

STARGOOSE WARRIOR

Even from a quarter of a mile away, Goose could hear the Industrial Dance Music pound through the walls of Cyber Club, the local hangout for every piece of space trash this side of Altair 4. As he entered the dim lit room, he could smell the sour mix of stale smoke and beer, as the usual clientele slumped in the usual seats, and copped the usual cheap buzz. Some things never change.

And some do. A month ago, he had a ship and a run. Not exactly illegal, but not exactly legit either. There was trouble, but then, they don't pay those kinds of credits and hire the best Star Fighter in the cluster unless they expect "some unpleasantness." For a moment, his stern grey eyes stared into space, his mind filled with memories of dodging missiles, screaming rockets and an exploding ship. Miraculously, Goose had survived, but his ship was gone, and without a ship, even the best fighter was nothing but fading hopes.

The clock read 21:07 as Goose stood at the doorway scanning the crowd for a good three minutes. Finally, he fixed his eyes on his target. She was definitely not the typical Cyber Club lady that happened by these sectors on a regular basis. He reached into the pocket of his torn jeans and pulled out a crumpled paper with the words, "Cyber Club, 21:00, no guts, no glory. A mission. Power crystals."

The curves in the handwriting definitely fit her voluptuous form. She had a mysterious air that made her stand out from the regulars who blended into the bland decor. Her dark hair wrapped around one side of her neck and the ends touched the table as she leaned forward listening passingly to the men who were wound up in her beauty. Glancing around, she saw Goose by the door. As she turned to face him, their eye contact was broken by the glare of the gigantic emerald power crystal that hung around her neck. Suddenly, Goose realized the meaning of the note. There was only one place in the sector where you could find crystals like that.

She walked up to him and grabbed the crumpled note out of his hand. "You showed. I'm delighted. This must mean yes," she softly whispered.

"I showed. It means nothing." Raising his brow, and gesturing to the note she now held, he said, "NOM?"

She nodded. "It's the power crystals. I must have them... All of them"

Goose glanced at the gem on her neck and then into her smoky blue eyes, and sarcastically mumbled, "One won't do?" As she stood there, her eyes were as tough as the scars on Goose's face.

"I've got a deal for you." she proceeded. "I've heard you're out of commission - no ship, no fighting. You need a ship and I need a Fighter. Come back with the crystals and the ship is yours."

Goose thought of the planet NOM, with the Power Crystals hidden in a rolling landscape covered with machine gun nests, laser pill boxes, automatic rocket launchers, and robotic attack vehicles. It may be the toughest spot this side of an Imperial Class X base. But a ship! That familiar surge of adrenaline poured through his body as Goose thought of fighting once again.

Goose thought for a moment as he stared at the ceiling and asked, "What's the equipment?"

"A new top-secret fighter, packed to the hilt with the latest weapons. I call it the STARGOOSE." The hint of a smile crossed her face.

"Catchy name. When and where?"

"Tonight. Dock 48. Here's the key."

Goose grabbed the silicon chip she produced from her pocket and walked out the door. He had just chosen his future. He lived for adventure, fighting and challenge.

Some things never change.

LOADING

Atari ST and Amiga

1. Turn off the computer and disconnect all unnecessary peripherals.
2. Place the disk in drive A and switch on
3. Star Goose! will now autoboot and enter introductory sequence, then demo mode.

Note: If you leave the write-protect tab open, StarGoose! will save your high scores.

PC and Compatibles (Note: CGA disk 1, EGA disk 2)

Boot your computer with DOS. Place StarGoose! disk in floppy drive. From the DOS prompt, type the word "goose" without quote marks, and press RETURN. The game will now load and enter into introductory sequence, then demo.

Commodore 64/128

From disk: Ensure a C128 is in C64 mode if you are using one. Place the disk in the drive and type LOAD "*", 8,1. The game will commence loading. DO NOT remove the disk while the red drive light is still on.

CONTROL GUIDE

Press FIRE to start game

STAR GOOSE CONTROLS:

Atari ST and Amiga Control is by joystick, mouse*** or keyboard. Keyboard control is as follows:

Left/Right - alternate keys on bottom row (zxcv...)
Accelerate - top row (qwerty...)
Decelerate - middle row (asdf...)
FIRE - Space Bar

Commodore 64/128 Control is by joystick only.

PC and Compatibles Movement can be controlled by Mouse***
Control is by keyboard, which defaults to the following keys:

Movement - cursor (arrow) keys
FIRE: Space Bar
Accelerate - up arrow key
Brakes - down arrow key

Note: Keyboard may be redefined before or after a game by pressing F1.

UNIVERSAL MOUSE CONTROLS:

Moving the mouse Left and Right banks your goose respectively. Move mouse Up to accelerate. Move mouse Down to use your brakes. Left Button FIRES your cannons. Right Button ARMS & FIRES Right missile. (Use keyboard controls to access left missile.)

Missiles are launched in 2 stages, from the same key: First, arm missile. Second, fire missile.

	<u>Left Missile</u>	<u>Right Missile</u>
ST	Alternate	Caps Lock
Amiga	Left Alt. or right A	left A or right Alt.
C64	up/down CRSR	left/right CRSR
PC	N	M

SPECIAL FUNCTIONS

<u>Function</u>	<u>ST</u>	<u>Amiga</u>	<u>C64</u>	<u>PC</u>
Abort	ESC	ESC	-	Q
Music	F9	F9	F1	-
Sound FX	F10	F1	F3	F2 (FX with music)
Pause	Help	Help	F5	F3
Continue	Undo	Del	F7	F4

GAMEPLAY

Status Display:

All status display is on-screen. As FUEL, AMMO and SHIELD are depleted, the words are progressively shaded.

Star ~~Geese~~ heads indicate remaining lives. Undeployed Missiles are indicated on the left of the display. The 6 crystals are indicated on the left of the display and are shaded dark when collected.

Objectives: You must battle through the 8 levels of Nom, collecting the 6 crystals on each level.

To replenish FUEL, AMMO and SHIELD, enter the appropriate supply tunnels and fly into the Eyes. Launching a missile in the tunnels will collect all Eyes in range. (PC and C64 players may also have to use tunnels to cross gaps in the levels.)

COLLECT the six crystals on each level before you can move to the next one. The next level is entered through a face-up gate. Bonuses are collected from the Eyes in these Connector Tunnels.

To collect MISSILES, fly through the Missile Gates. A new Star Goose is awarded every 100,000 points. If you have lost all lives, press FIRE and you will start at the last level reached. Press ESCAPE to restart at level 1.

Hints: Always have missiles armed. Go slowly unless you are under fire from a ground installation. The most efficient way to clear a level is in 3 sweeps. First time, to survey the layout, and take out ground installations. Second collect crystals. Third, maximize your supplies before entering the Connector Tunnel.