


Entertainment Series

The cover art features a dark space background with a large, colorful nebula in shades of red, orange, and yellow at the top. A red laser beam with a white conical tip extends from the top left towards the right. Three white, spiky alien spacecraft are positioned in the upper right. Below the nebula, a green and yellow planet is partially visible. At the bottom, a large, cratered yellow-green planet dominates the foreground, with a red ringed planet partially visible behind it. The title 'SPACE GUARDIAN' is written in large, bold, white block letters across the center, and 'OMRIC' is written in smaller white block letters below it.

SPACE GUARDIAN

OMRIC

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OMRIC Entertainment Series

SPACE GUARDIAN

A Space Adventure Game

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INITIAL SET-UP

The software you have purchased is designed to load and run when your IBM computer is turned ON with the OMRIC diskette in the default disk drive (DISK DRIVE A:). Due to copyright laws, the diskette you have just received does not contain several of IBM's proprietary software modules needed to allow this diskette to function in a stand alone fashion. A software routine has been provided on your diskette which will transfer the needed software modules from your IBM master diskette, labeled DOS, to your OMRIC diskette.

To get started, insert the IBM master diskette, labeled DOS, into your systems default disk drive. The default disk drive is always the left most built-in disk unit. Once the diskette is inserted into the disk drive and the drive door is closed, turn on the power. After a delay of anywhere from 3 to 45 seconds, (the length of the delay is dependent upon computer memory size), the system will load several programs from the diskette. These programs allow the user to interact with the computer without the need to know what is going on inside the system. When these programs are loaded, your screen will display the message:

Enter today's date (m-d-y):

Be sure to enter a correct date (such as 01-12-82), then press the enter key. After a correct date is entered, your system will display a message followed by the prompt:

A>

You are now ready to transfer the software from your IBM master diskette to your OMRIC diskette.

Transferring the Software

There are two slightly different procedures for transferring the software. The procedure you will use will depend on whether your computer has a single disk drive or a dual disk drive. Find the section which describes your system and read it completely before beginning.

The following procedure only needs to be carried out once. After it has been completed, you simply need to insert the OMRIC diskette, turn on the power and Space Guardian will automatically load and begin to run.

SINGLE DISK SYSTEMS

If your computer has a single disk drive, you will need to type the following command to start the software transfer process:

`B:START` (followed by pressing the enter key)

DO NOT TYPE THIS COMMAND YET. READ THIS ENTIRE SECTION BEFORE BEGINNING. Once you have begun, the computer will tell you what it is doing. It will pause between steps to give you time to read the information which is displayed on the screen. To continue after one of these pauses, simply press any of the keys on the keyboard (such as the space bar).

It will be your responsibility to change the diskette in your disk drive when the system requests. For this you will need two diskettes, the IBM master diskette, labeled DOS, and the OMRIC diskette you have just purchased. When you need to change the diskette in the disk drive, one of two messages will be displayed:

Insert diskette for drive A:

or

Insert diskette for drive B:

INSERT DISKETTE FOR DRIVE A: means to insert the IBM master diskette into your disk drive.

INSERT DISKETTE FOR DRIVE B: means to insert the OMRIC diskette into your disk drive.

To transfer all of the software will require you to shuffle diskettes several times. When the process is complete the program will start to run automatically.

TO REVIEW, there are three messages which will require you to respond in some fashion to the computer.

The messages and their meaning are as follows:

- Strike any key when ready . . . means to press any key on the keyboard to continue.
 - Insert diskette for drive A: means to insert the IBM diskette into the disk drive.
 - Insert diskette for drive B: means to insert the OMRIC diskette into the disk drive.
-

To start the software transfer procedure, simply type the command:

B:START (followed by pressing the enter key)

Using your manual as a reference guide, sit back and follow the instructions.

DUAL DISK SYSTEMS

If your computer has dual disk drives, you will need to type the following command to start the software transfer process:

B:START (followed by pressing the return key)

DO NOT TYPE THIS COMMAND YET. READ THIS ENTIRE SECTION BEFORE BEGINNING. Once you have begun, the computer will tell you what it is doing. It will pause between steps to give you time to read the information which is displayed on the screen. To continue after one of these pauses, simply press any of the keys on the keyboard (such as the space bar).

You will need two diskettes to transfer the IBM software. These diskettes are:

- 1) the IBM master diskette (labeled DOS)
and
- 2) the OMRIC diskette.

The IBM master diskette labeled DOS should already be in disk drive A:. Leaving that diskette in disk drive A:, insert the OMRIC diskette into disk drive B:. From here on out, you do not need to be concerned with the diskettes. Your only concern will be to respond to the system after a pause by pressing any of the keys on the keyboard (such as the space bar).

To transfer all of the software will require several minutes of your time. When the process is complete the program will start to run automatically.

TO REVIEW, when the message:

Strike any key when ready . . .

appears on the screen, this means you are to press any key on the keyboard to continue the program.

To start the software transfer procedure, simply type the command:

B:START (followed by pressing the enter key).

Using your manual as a reference guide, sit back and follow the instructions.

PROBLEMS IN GETTING STARTED

Do not panic. So something did not work the way it should have. If you are old enough to be running this computer you should know that nothing in life is 100% sure. Besides, we can rerun the procedure for transferring the software with no trouble at all.

Let us take a look at why you are reading this section. Three major reasons seem evident at this time. These are:

- 1) You followed the instructions explained in the section for your system, but when you run the diskette nothing happens.
- 2) You never read the initial Set-up section (because you have been in computers for years); and now, when you start the system with this diskette in the drive nothing happens.
- 3) Everything works fine. You are just curious what is in this section of the manual.

Response to Problem 1

To assure that your system is capable of booting itself up correctly, remove any diskettes from the disk drives and turn the computer off for several minutes. Insert the IBM diskette labeled DOS into the default disk drive, close the door and turn on the power. If the disk drive spins and the system asks for the date, we will assume that your system is capable of correctly booting itself up. If the system does not start itself up correctly, consult the diagnostics procedures in the IBM manual called 'Guide to Operations'.

If your system functioned correctly with the DOS diskette, try the same procedure with the OMRIC diskette. Again, remove any diskettes from the disk drives, and turn off the power. After leaving the system off for several minutes, insert the OMRIC diskette into the default disk drive, close the door, and turn on the power. After a short delay the diskette should begin to spin and shortly thereafter, the message, 'loading Space Guardian' will appear on the screen. The diskette will continue to spin until the game begins. If the above mentioned chain of events occurs, then your OMRIC diskette is properly set-up. Your software should function correctly after this point.

If your OMRIC diskette does not boot itself up correctly, you will need to repeat the steps in the section "Initial Set-up". Please note that it is important for the correct diskettes to be in the correct disk drive(s) at the right time. The two diskettes that you should be using are the IBM master diskette, that you received with your disk system labeled DOS, and the OMRIC diskette you received when you purchased this package.

Using these two diskettes, reread the section called "Initial Set-up" and follow the steps laid out for your particular system (single disk or dual disk). You may find it helpful to leave the manual open to the review section of the computer messages when running the software transfer procedure. This is especially important for single disk systems where a certain amount of disk shuffling will take place.

Response to Problem 2

So you thought you knew everything there was to know about computers. Sorry. Hey, wait a minute. Why am I sorry? I spent all this time writing the manual and you did not even read it. Quick, read the section called 'Getting Started'. The answer you need is there

Response to Problem 3

Well!! What did you expect to find in this section that would be of any use to you? Your system runs. Play the game. Tell your friends about it. **HAVE FUN!**

THE GAME

The Setting

Warships from a hostile Alien empire have invaded the galaxy. Most of Earth's galactic fleet has been destroyed. Only the transport *GUARDIAN* remains to defend the galaxy and save Earth. As commander, you must find and destroy all of the Alien warships before it is too late. Although the transport *GUARDIAN* is equipped with advanced on-board computers, only your skill and cunning can save Earth. If only one Alien warship survives, Earth will be conquered.

Taking Command of the Transport *GUARDIAN*

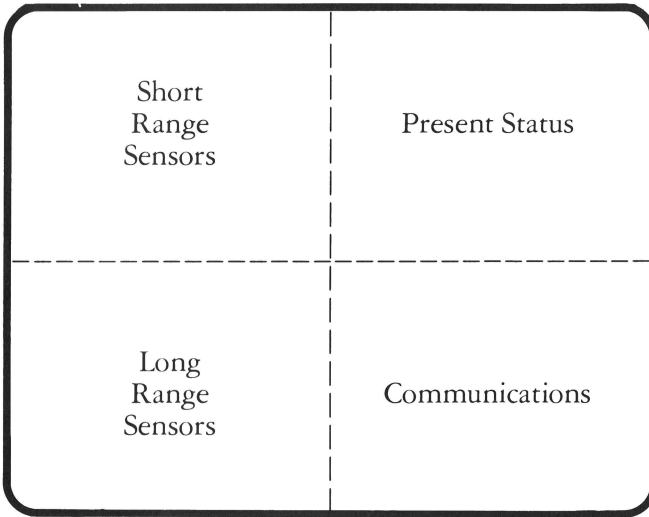
Upon accepting command of the transport *GUARDIAN* your orders are processed. Each time the game is played your orders will be different. You will be told how many Aliens have invaded the galaxy, how many lightyears you have to complete your mission, and how many Base Modules are in the galaxy for repairing and refueling your transport.

Once you have received your orders, press the return key to begin the adventure. Your initial position in the galaxy will be selected by the computer. The galaxy consists of 64 quadrants arranged in an 8 x 8 grid like a checker board. Every quadrant is again divided into an 8 x 8 sector map.

FLIGHT SCREEN

GUARDIAN's advanced on-board computers continuously supply vital information about your position in the galaxy; the location of the Aliens, stars, and base modules; and the condition of the transport. This information is always displayed on your computer screen, hereafter referred to as the flight screen.

The flight screen is divided into four sections. Each section is a small computer screen designed to give specific types of information. The layout of the flight screen and each section's function is as follows:



Short Range Sensors

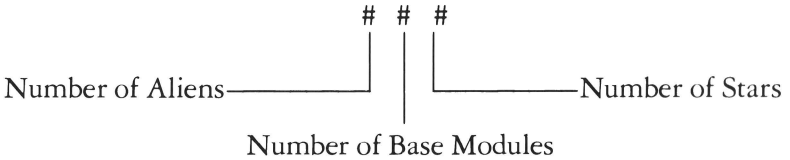
The Short Range Sensors scan the quadrant in which *GUARDIAN* is currently located. The sensors will show the exact location of any objects in the quadrant. The symbols used by the Short Range Sensors are:

- T — Transport *GUARDIAN*
- A — Alien Warships
- B — Base Modules
- * Stars

The sensors will also display the name of the quadrant, the quadrant's coordinates within the galaxy, and your position within the quadrant.

Long Range Sensors

These sensors scan your present quadrant and the quadrants surrounding it. The total scan covers nine quadrants (eight other quadrants and yours). Your position is always the middle digit number. For each quadrant, the sensors display a three digit number. Reading from left to right this number gives the following information:



Therefore, if the Long Range Sensors displayed the number '218' in the quadrant directly below you, it would indicate there are 2 Aliens, 1 Base Module, and 8 Stars in that quadrant.

Should your transport be in a quadrant on the edge of the galaxy, then the Long Range Sensors will display three asterisks */***/* for each quadrant beyond the galaxy borders.

Present Status

This section gives you six pieces of information.

- 1) Lightyear — This is the current date. Remember, you have a limited amount of time to destroy the Aliens and complete your mission.
- 2) Condition — This shows the present condition of your transport.
 - Green* — No Aliens are present in the quadrant *GUARDIAN* currently occupies
 - Red* — Your transport is in a combat area. Aliens are present; prepare for attack.
 - Yellow* — Your transport is dangerously low on energy. Refueling at a Base Module is a high priority.
- 3) Total Energy — This indicates how much total energy your transport has left. This figure includes any energy you have deployed to the shields.
- 4) Shields — This displays how much energy is deployed to the protective shields.
- 5) Torpedoes — This indicates how many torpedoes your transport has available.
- 6) Aliens Left — This number tells you how many Aliens are still in the galaxy.

Communications

This area is used to communicate your commands to the transport and receive information from the on-board computers. Whenever the word **COMMAND** appears in the upper left corner of the communications block, you may execute a new command. Should you attempt to enter a command when the word **COMMAND** is *not* showing the computer will ignore your orders.

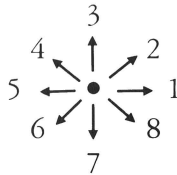
The Commands are activated by using the ten special function keys on the left side of your keyboard. Displayed along the bottom of the flight screen are the uses of each of the special function keys. There are ten function keys and ten different commands. The ten commands are:

Command	Function Key
Navigate	F1
Phasors	F2
Torpedoes	F3
Shield Control	F4
Damage Control	F5
Cumulative Galactic Record Map	F6
Galaxy Region Map	F7
Hyperspace	F8
Level of Play	F9
Resign	F10

THE COMMANDS

NAVIGATE (Function Key F1)

This command lets you maneuver your transport throughout the galaxy. When you wish to navigate, press function key F1. The computer will respond in the communications block, asking you for navigational data. First, the computer will request a course. To aid you in selecting the course, the computer will display a direction indicator in the Communications block as shown here:



You may select any course between 1 and 8.9999. A course of 1 would move your transport directly to the right. A course of 6 would move your transport diagonally, downward and toward the left. A course of 2.5 would move your transport upward and slightly to the right. You may not fly through a star, a base module nor attempt to leave the galaxy. If you do, your engines will automatically shut down. Should you try to fly through an Alien . . .

Once you have selected a course, press the return key. The computer will now ask for the warp speed. The length of one quadrant is equal to one warp. Therefore, if you select warp speed 1 your transport will travel exactly one quadrant or eight sectors. You do not, however, have to select warp speed 1 to move into an adjacent quadrant. Generally, when maneuvering within a quadrant, a warp factor of .1 will move your transport one sector. However, stars' gravitational fields can slow your transport when it is maneuvering within a quadrant.

Docking — Docking with a Base Module is accomplished by moving your transport along side the base. When docked, your shields will automatically drop. *GUARDIAN* will be fully resupplied with energy and torpedoes. Repairs will be made at your request.

Correcting Navigational Errors — Should you enter an incorrect course or warp speed, it may be corrected by immediately depressing the backspace key on your keyboard. If you should enter the wrong course and discover your error after the computer has requested the warp speed, you may abort the navigational command by entering a warp speed of 0.

PHASORS (Function Key F2)

The transport's Phasors fire beams of energy. They are used to destroy Alien warships. Pressing function key F2 activates the Phasors. Once activated, the computer will ask how many units of energy you wish to fire. The amount of energy you select is determined by the number of Aliens in the quadrant, their distance from the transport and the number of intervening stars. You may fire through objects but shooting through an object uses up more energy than shooting through space. After entering the number of energy units, press the return key. The on-board computer will aim and fire the Phasors. Should there be more than one Alien in the quadrant, the computer will divide the energy and then fire at each Alien.

After firing the Phasors, the computer will tell you how much energy reached the Alien, or Aliens, and if they were destroyed. If the Aliens were not destroyed, the computer will tell you how much energy they still have. However, should you fire less than 30 units of energy, and the Aliens survive, the computer will not tell you how much energy they have left.

If any Aliens survive your Phasor attack, they will fire back. You may decide to stay and do battle or exit the quadrant and return later.

If your computers are damaged the accuracy of the Phasors may be reduced.

Should you enter the wrong amount of energy to fire, use the backspace key to erase the number and reenter the number of energy units you wish to fire.

TORPEDOES (Function Key F3)

Along with the Phasors, your transport is also equipped with Torpedo Tubes and supplied with ten Torpedoes. Pressing function key F3 activates the torpedo tubes. Once a torpedo tube is activated you need to enter a course. You may fire a Torpedo in any direction. To aid you in selecting the right course, the computer will display a direction indicator in the Communications block. A course may be any number between 1 and 8.9999.

After entering the course, press the return key. The Short Range Sensors will track the Torpedo across the quadrant. If you hit the Alien warship, it will be destroyed. If you miss, the Alien will fire back at your transport. If there are other aliens present in the quadrant, they will also fire at your transport.

You can fire only one Torpedo at a time. You may continue firing torpedoes until you destroy the Alien(s) or run out of torpedoes. You can get more torpedoes by docking with a Base Module.

Should you fire a torpedo and hit a star, the star will absorb the torpedo. If you destroy a Base Module, your performance record will be reviewed, and your mission may be terminated. Should you destroy the last Base Module, Earth will be conquered!

If you enter the wrong course, you may correct it by pressing the backspace key on your terminal and then reenter the correct torpedo course.

SHIELD CONTROL (Function Key F4)

The Shield Control command allows you to add or remove power to your transport's protective shields. The shields protect your transport from Alien attack. The shields also protect the transport from space debris and the magnetic forces surrounding some of the stars.

The Shield Control is activated by pressing function key F4. The computer will tell you how much total energy you have available. You may deploy as much energy as you wish to the shields. If you deploy too much energy to the shields, you will have trouble maneuvering your transport. When this happens Shield Control will attempt to automatically transfer energy from the shields to the engines. If your warp speed request is too high or Shield Control is damaged, you will have to reduce the amount of energy deployed to the shields manually.

Although your shields are there to protect your transport, you may still incur damage from Alien attack, space debris, or by flying next to or into stars. There are three important things to remember:

- At the start of each game there is no energy deployed to the shields. You are responsible for the protection of *GUARDIAN*.
- When you dock with a Base Module your shields are dropped by the computer. You cannot put the shields back up until you move your transport away from the Base Module. Should you dock your transport while there are still Aliens present in your quadrant, the Base Module's shields will protect the transport.
- The energy in the shields is reduced when *GUARDIAN* is attacked by the Aliens. You have to decide how low you want to let your shield energy drop before raising the energy level again.

DAMAGE CONTROL (Function Key F5)

By pressing function key F5 the computer will report the state of repair for each of the major sections of the transport. The computer will list next to each area the number of lightyears required to repair each item. As you move through the galaxy and use up lightyears, your repair crews will fix the transport.

When you dock with a Base Module you may repair all the damaged areas of your transport at once. Usually, the repair crews at a Base Module can do the work in less than one lightyear.

IMPORTANT — In order to get the transport repaired when docked you must request a damage report after docking. If you do not, the crew at the Base Module will forget to do the work.

When you request a damage report you may find some things listed as damaged that are still working. This can happen if the damage is only minor. Also, if you sustain minor damage while navigating at warp speed, you will not receive an automatic damage report. If you are damaged during a battle with the Aliens, Damage Control will report to you in the Communications block.

CUMULATIVE GALACTIC RECORD MAP (Function Key F6)

Your transport's Library Computer stores the results of all the previous Short and Long Range Sensor scans. Only those quadrants your transport has visited or scanned are shown on the map. For each quadrant the computer will display a three digit number. This number is read the same way as the numbers in the Long Range Sensors on your flight screen. Quadrants yet to be scanned are displayed with three asterisks */***/*. The flashing number indicates where *GUARDIAN* is currently positioned in the galaxy. If the Library Computer is damaged, the Galactic Record Map will be inoperative.

When you are finished viewing the map, return to the flight screen by pressing the return key.

GALAXY REGION MAP (Function Key F7)

The Galaxy Region Map displays the names of the sixteen major regions of the galaxy. Each region contains four quadrants. The quadrants are designated by the region name followed by a roman numeral.

When you are finished viewing the map, return to the flight screen by pressing the return key.

HYPERSPACE (Function Key F8)

Hyperspace is a special device that allows you to move your transport faster than warp speed. Pressing function key F8 engages your transport's Hyperspace engines. Once the Hyperspace engines are on, you cannot turn them off manually. The Hyperspace engines are totally controlled by the computer. You have no control over where the transport will end up in the galaxy. You may travel one quadrant, eight quadrants, or stay right where you are. Hyperspace can be used for jumping around the galaxy to look for Aliens or for getting out of a combat zone when your transport is under attack.

To make the jump into Hyperspace your transport's warp engines and Library Computer must be working. You must have at least 300 units of total energy and a minimum of 200 units of energy deployed to your transport's shields. If these conditions cannot be met, your transport will not enter Hyperspace.

Hyperspace is not a free move. Every time a jump into Hyperspace is made, your transport will burn up 100 units of energy and you will lose one lightyear of time. Because of the extreme gravitational and magnetic forces encountered, no repairs can be made during Hyperspace travel.

LEVEL OF PLAY (Function Key F9)

You can play Space Guardian on three levels. Level 1 is the easiest and Level 3 is the hardest. When a game is started, it is set to Level 1. The Level of Play or difficulty may be changed at any time during a game and as often as you wish. After pressing function key F9, the computer will allow you to make the change.

Level 1: least difficult — Aliens are not very aggressive. They will fire their phasors after being fired on, if you attempt to maneuver within the quadrant, or if you decide to leave the quadrant.

Level 2: moderately difficult — Aliens are more aggressive. You have a 50% chance of being attacked when entering a combat zone. Aliens may fire on your transport more than once when they counterattack. You also have a 50% chance of being fired on every time you issue a new command.

Level 3: most difficult — Aliens are very aggressive. They can move from quadrant to quadrant. When entering a combat zone you have an 80% chance the Aliens will fire first. Every time you issue a command the Aliens will probably attack.

RESIGN (Function Key F10)

When you have had enough, or you are helplessly out-numbered, or you know you should go back to work, or go do your homework, or clean the house, or walk the dog, or get ready for that big date and all those other things that get in the way of you and your computer, press function key F10 to stop the game.

SCORING

How Space Guardian Ends (assuming you don't resign first)

If you make a fatal error, like running out of energy in the middle of the galaxy, or getting destroyed by an Alien, Earth is conquered.

If you manage to use your superior intelligence and destroy all the Aliens, then Earth is saved and you receive an efficiency rating on your skill. The rating can be any number between 1 and 1000. The higher the number the greater your skill at commanding the transport *GUARDIAN*.

GOOD LUCK!

Product Registration and Comment Card

Name _____

Address _____

City _____ State _____ Zip _____

Purchased From _____

Address _____

City _____ State _____ Zip _____

Date Purchased _____

We are interested in your comments and suggestions. If you would like to tell us what you think, please do so in the space provided.

COMMENTS:

PLACE
STAMP
HERE

OMRIC Corporation
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Newington, CT 06111

Space Guardian

----- FOLD HERE -----

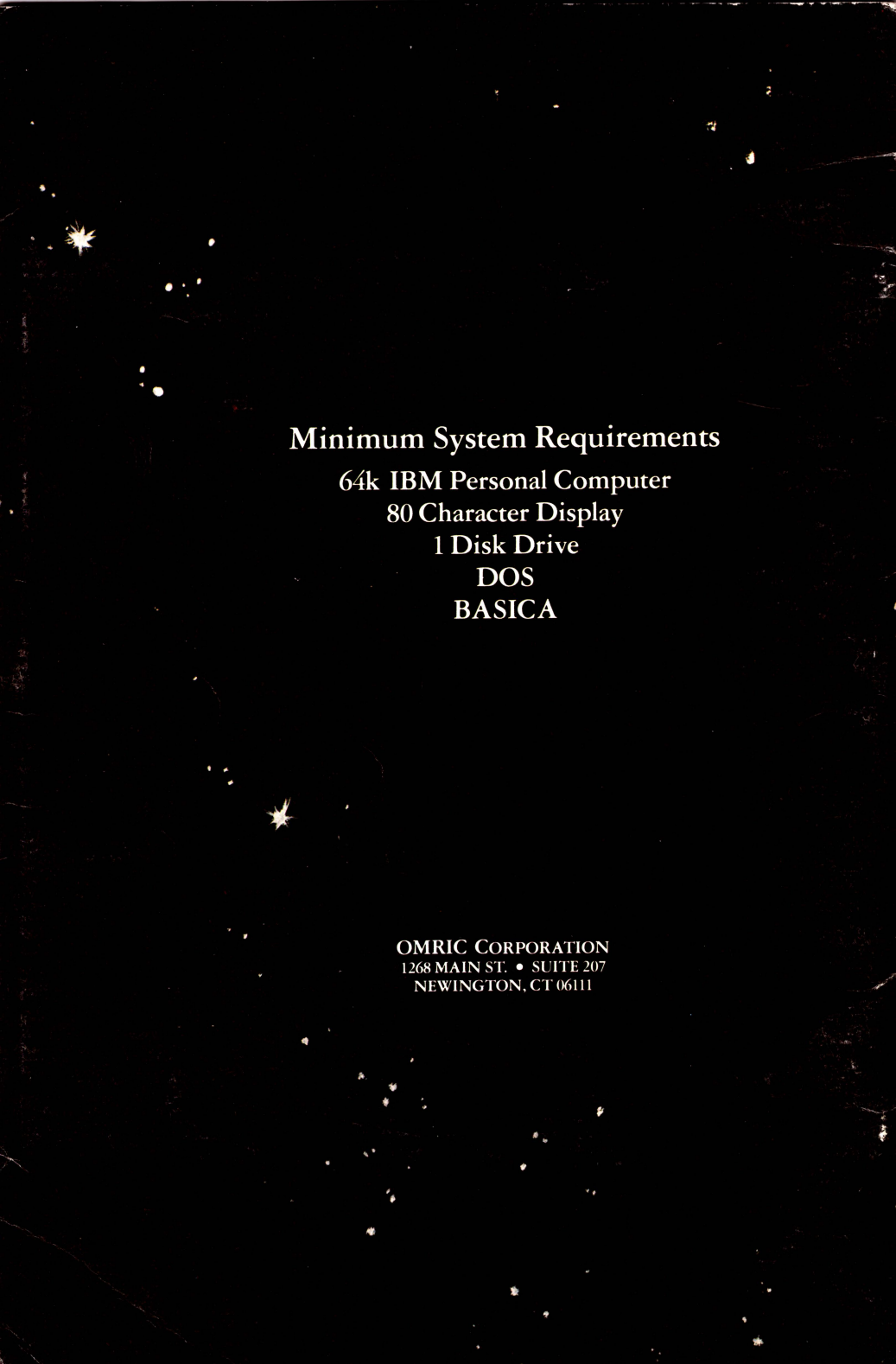
Notice to Software Authors

From its first day in existence, OMRIC Corporation has been committed to supplying microcomputer owners with high quality software. Our software is written in a very modular and efficient way, taking full advantage of all that the microcomputer has to offer. But even more important, our software is written with the user in mind. By making available user oriented software that fills specific needs, we hope to make more people aware of the true power of the microcomputer.

The microcomputer should be viewed as simply a tool to be used to reach an end goal. We at OMRIC are proud to be developing products that will enable the microcomputer to shine in all its glory. But no one company or person can hope to view a given area from all angles. We are looking to expand our horizons and develop long term working relationships with independent software developers. If you have developed software you feel may be useful to others, then we would like to hear from you. Most people create a product to fill a need not met by the market. If you have such a product, we can back it with a team of professionals with expertise in software, user orientation, packaging and marketing.

Do you have a product? Does our market goal intrigue you? Are you excited by the prospect of a product you have developed being marketed nationally? If you are interested in forming a long term, mutually beneficial relationship, please contact us.

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Minimum System Requirements

64k IBM Personal Computer

80 Character Display

1 Disk Drive

DOS

BASICA

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