

The COLONY



The Colony

Installation Instructions Begin on Page 22.

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The console lit up, illuminating from below the visage of the captain of the craft who had been, up until a moment ago, sleeping on it. The sub-space radio crackled and the awakening Space Marshal yawned in reply.

"We have a condition Red-2 in your sector, marshal," hissed the com-link.

"Huh?" The eyes cracked opened to slits and a hand moved to open the channel. "Red-2? Where?"

The dispatcher responded, "Delta 5-5. We haven't been able to raise them for several hours and their last message was rather cryptic."

"Playback."

"This is Commander Bagdasarian of space frontier colony Delta 5-5. We have been overrun. I repeat, we have been overru....."
The recording ended in a wash of static.

"That's all we've got." The dispatcher spoke with the deliberate and unemotional tone that always signified trouble. "As Regional Marshal it's up to you. We don't want anything fancy here, not another 'Ganamede Incident.' Just find out if there are any survivors and get them out. This was a *Settler Plot*. You know... families."

"Children?"

"Yes."

"Damn!"

"Rescue any survivors and assure that whatever happened to Delta 5-5 does not happen anywhere else. You will be receiving hard-copy of your orders by tele-link."

The next several hours were not comfortable ones as the Armored Cruiser headed towards its destination, Delta 5-5. Images from the Ganamede tragedy filled his head and he remembered the screams of the dying.

"Not again!"

Suddenly the emergency console lit up.

- GRAVITATIONAL FLUCTUATION -

"Black hole!?! But there's none charted in this sector. Where - what is going on here?"

- POWER DRAIN CRITICAL -

"I've got to save power for life support." The switch flickered red then green. "Good. There's enough for a while."

Suddenly, the emergency console flashed again.

- MASS IMPACT INEVITABLE -

With a resigned sarcasm that was very atypical of the common space marshall, he spoke as if to an unseen audience, "What a way to go. Welcome to Delta 5-5, jewel of the cosmos. Come, get sucked planetward by our own special black hole. See our....."

Suddenly the disturbance ceased as suddenly as it had begun.

"What? black holes just don't up and walk away. What is..."

- PREPARE FOR IMPACT -

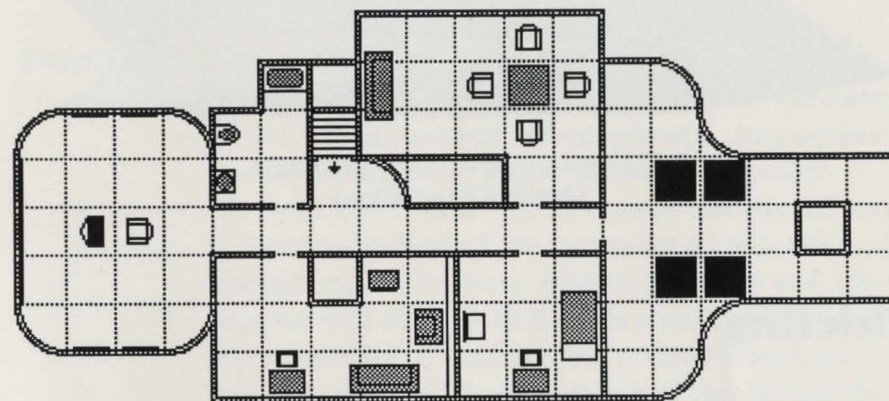
The ship hit hard - but not as hard as it would have were the emergency retros not fired at the last possible second.

The impact had a much harder effect on the captain. It would be a while before he would regain consciousness.

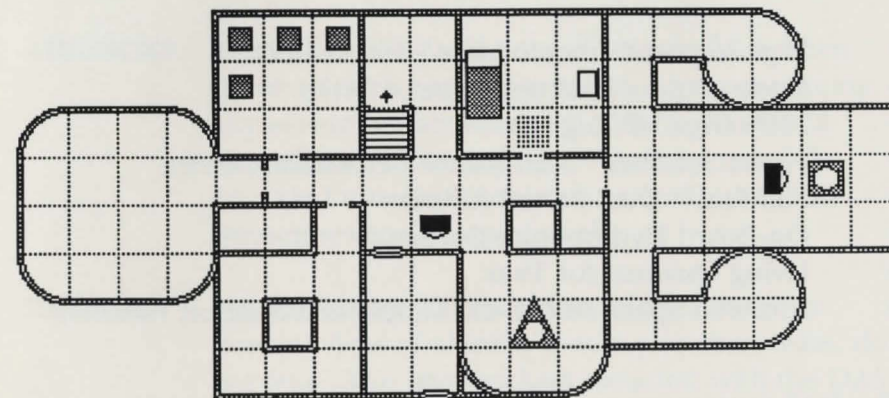
#

DAS ARMORED CRUISER

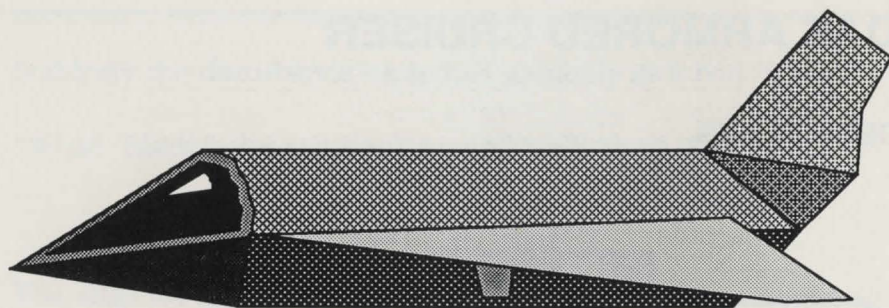
DECK PLANS



UPPER LEVEL - COMMAND STATION



LOWER LEVEL - REACTOR - SUIT INSTALLER - AIRLOCK



EXTERNAL VIEW - DAS CRUISER
(Archive Illustration)

Briefing

The DAS Armored Cruiser is the standard transport vehicle for Space Marshals in the Outpost Segment. It comes with the following standard equipment:

- High-Impact Carbonic Meta-Plastoid Hull
- Linear Output Enclosed Reactor Drive
- 150**i* Giga HP Engines
- Planet Smasher™ Anti-Matter Detonation Device
- Full-Seal™ Dual Ported Airlocks
- On-Board Hydroponics Garden
- Living Quarters for Two
- Armored Space Suit (F-21) Supply and Support Facilities

The DAS Cruiser is one of the most reliable space vehicles presently in commissioned service. However, if anything should happen to your vehicle, the DAS Cruiser has been equipped with the latest in high-efficiency safety devices.

HULL - The hull of the DAS Cruiser should be able to withstand impacts of up to 5 Mega-Gs (gravities) with ease. This should allow for safe passage through most meteor showers and battle situations.

REACTOR - The reactor used on the DAS Cruiser conforms to standard fitting specs., and also advances the state-of-the-art with several enhancements. Any serious system damage will cause the reactor to enter "Power-Down" state. In this mode the reactor core is essentially dead. It has been set so that only enough power for basic system functions and life-support will be provided. This should minimize the possibility of containment contamination and will enhance the life-expectancy of the occupants of the DAS Cruiser.

(NOTE: For Gov't issue vehicles minimal power will also be available for use of the F-21 Armored Space Suit)

AIRLOCKS - The Full-Seal™ Dual Ported Airlocks have been designed with security in mind. Upon sustaining any severe impact stress, all airlock doors will immediately close and seal. Only by using the provided universal decoder can you unseal the decompression compartment.

RETROS - If an emergency situation should result in the dramatic loss of altitude over a planetary mass, do not fear. The retro rockets included with the DAS Cruiser incorporate the latest life saving technology. Long before actual impact the retros should fire automatically gently easing the craft into a 3 G "touchdown." This should be enough to

eliminate all damage to the craft. After the pilot recovers, we suggest that power levels be checked as this impact will also cause the reactor to enter "Power-Down" state.

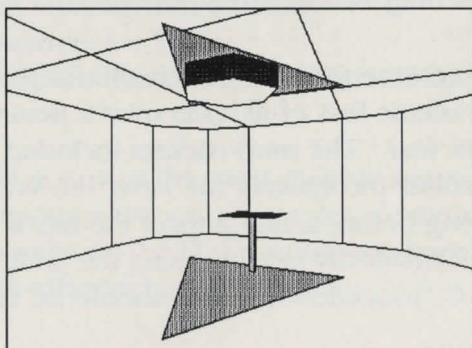
F-21 Armored Spacesuit (and Installer)

The F-21 Armored Spacesuit comes with the following advanced features and is designed to provide the wearer with near invulnerability in almost all "Close-Encounter" situations.

- Direct Contact Installation
- (3) Armor Types
- (3) Weapon Types
- Heads-Up View
- Keyboard Operation
- Free-Form Operation
- Multi-Control
- Universal Power Absorption
- Air Conditioning

Installation

This is the F-21 Spacesuit Direct Contact Installer.



You can activate the installer by standing on the Contact-Pad and choosing both the armor and weapons types that you would like. Before you make your selection, be sure that your reactor has enough energy available to correctly power your weapons and armor selection. Failure to install a suit with the proper amount of energy can result in energy drain and system failure. See warning below.

WARNING: DO NOT attempt to operate the F-21 Armored Spacesuit without the prerequisite amount of energy. This suit has been outfitted with a Universal Power Absorption facility. This option allows your suit to store and utilize any form of radiant energy it comes in contact with. If there is not enough energy being supplied to the suit at any time, it will resort to drawing its energy from its occupant.

F-21 Heads-Up Display

There are several different items which make up the F-21 heads-up display with which you need to be familiar.

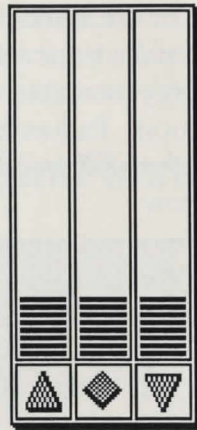
Support Systems Display

This display presents you with the current power levels for your weapons and armor, as well as a personal health monitor. This information is presented on a logarithmic scale. In order to increase these levels power must be supplied to the suit from an external power source (such as an active energy matrix). Life support enhancements will also be able to increase the users ambient health while wearing the suit. Standard operation will, of course, drain these levels.

 **WEAPONS POWER**

 **LIFE FORCE**

 **ARMOR POWER**

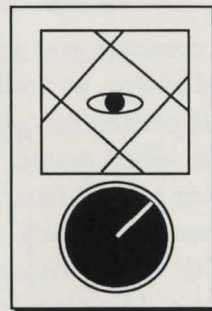


Support Systems Display

Overhead Display and Compass

Your F-21 suit also comes with a simulated overhead display and compass facility. The position of the suit is always located in the center of the square overhead display. Objects in close proximity to the suit will be represented as circular objects. Relative sizing is estimated. (*This unit is identical to the personal unit issued as standard equipment to all Space Marshals.*)

OVERHEAD DISPLAY and COMPASS



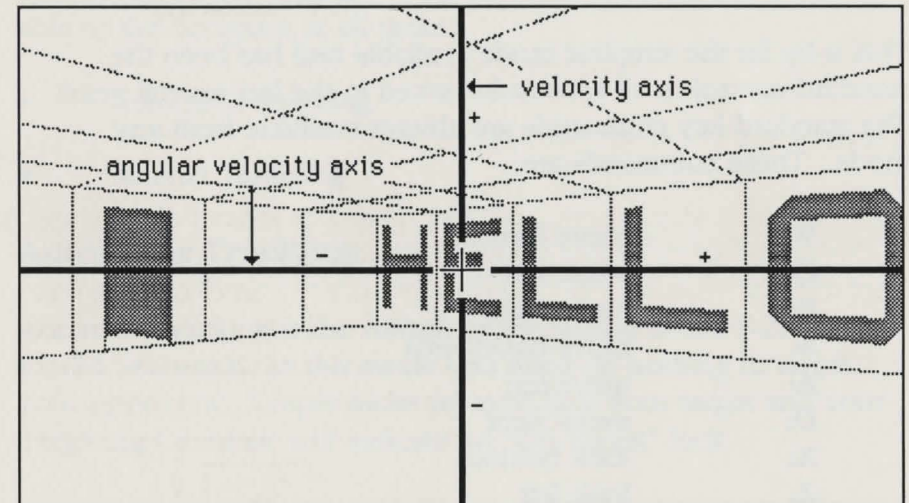
The lower circle is the integral compass. This compass is de-

signed to fix upon the strongest magnetic source it can locate. This means that the top-most point of the compass is not guaranteed to be North, but for all intents and purposes, it can be treated as such.

Viewport Controls

The F-21 Armored Spacesuit comes with the most advanced and easy-to-use control system yet built into any such suit. This is the Free-Form control option.

(The cross-hair represents the center of the screen.)



Free Form Control Axes

The x and y cartesian axes are utilized where the y-axis is the forward and backward velocity control and the x-axis is the left and right angular velocity control.

In simpler terms, move the pointer above the cross hair and you

go forward, move it under and you go backwards, move it to the left and you turn left, move it to the right and you turn right. You can also use it for any combination of the above to arc around a corner. To fire the laser while in this mode press either the space bar or the mouse button.

F-21 Movement Control

The F-21 has two modes of movement control with which you should be familiar.

Keyboard control

This is by far the simplest mode available and has been the standard control in all spacesuits issued in the last several years. The standard key commands are always available from any mode. These commands are:

W:	move forward
Q:	rotate left
E:	rotate right
S:	move backwards
A:	move left
D:	move right
X:	look behind
Z:	look left
C:	look right
Space Bar:	Fire laser
1-5:	variable speed control (used only for keyboard control)

Mouse Control

Mouse Control allows you to simply "walk" the spacesuit by pointing in the direction you wish to move. Following the guides of the "Free-Form" control axes you should be able to guide the suit smoothly through any terrain. In this mode the mouse button activates the laser firing sequence.

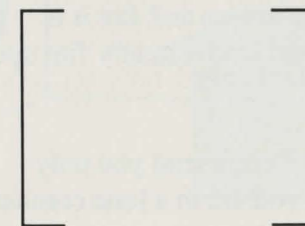
Firing Controls

The F-21 Armored Spacesuit also has the latest in computerized system fire-power support. Two different firing modes are available to the occupant at all times.

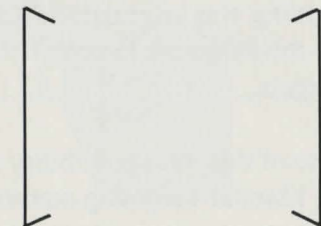
- Automatic Tracking
- Manual Targeting

Automatic Tracking

Automatic tracking is the default mode setting of the F-21 Armored Spacesuit. In this mode you need do nothing to target your opponent. Simply move so as to face your target and your Targeting Crosshair will indicate an "On-Target" lock.



Targeting Crosshair

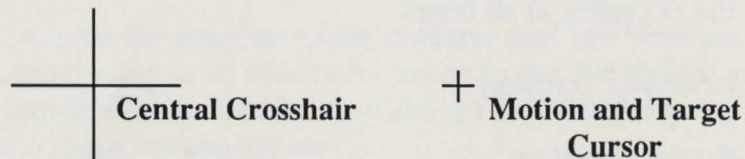


On-Target Lock

Manual Targeting

Manual targeting is much more complex and requires some practice before you can become proficient with it. However, it can prove to be a much faster and even more accurate system.

You will not see a targeting crosshair using this system. You will only see a large crosshair in the center of the heads-up display and the standard movement crosshair that you have been using for steering control. Using the steering control cursor, you can now not only turn, but you can turn and fire.



The action of the Motion and Target cursor is geared so that you are able to turn quickly and fire. Careful attention should always be paid to the fact that you are always moving the F-21 Armored Spacesuit as you are firing it.

DO NOT FORGET THIS!!!

There have been several accidents reported in instances where close combat fighting was required. In an attempt to turn and fire it is possible to misjudge the turning/firing arc and inadvertently fire upon friendly targets.

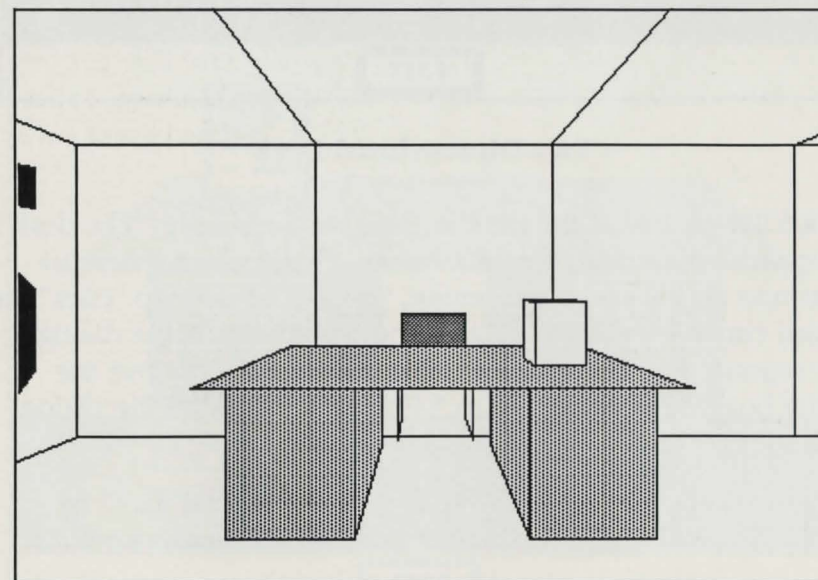
It is because of this slim possibility that we recommend you only engage the Manual Targeting control when you are in a lone combat situation, or you are in a wide combat arena.

General Weapons Tips

Firing is one of the most costly actions you can undertake power-wise. We have equipped the F-21 Armored Spacesuit with the capability to auto-fire, but we greatly discourage its use unless in an extreme situation. Generally, short controlled bursts are the best combat tactic.

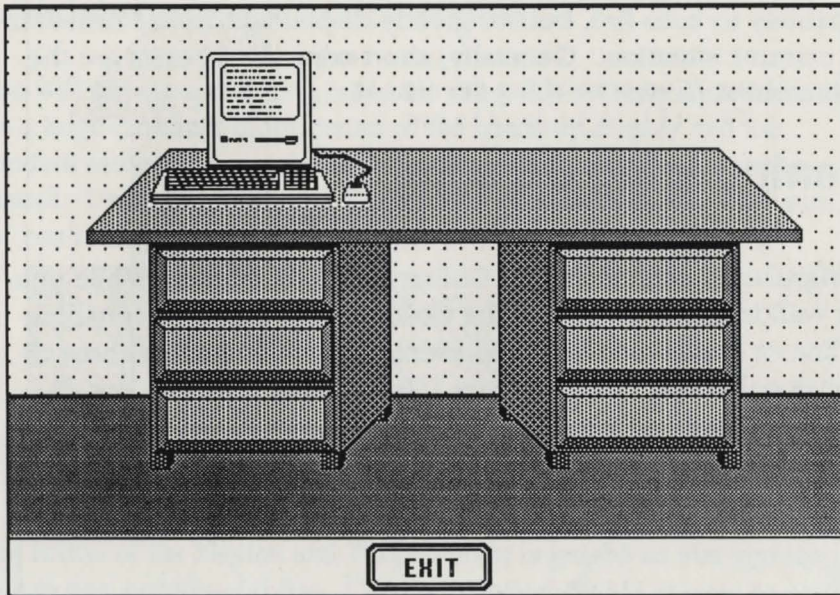
Manipulating Objects

Manipulating objects in **The Colony** is quite simple. While you are walking around inside **The Colony** you will see everything as line or "solid-modeled" representations. (This is the three dimensional version of the object.) In this state you can not directly manipulate these objects.



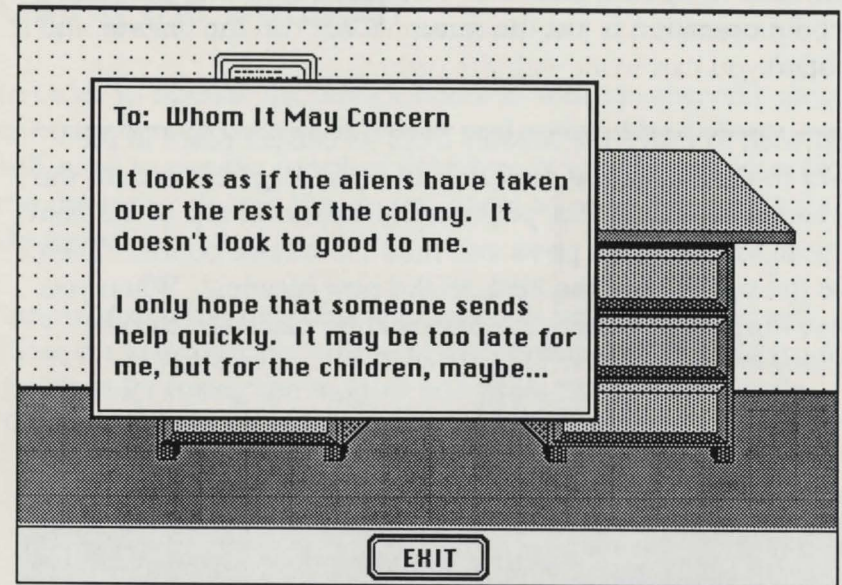
Three Dimensional Desk

In order to work with an object you must first go up to it and it will be presented in a two dimensional or "bit-map" mode. In this state you can work with the object.

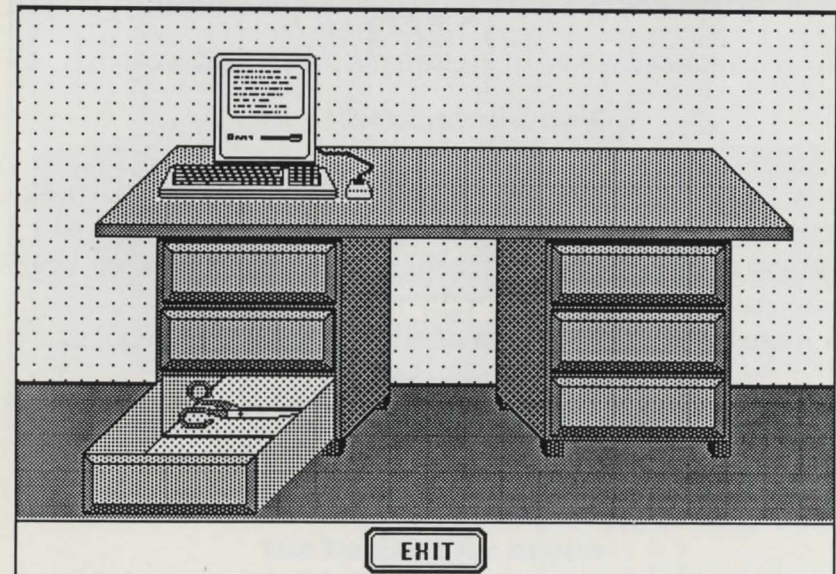


Two Dimensional Desk

Notice the picture of the desk in the above example. The desk is composed of several different objects. If you wanted to read what was on the computer screen, you would need to "click" the mouse cursor on the screen and you would then see a dialog box representing the contents of the screen. To remove the dialog box you would need to "click" once more on the dialog box itself to remove it.

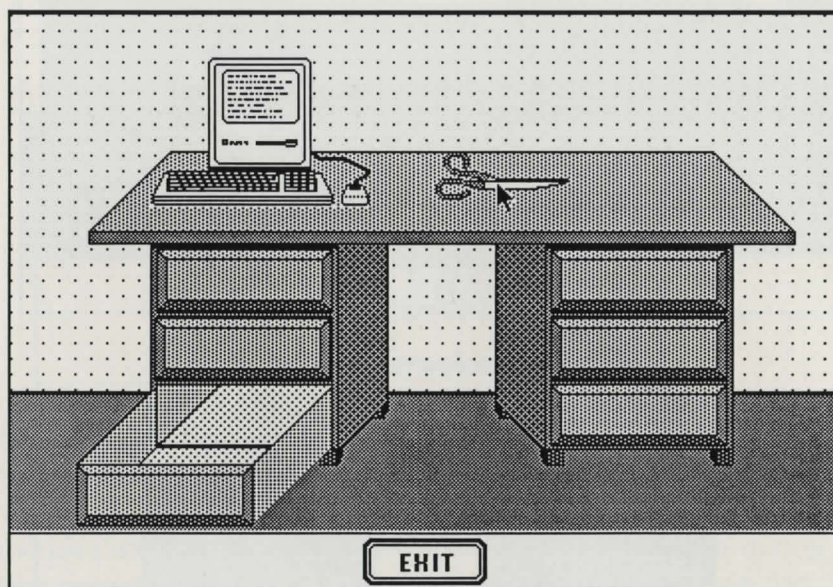


Text From the Computer Screen ↑ Drawer Open ↓



If you want to open a desk drawer, as shown on the previous page, the operation is just the same. "Click" on the drawer and it will open.

If you wish to move the scissors from its current place in the drawer to the top of the desk, "click" and "drag" the item to the new location. To do this, position the cursor on top of the item you wish to move and press and hold the mouse button. Then, move the cursor, and the item, to the new location. When you release the mouse button, the item will be placed in its new location.



The Scissors Moved to the Desktop

Using the Decoder

In order to operate the airlock doors as well as other key pieces of equipment in both your cruiser and within **The Colony**, you will need to use the supplied decoder. You will need to enter the desired code into the control panel so as to gain access to the desired device.

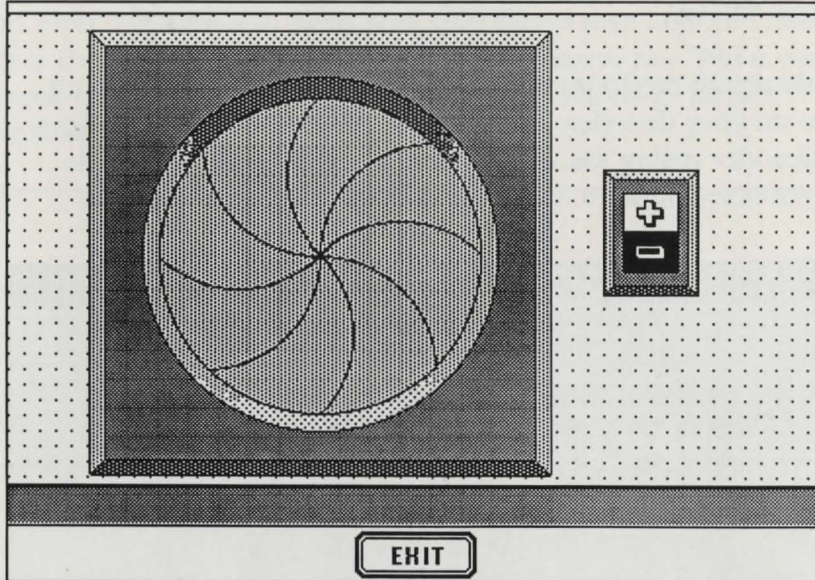
Simply match the four character symbols on the console with those on your decoder. Type in the corresponding code from the decoder (using the mouse) and press "E" on the console. The console will then flash and you will be granted access.



**Security Control Panel
Use Decoder for Access**

Using Doorways

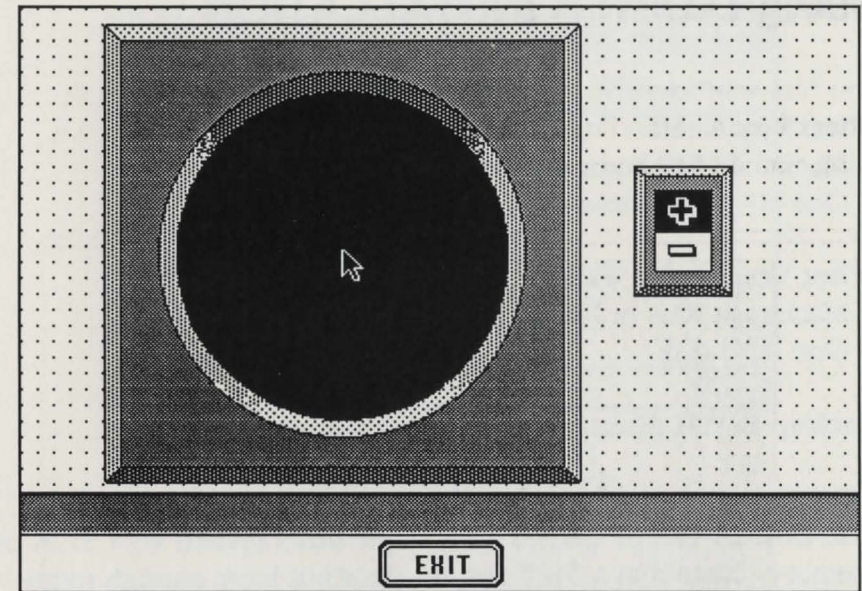
You "activate" doorways in much the same manner as you do other objects. Standing in close proximity to the doorway will bring you a two-dimensional representation of the door.



Two Dimensional (Bit-Map) Airlock

To open this door you must first "click" on the "+" next to the door. This will cause the central iris of the door to open. (This is assuming that you have entered the correct code into the airlock security control panel.)

You will then be presented with the door open in front of you. In order to go through the door to the other side, "click" the mouse in the center of the open doorway, and you will pass through the door.



Click in the Center of the Open Door to Go Through

The captain of the craft awoke in the darkness. His head slowly began to clear.

"Damn! Impact must've sent the reactor into 'Power-Down.'" He looked around trying to distinguish the central control panel from the rest of the blackness. "Let's just hit the lights and find out where we are."

Still shaken, he switched on the lights. "Now that's a whole lot better."

He quietly made his way to his cabin and examined his face in the mirror. "Well," he said to himself, "Time to strap on the 'ole six-gun and go in shootin'. Got to rescue them tha'r children and save the world... again."

MACINTOSH™ INSTALLATION

What You Need

- Macintosh 512 computer or larger.
- One 800K disk drive.

What You Really Want

- Macintosh Plus or larger.
- One hard disk.

Backup BOTH disks. Put the originals in a safe place.

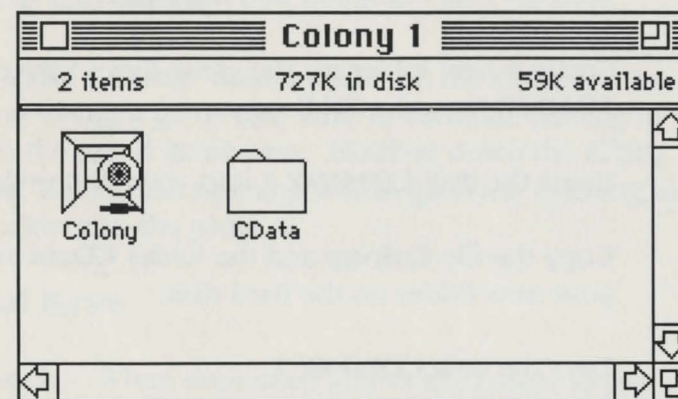
Minimum System

The Colony can be played on a single drive system with 512K of memory. Note that a 512K system does not have enough memory to support all of the sounds that are used. These additional sounds require at least one megabyte of RAM.

The minimum required system to play the game is on the disk **Colony 1**. This disk contains the main program (**Colony**) and all of the required files in the folder labelled **CData**. Remember that **CData** must always be in the same location as **Colony**.

Playing **The Colony** from Floppies

- STEP 1.** Boot your Macintosh with a **SYSTEM** disk.
- STEP 2.** Eject the **SYSTEM** disk once the machine has fully booted.
- STEP 3.** Insert the disk **COLONY 1** in the drive.
- STEP 4.** Double-Click on the **Colony** icon to begin the game.



The Colony Startup Disk
CData must be in the same folder as Colony

Zounds

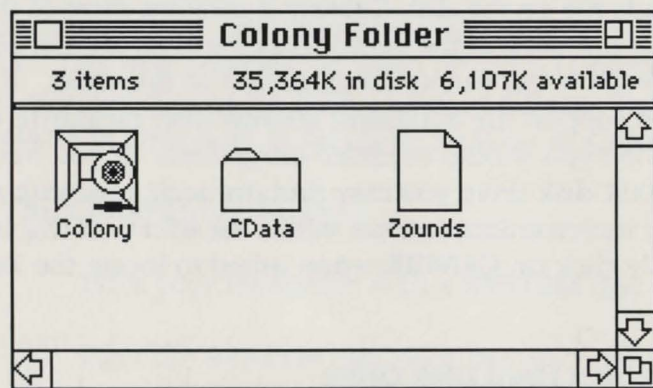
The **Zounds** file on the disk **Colony 2** contains most of the sounds that are used in the game. These sounds are not required to play the game but can add a great deal to the effect. If your system can support the additional sounds (one megabyte or more of RAM) then you should consider using them. If you have only a single 800K disk drive you may find the additional disk swapping to be inconvenient and not worth the effort. If this is the case simply click on **CANCEL** when asked to locate the **Zounds** disk.

Installing on a Hard Disk Drive

The Colony is not copy-protected. To install the program on a hard disk is quite simple.

- STEP 1.** Turn on your computer and hard disk.
- STEP 2.** Create a new folder for the game files. Select **NEW FOLDER** from the **FILE** menu.
- STEP 3.** Insert the disk **COLONY 1** into your floppy drive.
- STEP 4.** Copy the file **Colony** and the folder **CData** into your new folder on the hard disk.
- STEP 5.** Eject the disk **COLONY 1**.
- STEP 6.** Insert the disk **COLONY 2**.
- STEP 7.** Copy the file **Zounds** into the folder on the hard disk.

The resulting folder should look something like this:



The Colony Properly Installed on a Hard Disk

Playing the Game

To play **The Colony** "double-click" on the **Colony** icon, or if you have saved a game and wish to continue playing it, double click on the saved game icon. Holding down the SHIFT key and "clicking" during the opening will by-pass the opening and take you straight into the game.

Special Keys

Caps Lock - When depressed allows the cursor to roam freely around the screen for steering control. This key should not be depressed if you are running **The Colony** under Multi-Finder.

Option - Pressing and holding this key will disable the activation of the bit-mapped objects (except for doors). This will allow you to maneuver around objects more easily.

Menus

File

- | | |
|-------------|---|
| New | Allows you to begin a new game. You will be asked if you wish to save the game in progress or not. |
| Open | Allows you to restore a game previously saved to disk. |
| Save | Saves the current game and uses the last file-name used for a saved game. If there has been no previous save, |

you will be prompted for a name for the save file.

Save as... Saves the current game, but prompts you for a new file-name for the save.

Quit Quits the game in progress. You will be prompted to confirm this action.

Edit

Undo

Cut

Copy

Paste

(The Edit menu is provided solely for the use of desk-accessories. Their function is determined by the desk-accessory being used.)

Options

Sound Turns the sound effects on and off.

Crosshair Turns the center crosshair on and off.

Faster Toggles the game between line drawing (faster on) and filled polygon (faster off) modes.

Manual Targeting

Toggles between Automatic and Manual Targeting modes for firing control.

(A check will appear before each one of the Option menu commands to signify that it is on.)

From the Author

Five years ago I decided to write a computer game. At the time the best computer game in the world was BATTLEZONE. It was a three-dimensional tank simulation game where you were fighting other tanks. This was more than just a game, it was an excellent simulation, a virtual reality. This became the standard upon which I was going to judge myself. I would attempt to create a virtual reality that would go one step beyond BATTLEZONE and the flight simulators. The system I decided to build would simulate building interiors. The user would actually "walk" through these simulated buildings and interact with what was found there.

What I actually created was four different programs. Two of them are part of **The Colony**. The first of these is the *FLY-BY Environment Simulator*, the second is an homage to BATTLEZONE. The other two programs were used to build **The Colony**. The first of these is a floorplan blueprint program that lets you create walls, doors or any other objects the user will see simply by clicking with a mouse at the appropriate location on a map. The second program was used to design the bitmapped scenes when the user interacts with the objects such as the desk or doors. This program allows you to create objects and animate them simply by dragging them from one window to another. Object interactions, such as when scissors cut open an envelope are defined at a slightly higher level. I tried to make the designer's life easier because I hoped to build a system that non-programmers could use. This proved to be far more difficult than I first imagined and I had to compromise somewhat. These two programs can be used to design 90% of a playable system, but there is always a need for special case programming.

The Colony was not created in a vacuum. I have had help from many people in many different ways since I began this project (and before). They have all been great teachers whether they knew it or not. This list is sadly incomplete.

I thank Daphne Hatsopoulos for taking a chance and giving me a start, Bob Ness and Bill Nett for being my first programming teachers, Richard Greenblatt for teaching me, by example, what hacking is all about, Lucia Vaina for teaching me, also by example, what hard work is and for demanding that I give everything I had to a project, Stelious Pezaris for teaching me the discipline of coding, the philosophy of engineering, and the elegance of design, Edoh Amiran for helping to get this project off the ground in its very early

stages and of course for introducing me to my wife,
Lynne Butler for showing me what true dedication is,
Scott Berfield for his support and ideas,
Peter Sills for his myriad of suggestions,
Mike Kahl & Co. for creating LightSpeed™,
The University of Chicago for teaching me how to be critical and how to
think,
Young Chang for teaching me about courage,
My parents for believing in me and setting me in the right direction from the
start,
And most of all my wife for supporting me, loving me, and keeping me sane
through all of it.

*David Alan Smith resides in North Carolina near the Research Triangle area.
His real job is with a firm there where he is involved in robotics research,
specifically robotic telepresence, tactile sensing, real world modeling, and
advanced user interfaces for robotic control.*



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