result in continuous firing.

Other ships functions may be controlled with the mouse by the standard 'point and click technique' of moving the mouse pointer over the button or graphic and depressing the left button.

The joystick when used should be a standard switch type and must be connected to the small 'D' connector marked with a '2' on the right side of the system unit next to the mouse connector.

Once a joystick is connected, movement of the joystick in a specific direction will cause the space ship to move in that direction. Pressing the 'fire' button will fire your weapons (in a manner identical the right hand mouse button).

The connection of a joystick will not interfere in any way with the normal operation of the mouse during gameplay.

WE STRONGLY RECOMMEND PLAYING DEEP SPACE WITH A JOYSTICK.

The Keyboard may also be used to mimic mouse functions. The arrow keys move the space ship in the indicated direction. All other ships functions may be activated from the keyboard as explained in the DEEP SPACE manual.

ALL KEYBOARD OPTIONS ARE EXPLAINED FURTHER IN THE KEYBOARD OPTIONS SECTION AT THE END OF THE STRIX FIGHTER INSTRUCTIONS MANUAL.

DEEP SPACE LOADING INSTRUCTIONS FOR ATARI ST

In order to play DEEP SPACE you require an Atari ST computer with at least 512K of RAM, a disk drive and a monitor or television. A joystick is optional but recommended.

To load DEEP SPACE you must do the following:

- 1) Set up your ST in the usual fashion (if this presents difficulties please refer to your ST owners manual under the section 'Hooking up your system' in chapter 2).
- 2) Insert the Deep Space disc labelled 'Disk A' into the disc drive.
- 3) Switch on your monitor or television and then your disc drive and lastly your ST computer.
- 4) When the display prompts for 'Disk B' remove the startup disk and insert the DEEP SPACE 'Disk B' into the disk drive. The BOOT sequence will now continue automatically.
- 5) DEEP SPACE will now start up automatically. Within a few seconds the Psygnosis Logo will appear. This indicates that loading is proceeding normally.
- 6) If the above sequence has not occurred within 30 seconds there may be a problem with either the program disc or your ST system. Check that your system is connected together properly and that the above sequence of instructions have been followed correctly. Check carefully that the disk you are using to start up from is indeed 'Disk A'. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take both DEEP SPACE discs back to the place of purchase for replacement.
- 7) Once DEEP SPACE has completed loading the screen will invite you to press any key. Doing so will launch you into DEEP SPACE.

THE PROGRAM DISK LABELLED 'DISK B' MUST BE LEFT IN THE DISK DRIVE AT ALL TIMES DURING GAME PLAY.

CONTROL OPTIONS

DEEP SPACE may be played with a mouse, keyboard or a joystick in any combination. We recommend the use of all three simultaneously.

The Mouse may be used to control all program functions (except pause). It should be plugged into the small 'D' type socket marked with a 'O' on the right side of your ST system unit.

To move the space ship using the mouse: select the control column (it looks like a blue square with handles) in the lower centre of the screen by moving the arrow pointer over it and depressing the left mouse button. This column may now be dragged in the desired direction whilst the left button is kept held down. The space ship will move in the direction of the mouse motion.

The basic ships weapon of pulse energy may be fired at any time by depressing the right mouse button. Continuous depression will result in continuous firing.

Other ships functions may be controlled with the mouse by the standard 'point and click technique' of moving the mouse pointer over the button or graphic and depressing the left button.

The joystick when used should be a standard switch type and must be connected to the small 'D' connector marked with a '1' on the right side of the system unit next to the mouse connector.

Once a joystick is connected, movement of the joystick in a specific direction will cause the space ship to move in that direction, pressing the 'fire' button will fire your weapons (in a manner identical the right hand mouse button).

The connection of a joystick will not interfere in any way with the normal operation of the mouse during gameplay.

WE STRONGLY RECOMMEND PLAYING DEEP SPACE WITH A JOYSTICK.

The Keyboard may also be used to mimic mouse functions. The arrow keys move the space ship in the indicated direction. All other ships functions may be activated from the keyboard as explained in the Deep Space manual.

ALL KEYBOARD OPTIONS ARE EXPLAINED FURTHER IN THE KEYBOARD OPTIONS SECTION AT THE END OF THE STRIX FIGHTER INSTRUCTIONS MANUAL.