

STAR BREAKER



Frames

STAR BREAKER

 ATARI

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THE COLONIES

The Orphius System, once home to a vast, proud race was dead. Whole worlds lay devastated, charred husks spinning slowly through the void. The stars kept a silent vigil as these barren spheres rotated in their lonely orbits. The space lanes once teeming with interstellar travel now lay deserted, only motes of cosmic dust moved between them.

War had come to Orphius. War and the bloodied hand of the Rrampon Empire...

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In a galaxy filled with a myriad races both strange and exotic, the Orphans had stood apart from all their peers. While nations rose and fell in the age-old dance of force and counter-force, they alone had distanced themselves from their barbaric past. They had lived harmonious lives, dedicating themselves instead to the pursuits of trade and industry, of art and philosophy. They had risen fast and wide.

Their system's boundaries grew as worlds looked upon them and realised that here lay the true way. The road of peace that they chose to tread became an enviable route and more of the universe chose to exchange the iron fist of war for the open hand of friendship and ally themselves with the Orphans.

The League of Allied Worlds spread slowly through the stars, with each successive world laying down its arms and letting the balm of harmonious co-existence ease their wounds and heal old scars. As the centuries passed, the growing Orphan way of life shone like a beacon against the way that other worlds conducted themselves with their intergalactic neighbours. Like a vast ocean slowly eroding a continent's shoreline, so the Orphan way of life became the

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norm among an ever-growing populous. Soon, as world accepted world and nation came to live with nation, the differences between the races became less clear. Inter-species marriage and breeding finally produced a race so unlike their original predecessors that they were unable to say where their roots truly lay. And if they could, they preferred not to as they now saw themselves as true members of the pure Orphan bloodline.

As the races intermingled, the Orphan mind powers that had set them apart filtered through to the new blood that was coming into the race and with each generation their powers increased. Telepathy and telekinesis had always been the foundation of their gifts but now mind-melding and psi-swapping were included among them. Where manual labours had been called upon, machines could now be guided by a single thought. Star ships could be steered throughout the space-ways by a mere flick of a synapse, the course plotted by memory and changed with uncanny accuracy in the blinking of an eye.

Other races chose not to ally themselves with the League but live their lives outside the Ophan

way, as was their right. The League enforced their will on no-one but merely existed within itself and alongside its neighbours and a peaceful collaboration came about with each party benefitting from the other in a perfect symbiotic relationship. But what some have, others will always covet, and the Rrampons fell perfectly into this latter category.

They were a cruel, despotic race kept in check only by great force on the part of the surrounding worlds who lived their lives in constant fear of Rrampon expansion. Seeking help from the League had all but fallen on deaf ears, for their prime directive was that no world, regardless of their ways should be forced to follow the path of another simply because they choose a darker route. An infinitely admirable aspiration but one in which lay their ultimate downfall.

Failing to monitor the progress of the Rrampon's developments meant that they were totally oblivious to the creations being wrought on the Rrampon Technosphere. A world of pain and torment, the Technosphere held all the Rrampon sci-meks who worked around the clock with one goal in mind. To escape from the holding sphere of worlds about them and the destruction

of the ideological Orphius system. Once this was gone then the cosmos would be in turmoil and the pickings would be ripe.

And so it was. War erupted. The first worlds fell in a blaze of fire from the skies. Weapons undreamed of were turned upon them from the Rrampon fleets that blotted out the stars and all fell before their unchecked might.

Having had no need for defence for centuries, the Orphan nations lay like lambs at the slaughter and died as such. Extinction loomed as the Rrampon hordes swept through the stars towards the remaining planets. But desperate times call for desperate measures and the elders on Orphius Prime melded their group minds together seeking a solution. And it was found.

A ship was created with their telebots working as they had never before. A ship the like of which had never been seen. It was a world. A vast sister planet to Orphius Prime but one controlled by a single mind.

The elders had frozen cells for generations, cells that could be pooled to form perfect beings.

Beings with minds capable of anything that could be imagined. And the situation called for such a being. Stepping from the gene pool, Arg opened his eyes and looked upon his creators, his peers, his fathers. He was the perfect man. Pure of heart and spirit, the ultimate mind warrior. No explanations were necessary. Sharing his progenitor's thoughts, he knew the reasons for his being and accepted his task without compunction.

Mere days later he sat in the core of what had come to be known as the mind-world and looked for one final time upon the planet of his birth. Deep in the holds lay storage pods filled with a myriad cells for the population of future worlds. Contained in each cell was the sum knowledge of the Orphan race.

His brothers and sisters, for so he saw them were protected by the mind-world and he was its guardian. The ship spoke to him constantly, updating him on system checks and drive controls as he readied himself for the first step in his long and arduous task. His powerful, many layered brain took all messages in its stride as his fingers stretched out to turn the ship away from Orphius Prime.

Drives were energised, vast engines powered and they were gone.

Two days later, Arg turned his scanners back towards his homeworld for a routine check. He felt the comforting flow of thought reach out to him across the light years from the groupmind of his people and then in an instant it was gone. White light filled the screen and dazzled his eyes. As he adjusted to the glare he felt an emptiness invade his mind. His people were no more.

The Rrampons had achieved their darkest ambition. The last world in the system he called home had fallen beneath their heel to be crushed like all before it. He was now an Orphan in name and nature. But not for long, he would return. And in returning he would bring life back to his race and their devastated worlds.

He turned his tear-filled eyes from the scanners and sent the mind-world into null space. Here in the space between space he would be safe. And he would wait.

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Time passed and the Rrampons turned their attentions elsewhere. It was as they had predicted. Chaos ruled the stars. And it was undercover of this chaos that space tore a hole in itself and revealed the mind-world. It slid silently through the void, its shields up, back to its mother system.

Arg was dead. Centuries had passed while he waited and the ship's drones had revived new cells from their slumber to replace him. Each shared his thoughts and each was named after him, regardless of sex. Little had changed upon the mind-world, but now along with its prime directive, to seek out its home worlds and restart the cycle of life there, it was prepared for any contingency.

In the unreality of null space, Arg and his successors had scanned the memory banks of the universe history, and they had learned. Irresistible force must be met by an immovable object. The object was their prime directive, only now it would be protected by the light troopers created in the mind-world's tech-centres. A race of Symbiots, the light troopers orbited constantly about the mothership in the Star Breaker

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fighter craft. Sleek and deadly they would descend from the mind-world to meet any resistance with swift and brutal destruction. They were prepared.

World seeding started. Initial bases were established upon the ruined worlds of the Orphius systems and the UCM computers toiled at turning the lands into habitable terrain once more.

The Starbreakers scoured the stars for alien attack with their light troopers ready for any event. Arg kept a constant vigil upon each through the accompanying viz-drone that allowed him to monitor their progress. The progress was slow and uneventful and Arg fell into complacency.

Without his knowing, his movements had been noted by the Rrampons and they were now following him through the stars, infiltrating each world and corrupting each base for their own uses. Rrampon hordes and mutants now moved through the Orphan halls and giant space clams, huge carnivorous molluscs lay in wait for any unwary invaders.

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Finally circuits connected, scanners glared into life and alarms sounded around the mind-world. Arg was shaken into action and within seconds a squadron of star breaker fighters descended onto the infested world below. Viz-drones were activated and Arg took the fight for the Orphan race to the Rrampon despot for the first time.

Join the fight. Destroy the Rrampons.

Be a Star Breaker!

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ABOUT THE GAME

Star Breaker is a two part multi-level arcade game. The first section of the game takes place in the thin atmospheres of the colony planets. Here you control the Star Breaker space cruiser, piloted by a Light Trooper security android, monitored and controlled by a Viz-drone. You must attempt to attack and destroy the Rrampon invaders as they descend to the planet's surface and try to infest the colonies with fresh space clam beds.

These Rrampon attacks are centred around the Rrampon control craft known as Harvester Command Ships. They are Piloted by Rrampon Overlords, who are cocooned within life bubbles, which are themselves protected inside Escape Pods situated at the top of the harvesters. This multiple cocooning makes the harvesters very difficult to destroy as they have to be eliminated a section at a time, but the bounty credit award for a complete kill is well worth having.

Harvesters are also protected by squadrons of various fighter craft that move in formation and will try to block your flight path to their control vessel. Slower moving defences are also constantly being deployed around the colony worlds

by Rrampon high command. These include electro-mines deposited by Minelayers, and semi intelligent Sui-droid robotic pods which attempt to crash into and destroy the Star Breaker whenever they sense your craft is near their position.

To help you combat the Rrampon defences your flotilla of space fighters is supported by the viz-drone's radar facility which is displayed in the centre of the game status screen. This will allow you to plan your high speed runs at the Rrampon harvesters. The radar display is described in detail in the later section in this manual.

The Status Displays

You will soon discover that the Star Breaker craft are very tough and can take a lot of punishment from enemy fire before being destroyed. However they will also constantly drain their thruster level and ammunition supplies when in high speed combat and these factors added to the shield loss associated with enemy hits will force you to land at the colony centre landing

domes so that re-fits can be undertaken by the colony dock systems.

When the Star Breaker has landed, its pilot, the Light Trooper will disembark, leaving the fighter craft safely in dock and the fight is now taken to the enemy by the android. As the relationship between the space ship and the android is of a symbiotic nature you should realise that the performance of one will affect the other. This means that should one of the symbiot's components be destroyed then the other will also self-destruct in sympathy.

The Star Breaker's Thrusters, Shields and Ammunition are also tied into both of the main components of the symbiot, which means you should attempt to preserve these resources carefully at all times. These resources and the neutron bomb battery aboard the Star Breaker, which can only be used outside the colonies, can be re-supplied within the domes.

If you use the android to log-on to the colony computers the viz-drone will then relay to you the information displayed on the computer screen through an expanding window printed over the

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game screen. At a price deducted from your score of credits you will be able to build back up the strengths of the symbiot. A detailed description of this process exists further on in this document.

The Light Trooper must be guided from scene to scene within each colony centre and apart from using him to interact with the colony computers his main function is to eliminate the infestations of Space Clams and their protective shield of Rrampon guards and command personnel. Vital to the completion of your mission is the task of ridding every base on each planetary level of all Space Clams and any Rrampon Overlords ensconced within the colonies.

When a centre is cleared of these particular enemies then the other Rrampon personnel can be ignored and the Light Trooper returned to the awaiting Star Breaker. Here you must choose whether to leave the colony open, so enabling you to return and re-fit a particular resource which may only be found at a specific terminal, or to seal the base by initiating the dock's self-destruct mechanism.

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Leaving a colony open will unfortunately allow the Rrampons to re-infest it, even though it will still be accessible for re-fits.

To actually complete a level each base must eventually be sealed off from further Rrampon incursions. After the bases are sealed you must then pilot the Star Breaker around the planet and destroy any Harvesters still in orbit around the planet. Once this is achieved you will automatically move on to the next planet under Rrampon attack. You should remember that unsealed colonies can be re-infested by Harvesters, so defend them wisely.

Good hunting...

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SYSTEM REQUIREMENTS

The program will run on any Atari ST or MEGA ST computer or CBM Amiga. Note that only the version specified on the box front is contained on the game disk. The Atari ST version will not run on an Amiga and vice-versa. Set up the computer and colour monitor or TV following the instructions given in the manufacturer's hardware guides.

STARBREAKER requires the use of at least one joystick. This should be plugged into port 1 of an Atari machine or port 2 of a Commodore.

LOADING

Insert the STARBREAKER disk into drive A (ST) or drive 0 (Amiga) and switch on the computer. The program will load and run automatically.

Note: THE DISC MUST REMAIN IN THE DRIVE AT ALL TIMES.

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SYSTEM REQUIREMENTS

IBM PC compatible with minimum 512K RAM, 5.25 inch floppy and register compatible EGA graphics, DOS V2.0 or greater. The speed and smoothness of animation will depend on the speed of the machine, the frame rate being automatically set for the machine used.

NOTE: Users requiring a 3.5 inch disc version should refer to the order form at the rear of this manual.

LOADING

Insert the Star Breaker program disk into drive A and ensure that the A: prompt is on screen. Type STAR and press the Return key to load STAR BREAKER.

P.C. VERSION

CONTROLLING THE STARBREAKER

As each portion of game play commences you will see your flotilla of Star Breakers pass before the Viz-Drone. The cruiser at the back of the formation will peel off and manual control activated. You must control the Star Breaker via the joystick.

The cruiser simply follows the movement of your joystick. An up command from the joystick will move the Star Breaker up, and so on through the eight possible commands from the joystick. Turning the Space craft is done by pushing the joystick in the opposite direction to the current direction of travel. The Star Breaker will decelerate, turn and proceed to accelerate in the reverse direction.

You should note that as the Star Breaker is moved around the planet its thruster status will show a power drain. This drain can be avoided by flying the Star Breaker at cruising speed. To achieve this simply accelerate the craft and then

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release the joystick, the Star Breaker will then decelerate to cruising speed and maintain this speed until a new command is given.

Pressing the fire button shoots aural cannon bolts, in a straight line, in the direction of travel. (The sonic bolts fired by the Aural Cannon are tuned so as not to damage allies). There is one other command that you can give the Star Breaker whenever neutron bombs are present at the top right-hand side of the status display. These are detonated by depressing the space bar. When they explode, they will destroy any Rrampon craft in the immediate vicinity.

They, and the Thruster's fuel source can only be replenished by trading at a computer station within a colony centre.

To land the Star Breaker, fly to just above a base, decelerate to zero speed and turn the craft. If you are near enough to the landing zone then the base's tractor beam will automatically guide your ship down in a controlled landing. As the Star Breaker is moved underground you will see an image of the Light Trooper Preparing to leave his craft.

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THE STATUS DISPLAYS

In the centre of the status display underneath the game window is a large black window displaying single pixel markers in a variety of colours. Each dot indicates the presence of an object in the game.

OBJECT	COLOUR
Star Breaker	pale blue (flashing)
Main Rrampon war craft	mid-blue
Rrampon Harvester	yellow
Harvester escape pod	yellow
Exposed Rrampon Overlord	yellow
Spacemine	green
Sui-droid	green
Star Breaker Aural cannon fire	red
Colony centres	orange (magenta on PC version)

The broken line shows ground level and the grey vertical lines towards the middle of the display show the limit of the range of the viz-drones.

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The radar will become inoperative when the Star Breaker has landed and you take control of the Light Trooper.

To the left and right of the radar display are three sets information displays;

On the **top left**, the number of symbiots currently left to the player, plus the symbiot currently in use. The destruction of either the Star Breaker or the Light Trooper will cause one of these lives to be lost. A new symbiot will start the game with all of its resources fully stocked. Beneath this is the shield display. Shown as a yellow bar, this resource is depleted whenever the Star Breaker or Light Trooper is hit by enemy fire.

At the **bottom left** of the status display is the thruster level display, this is shown as a green bar. This will be depleted by flying the Star Breaker at any speed other than cruising speed and by constantly flying the Light Trooper without taking walking breaks.

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At the **top right**—hand side of the status display the number of neutron bombs currently being carried by the Star Breaker is shown. The neutron bombs cannot be used inside the colonies by the Light Trooper.

Beneath the neutron bomb battery display is the Aural Cannon ammunition display, shown as a red bar. This bar displays the amount of Aural energy remaining and shrinks to the right whenever you press the fire button shooting from either the Star Breaker or the Light Trooper.

At the **bottom right** of the status display is shown your score, displayed as Inter-Galactic credits. Credits are earned by collecting the automatic bounty whenever the viz-drone reports the destruction of an enemy. Credits are spent at the trading terminals inside the colony centres whenever you wish to re-fit your symbiot. Information on scoring and the cost of re-fitting your craft is given towards the end of this document.

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CONTROLLING THE LIGHT TROOPER

The Light Trooper, unlike the Star Breaker has two modes of travel. He can fly through the rooms of the colony centres, where he behaves exactly as the Star Breaker in flight.

However when he lands on the floor of any room he can then be walked about and up to computer terminals. Pushing the joystick down then becomes an invalid command. Pushing the joystick left walks the android left, if you then move the joystick to the right he will turn and walk right. Pushing the joystick up will re-launch the Light Trooper into flight mode.

You may find that there will be times when you require the Light Trooper to turn specifically into or out of the screen. For example when you direct him to log-on to a computer terminal or wish to move him through a back or front door out of a scene. The turning procedure follows these rules, if the trooper is facing right, push the joystick left, and he turns into the screen and then turns to the left. If you now push the joystick right, he will turn to face out of the

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screen and then turn to the right. When the time comes to re-board the Star Breaker you will have to return the Light Trooper to the dock at the entrance of the colony centre he is currently occupying and move him through the lift door into the dock itself. You will then see the image of the Light Trooper back inside his craft returning to the planet's surface.

COMPUTER LOG-ON

If you require a re-fit for a Star Breaker space cruiser you will have to log on to one of the computers that are situated in any of the rooms that make up the colony centres. The colonies themselves are controlled by the centre master terminal which is placed in the docking bay of each colony. It is at this work station that colony self-destruct is activated.

If you wish to seal the colony against further Rrampon intrusion you will have to activate the self-destruct, which is timed to give you just sufficient time to evacuate the Light Trooper back to his Star Breaker and safety.

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Logging on to a terminal is achieved by walking the Light Trooper up to a screen and turning him to face it. Then simply push the joystick up. The android's arms will raise to the keyboard and the screen will activate an expanding window. Within this window you can trade your current score against any resources that you wish to purchase for your Star Breaker.

Each terminal unfortunately has only one resource available and it may not be the re-fit that you require at that time. If this is the case, then at the trade prompt push the joystick left and the sale and re-fit will be aborted. If you are looking for a particular re-fit you may have to search through many rooms until you find a terminal which is selling the particular item you require. When you have access to the required item and wish to complete the transaction push the joystick right and the re-fit will automatically be carried out in the dock and the necessary credits deducted from your score.

Unfortunately there are those terminals which are inoperative, but there is no way to identify these visually and logging on has to be attempted to discover which terminals work and which do not.

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To log-off from a computer simply pull the joystick down at any time, the window will close and the Light Trooper's arms will drop to his sides and he will be ready for action again. Always remember to clear a room of Rrampons and their associates before beginning a transaction as you will find the Light Trooper vulnerable to attack whilst he is negotiating re-fits.

COMPLETING A LEVEL

To complete a level of gameplay and proceed onwards to the next difficulty level you must neutralise the infestations of Rrampon Overlords and Rrampon space clams in every colony centre on that planetary level. When this is done the bases must be sealed by activating each base's self-destruct mechanism. This base sealing can be carried out as each colony is cleared and prevents re-infestation by the Rrampon Harvester reinforcements. You should always be careful not to seal off any terminals that will re-fit a particular resource that may be needed up to the end of a level.

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After the colonies are cleared and sealed you must then completely destroy any Rrampon harvesters still active in the planet's atmosphere. You will then proceed to the next difficulty level where the danger credit bonus, paid every second, is increased. As each new level is reached, the number of enemies, the complexity and number of the colony centres present and the rate of infestation all increase.

NOTE: The controls for the PC version of Star Breaker are identical to the Atari ST version of the game if you are using a Frames' Joystick Interface. (See the coupon at the end of this manual for ordering information).

FUNCTION KEYS

The following function keys will help you control the game.

F1/F2:	PAUSE/RESTART GAME
F3/F4:	SOUND FX ON/OFF
F10:	ABORT GAME

KEYBOARD CONTROLS

These keys can be used to play the game instead of using a joystick.

CURSOR KEYS:

These keys mimic the joystick inputs, if you want to input a diagonal movement then depress the two keys either side of the required direction.

RETURN and KEYPAD 0:

Press either of these keys to fire the Star Breaker or Light Trooper's aural cannon.

SPACE BAR:

Used in conjunction with either joystick or keyboard movement control, the space bar detonates Neutron Bombs.

SCORING AND COSTS

The Star Breaker can score the following points for the corresponding kill:

Harvester Command Ship	2250
Harvester Escape Pod	1000
Harvester Commander	1500
Guard Gun Platforms	750
Rrampon Boppas	1000
Guard Fighter Craft	750
Minelayers	1500
Sui-droids	750
Mines	500

The Light Trooper can score the following points for the corresponding kills;

Rrampon Overlord	1500
Techno Rrampons	650
Rrampon Guard	350
Juvi Trooper	500
Clam-herd	250
Space Clams	1000

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SCORING



Clam-herd

Space Clam



Rrampon Overlord

Techno Rrampons



Rrampon Guard



Juvi Trooper



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**Harvester
Command Ship**



Minelayer



**Rrampon
Boppa**



**Guard
Fighter Craft**



Mine



**Harvester
Escape Pod**

Sui-Droid



**Guard Gun
Platform**



**Harvester
Commander**



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An automatic danger bonus is paid to you throughout the duration of game play. The award on level one is paid at the rate of one credit per second survived. The payment on later levels is greater to reflect the increased amount of danger.

The following resources can be bought at various terminals throughout the game at the following costs;

Neutron Bomb	1000 credits
Shield re-fit	3000 credits
Thruster re-fuel	2000 credits
Ammunition re-charge	1000 credits

The above resources when bought will move the status bars completely back to full, but you will find that every time a computer terminal is accessed a log-on fee of 50 credits will be charged.

Be aware that extra lives can be earned whenever you find a power pearl in the wreckage of a destroyed Space Clam.

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CREDITS

STARBREAKER was produced by the Liverpool based software development house FRAMES, for the Atari Corp.(UK) Ltd.

Game Design	Steven Cain
Graphic Design	Simon Butler and Steven Cain
Program Design	Colin Parrot
Music	Steven Cain
Cover Art	Steven Cain
Documentation	Steven Cain and Simon Butler
Set by	Media Marvels

Obtaining STAR BREAKER on a 3.5 inch disk

For owners of PC machines containing 3.5 inch floppy disk drives, Star Breaker is available on a suitable disk.

To obtain a 3.5 inch disk version of STAR BREAKER for the IBM PC, please complete this coupon and send it to:

**Atari Customer Services
P.O. Box 555
Slough, Berkshire
SL2 5BZ**

Please enclose your original STAR BREAKER program disk along with a cheque or postal order for £4.99 to cover postage and packing made payable to Atari Corp.(UK) Ltd.

NAME _____

ADDRESS _____

POSTCODE _____

Please allow 21 days for delivery.

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Digital Joystick Interface for PC users

A digital joystick interface that allows a standard Atari joystick to be used with any IBM PC or compatible machine is now available.

PC owners can obtain the Frames Digital Joystick Interface by completing and returning this coupon to:

Frames
Unit 12, Beaver Business Centre
Strand Road, Bootle
Merseyside L20 4BE

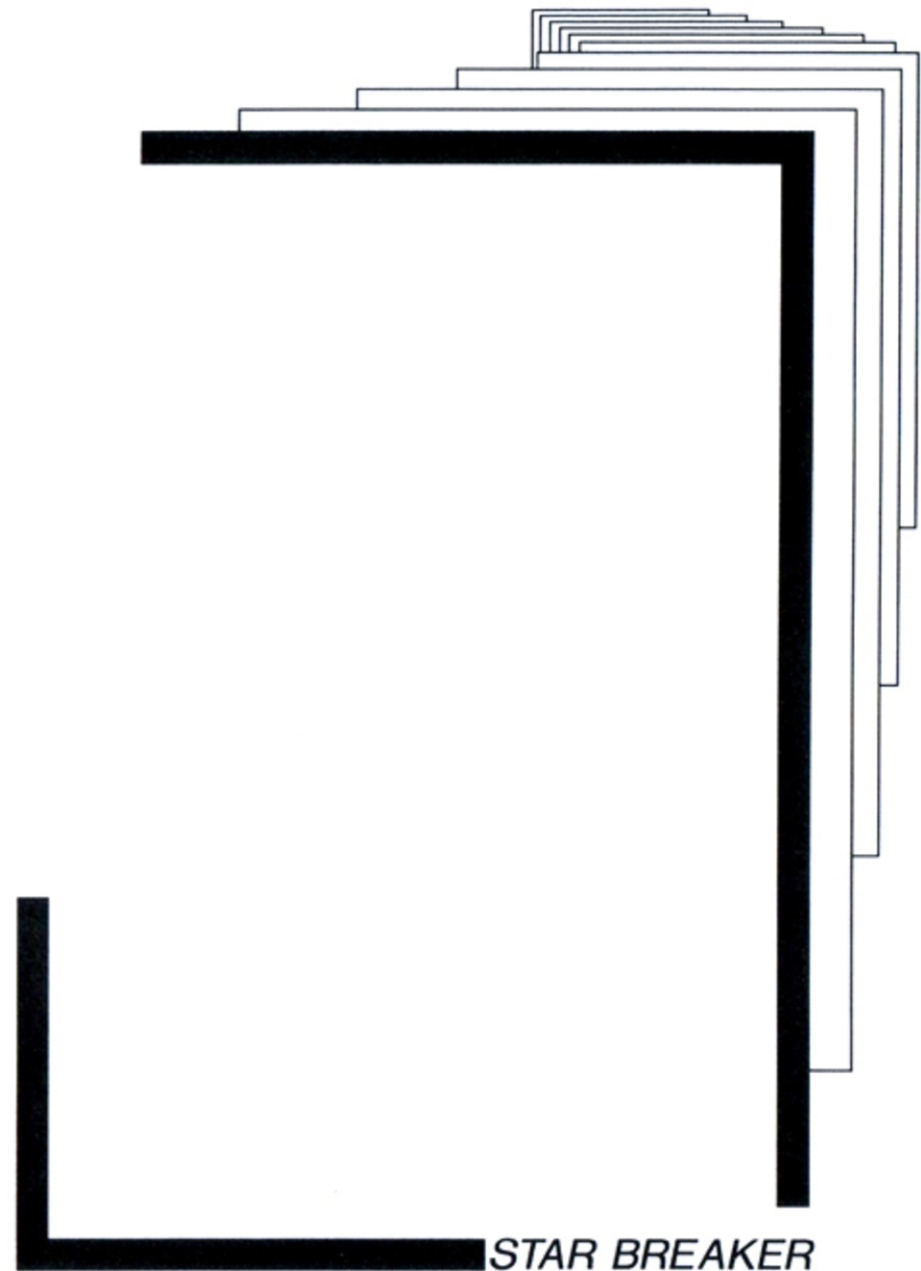
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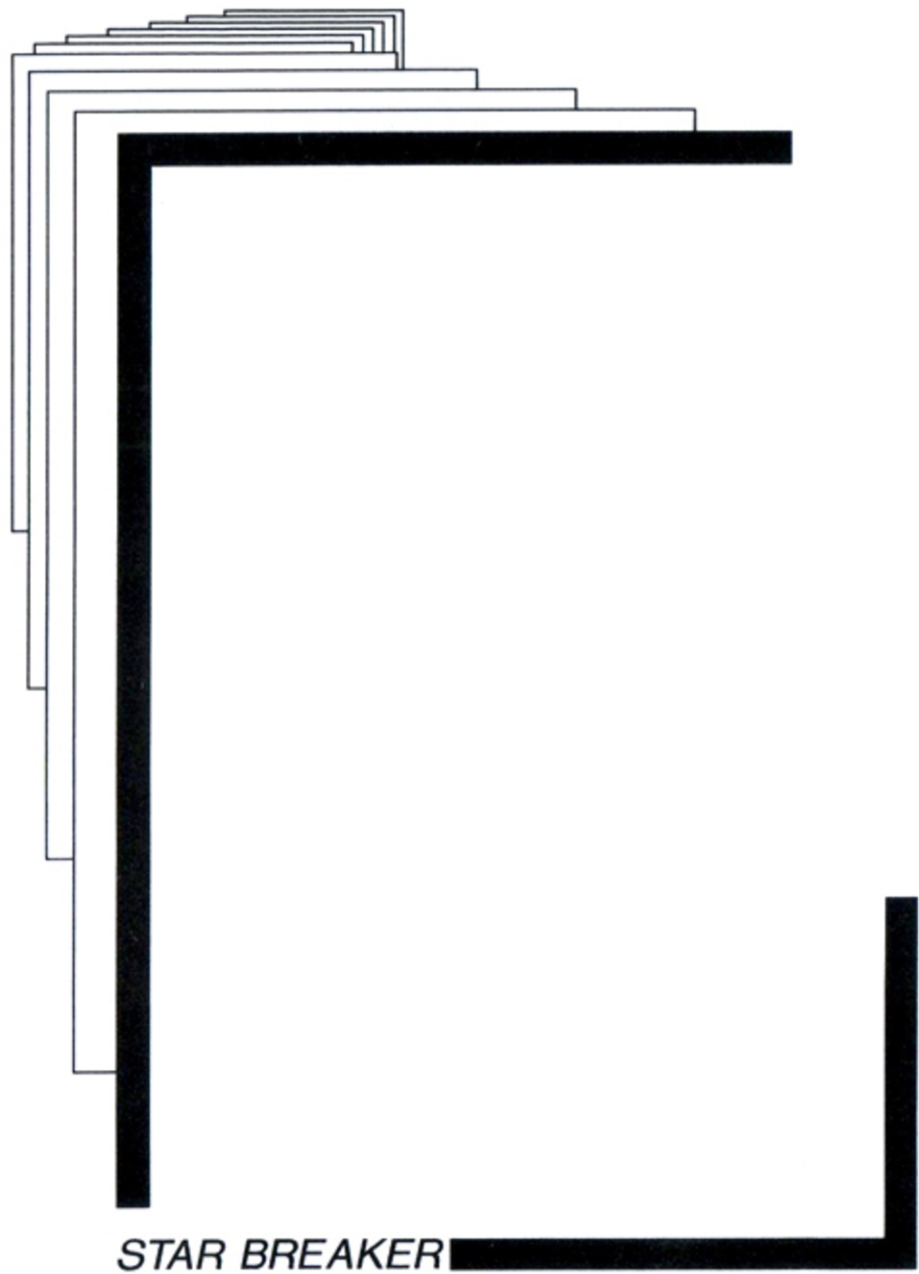
ADDRESS _____

POSTCODE _____

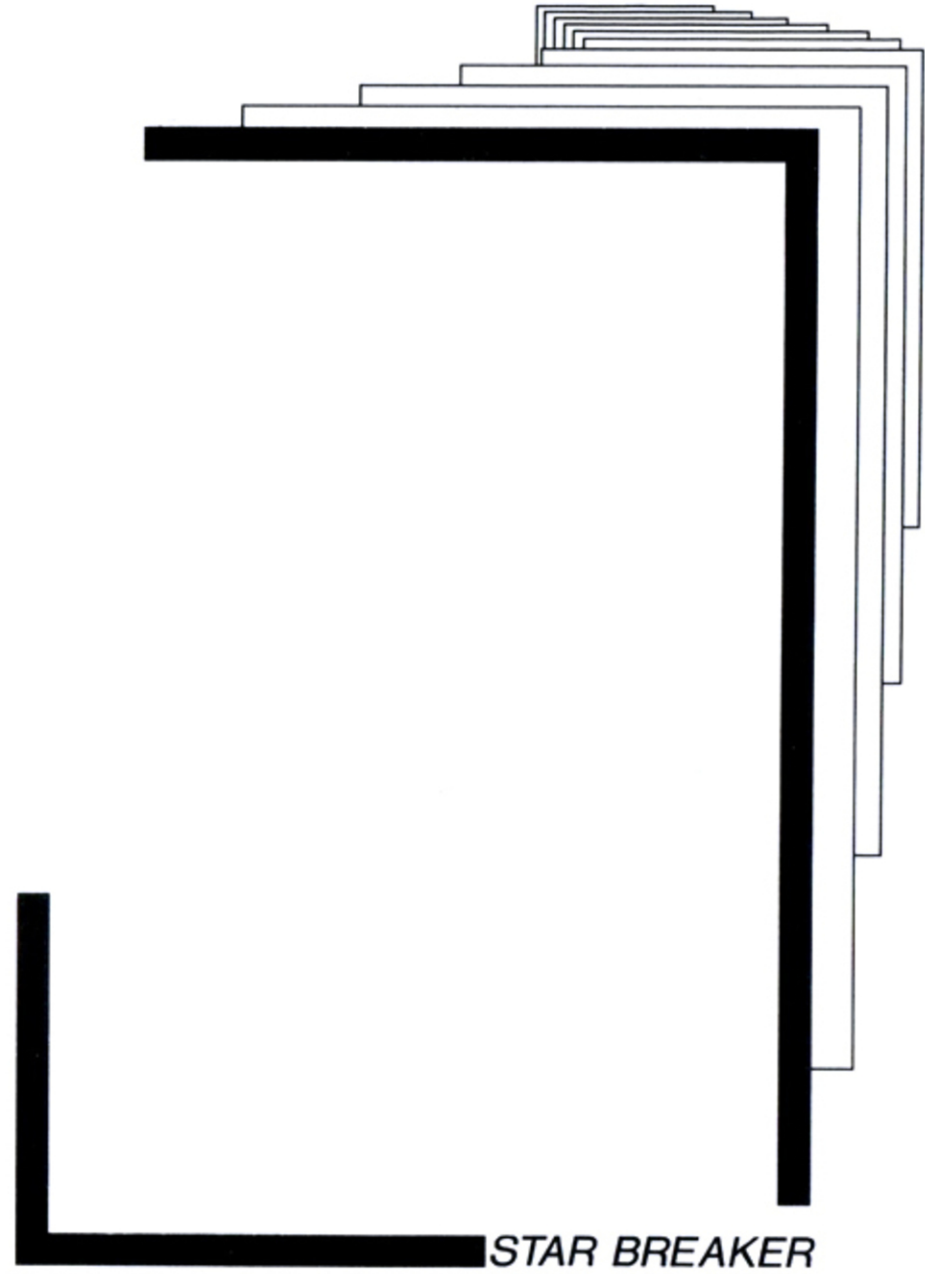
Please allow 21 days for delivery.



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Systemanforderungen

Enterprise kann auf jedem Atari ST oder Mega ST bzw. CBM Amiga gefahren werden. Dabei ist zu beachten, daß nur die auf der Verpackung angegebene Version sich auf der Spieldiskette befindet. Computer und Farbbildschirm bzw. Fernsehschirm entsprechend den Anleitungen des Hardware-Herstellers einstellen.

Starbreaker benötigt mindestens einen Joystick, der an Anschluß 1 beim Atari bzw. am Anschluß 2 an einem Commodore angeschlossen wird.

Laden

Die Starbreaker-Diskette in Laufwerk A (ST) oder Laufwerk 0 (Amiga) einlegen und den Computer einschalten. Das Programm wird automatisch geladen und gestartet.

Achtung: DIE DISKETTE MUSS JEDERZEIT IM LAUFWERK VERBLEIBEN.

PC-Version**Systemanforderungen**

Der PC muß IBM-kompatibel sein und über mindestens 512k RAM, ein 5,25"-Laufwerk und register-kompatible EGA-Grafik verfügen. Die DOS-Version muß mindestens 2.0 oder neuer sein. Geschwindigkeit und Flexibilität der Darstellung hängen von der Anlagengeschwindigkeit ab, wobei die Rahmengeschwindigkeit automatisch auf die verwendete Anlage eingestellt wird.

ACHTUNG: Anwender, die eine 3,5"-Diskette benötigen, werden auf das am Ende dieses Handbuchs befindliche Formular hingewiesen.

Laden

Die Starbreaker-Diskette in Laufwerk A einlegen und überprüfen, ob der Bildschirm A: angezeigt. STAR eingeben und das Programm über die Return-Taste laden.

Starbreaker-Steuerung

Das Raumschiff folgt einfach den Bewegungen des Joysticks.

Durch Betätigung des Feuerknopfes werden Auralkanongeschosse in gerader Linie in Fahrtrichtung abgefeuert. (Die Geschosse der Aural-Kanonen sind so eingestellt, daß sie alliierte Truppen nicht schädigen). Bei Vorhandensein von Neutronenbomben in der rechten oberen Ecke der Statusanzeige kann dem Starbreaker ein weiteres Kommando erteilt werden: Die Zündung dieser Bomben durch Betätigung der Leerzeilentaste. Sie zerstören jedes Rrampon-Raumschiff in unmittelbarer Nähe.

Die Neutronenbomben und auch die Energiequelle der Schubkraft können nur durch Nachschubbeschaffung an der Computer-Station innerhalb eines Koloniezentrum wieder aufgefüllt werden.

Zur Landung den Starbreaker einfach über eine Landebasis bringen, die Geschwindigkeit auf 0 reduzieren und das Raumschiff drehen. Befindet man sich nahe genug an der Landezone, so geleitet der Leitstrahl der Basis das Raumschiff automatisch in einer sanften Landung auf den Boden. Während der Starbreaker unter die Erde gebracht wird, erscheint ein Bild des Light Troopers, wie er sich auf das Verlassen des Schiffes vorbereitet.

Die Status-Anzeigen

In der Mitte der Status-Anzeige unterhalb des Spielfensters befindet sich ein großes schwarzes Fenster, in dem einzelne Pixel-Merker in einer Vielzahl von Farben zu sehen sind. Jeder Punkt stellt ein Objekt des Spieles dar.

Objekt	Farbe
Starbreaker	hellblau (blinkend)
Rrampon-Hauptkriegsschiff	mittelblau
Rrampon-Ernteschiff	gelb
Ernteschiff-Fluchtgehäuse	gelb
Exponierter Rrampon-Oberherrscher	gelb
Raumschiffmine	grün
SUI-Druide	grün
Starbreaker-Auralkanonenfeuer	rot
Koloniezentren	orange (tiefrot in der PC-Version)

Die gestrichelte Linie deutet das Bodenniveau an, während die grauen vertikalen Linien zur Mitte der Anzeige hin die Grenzen der Reichweite der VIZ-Roboter verdeutlichen.

Der Radar wird außer Betrieb gesetzt, wenn der Starbreaker gelandet ist und die Steuerung des Light Troopers übernommen wird.

Links und rechts von der Radar-Anzeige befinden sich drei Gruppen von Informationsanzeigen:

Oben links die Anzahl der zum jeweiligen Zeitpunkt dem Spieler zur Verfügung stehenden Symbioten sowie der gegenwärtig verwendete Symbiot.

Darunter befindet sich die Schutzanzeige in Form eines gelben Balkens, der jedesmal dann verringert wird, wenn der Starbreaker oder der Light Trooper vom Feuer des Feindes getroffen wird.

(1)

Unten links wird die Schubkraft in Form eines gelben Balkens angezeigt.

Oben rechts wird die Anzahl der dem Starbreaker jeweils noch verfügbaren Neutronenbomben angezeigt.

Unter der Neutronenbombenanzeige wird der Vorrat an Auralkanonen-Munition in Form eines roten Balkens angezeigt.

Unten rechts erscheint der Spielstand in Form von Intergalaktischen Gutschriften, die durch Sammeln des automatischen Kopfgeldes zustandekommen, die bei der Zerstörung eines Feindes durch den VIZ-Roboter gemeldet wird. Die Gutschriften werden an den Handelsterminalen innerhalb der Koloniezentren verbraucht, wenn der Symbiot wieder erneuert werden soll.

Computer-Anmeldung

Wird eine Erneuerung des Starbreakers nötig, so hat eine Anmeldung bei einem der Computer zu erfolgen, die sich in irgendeinem der Räume befinden, aus denen die Koloniezentren bestehen, die ihrerseits vom zentralen Master-Terminal gesteuert werden, der sich in der Ankopplungsbucht der jeweiligen Kolonie befindet. An diesem Arbeitsplatz wird auch die Selbstzerstörung der Kolonie aktiviert.

Soll die Kolonie gegen weitere Rrampon-Eindringung abgesiegelt werden, so muß die Selbstzerstörung aktiviert werden, die dem Spieler gerade noch genügend Zeit läßt, mit dem Light Trooper zum Starbreaker und damit in Sicherheit zurückzukehren.

Die Anmeldung bei einem Terminal wird durch Bewegen des Light Troopers zu einem Schirm und Drehung zu ihm hin erreicht. Anschließend den Joystick einfach nach oben drücken. Die Arme des Andrioden gehen nach oben zur Tastatur, und auf dem Bildschirm wird ein erweitertes Fenster aktiviert. Innerhalb dieses Fensters kann das gegenwärtige Guthaben gegen alle möglichen Betriebsmittel eingetauscht werden, die der Starbreaker benötigt.

Jedes Terminal verfügt jedoch nur über ein Betriebsmittel, das nicht unbedingt dem jeweils bestehenden Bedarf entspricht. In diesem Fall den Joystick bei der Handlungsaufforderung nach links bewegen. Dadurch wird der Handel abgebrochen. Wird eine bestimmte Erneuerung benötigt, kann eine Suche durch viele Räume erforderlich werden, bis ein Handelsterminal mit der benötigten Ware gefunden wird. Steht der gewünschte Artikel dann zur Verfügung und die Transaktion soll abgeschlossen werden, so ist der Joystick nach rechts zu bewegen. Die Erneuerung findet automatisch im Ankopplungsdock statt. Die entsprechenden Guthaben werden vom erzielten Spielstand abgezogen.

Abschluß einer Stufe

Zum Abschluß einer Spielstufe und Übergang auf die nächste Schwierigkeitsstufe sind die Verseuchungen der Rrampon-Oberherrscher und der Rrampon-Eroberungen in den einzelnen Koloniezentren zu neutralisieren. Danach sind die Basen durch Aktivierung der Selbstzerstörungsfunktion zu versiegeln. Diese Versiegelung kann nach Räumung der jeweiligen Kolonie erfolgen und verhindert eine erneute Verseuchung durch die Rrampon-Ernteverstärkungen. Es sollten jedoch keine Terminals versiegelt werden, die eine bestimmte Ware erneuern, die bis zum Abschluß einer Stufe noch benötigt werden könnte.

Nach der Räumung und Versiegelung der Kolonien sind alle Rrampon-Ernteschiffe vollständig zu zerstören, die noch in der Planetenatmosphäre aktiv sind. Anschließend erfolgt der Übergang zur nächsten Stufe, in der die alle zwei Sekunden ausbezahlten Gefahrgutschriften erhöht werden. In jeder neuen Stufe werden jedoch auch die Anzahl der Feinde, die Komplexität, die Anzahl der Koloniezentren sowie die Geschwindigkeit der Verseuchung erhöht.

ACHTUNG: Die Steuerungen der PC-Version sind mit denen der Atari-ST-Version des Starbreaker-Spieles identisch, sofern eine Joystick-Schnittstelle von Frames benutzt wird. (Bestellinformation siehe Coupon am Ende dieses Handbuchs).

Funktionstasten

Das Spiel wird mit folgenden Funktionstasten gesteuert:

F1/F2	Pause/Neustart
F3/F4	Ton ein/aus
F10	Spielabbruch

Tastatursteuerung

Die folgenden Tasten können anstelle des Joysticks verwendet werden:

Cursor-Tasten:

Diese Tasten simulieren die Joystickbewegungen, diagonale Bewegungen werden durch gleichzeitige Betätigung der beiden Pfeiltasten um die gewünschte Richtung herum erreicht.

Return und 0-Taste:

Mit jeder dieser Tasten können die Auralkanonen des Starbreaker oder des Light Trooper abgefeuert werden.

Leerzeilentaste:

Sorgt in Verbindung mit dem Joystick oder den Pfeiltasten für die Zündung der Neutronenbomben.

MATERIEL

Le programme tournera sur tout ordinateur Atari ST, MEGA ST ou CBM Amiga. Notez que seule la version spécifiée sur le devant de la boîte se trouve sur la disquette de jeu. La version Atari ST ne tournera pas sur un Amiga et vice versa. Installez l'ordinateur et le moniteur ou la TV couleur en suivant les instructions données dans les guides du matériel du fabricant.

STARBREAKER nécessite l'utilisation d'au moins un manche à balai. Ce dernier devrait être branché sur le port 1 d'un Atari ou sur le port 2 d'un Commodore.

CHARGEMENT

Introduisez la disquette STARBREAKER dans le lecteur A (ST) ou le lecteur O (Amiga) et allumez l'ordinateur. Le programme se chargera et tournera automatiquement.

Nota : LA DISQUETTE DOIT RESTER DANS LE LECTEUR A TOUT MOMENT.

VERSION PC

MATERIEL

Compatible IBM PC avec un minimum de 512 ko de mémoire vive, une disquette de 5,25 pouces et des graphismes EGA compatibles registre, DOS V2.0 ou plus. La rapidité et l'uniformité de l'animation dépendra de la vitesse de la machine, la fréquence des trames étant fixée automatiquement pour la machine utilisée.

NOTA : Les utilisateurs ayant besoin d'une version sur disquette de 3,5 pouces devraient consulter la feuille de commande à la fin de ce manuel.

CHARGEMENT

Introduisez la disquette programme StarBreaker dans le lecteur A et veillez à ce que le message A: soit affiché. Tapez STAR et appuyez sur la touche RETURN pour charger

STARBREAKER.

COMMANDE DU STAR BREAKER

Le croiseur se déplace dans le même sens que votre manche à balai.

Un appui sur le bouton de tir déclenche des coups de canon à partir de l'Aural Cannon, en ligne droite, dans le sens du déplacement. (Les coups soniques tirés par les Aural Cannon sont réglés de façon à ne pas blesser les alliés). Il y a une autre commande que vous pouvez donner au StarBreaker à chaque fois que des bombes à neutrons sont présentes en haut à droite de l'affichage moniteur. Un appui sur la barre d'espacement fait détoner les bombes. Lorsqu'elles exploseront, elles détruiront n'importe quel engin Rrampon à proximité.

Ces bombes ainsi que la source de carburant de Thruster ne peuvent être ravitaillées qu'à une station informatique dans un centre colonie.

Pour faire atterrir le StarBreaker, allez juste au-dessus d'une base, ralentissez à zéro et faites tourner l'engin. Si vous êtes assez près de la zone d'atterrissage, le rayon de tracteur de la base guidera automatiquement votre engin dans un atterrissage contrôlé. Au fur et à mesure que le StarBreaker descend sous terre, vous verrez une image du Light Trooper s'appêtant à quitter son engin.

L'AFFICHAGE MONITEUR

Au centre de l'affichage moniteur en-dessous de la fenêtre jeu se trouve une grande fenêtre noire affichant des repères pixel uniques dans une diversité de couleurs. Chaque point indique la présence d'un objet dans le jeu.

OBJET	COULEUR
StarBreaker	bleu pâle (clignotant)

Engin de guerre principal Rrampon bleu moyen

Rrampon Harvester jaune

Cosse d'évasion Harvester jaune

Rrampon Overlord expoé jaune

Spacemine vert

Sui-droid vert

Feu de l'Aural Cannon StarBreaker rouge

Centres colonies orange
(magenta sur version PC)

Les pointillés montrent le niveau de la terre et les lignes verticales grises vers le milieu de l'affichage indiquent la limite du rayon des viz-drones.

Le radar cessera de fonctionner lorsque le StarBreaker aura atterri et que vous aurez pris le contrôle du Light Trooper.

A gauche et à droite de l'affichage radar se trouvent trois groupes d'affichage d'informations.

En haut à gauche, le nombre de symbiotes restant au joueur, plus le symbiote actuellement utilisé. En-dessous se trouve l'affichage écran. Se présentant sous la forme d'une barre jaune, cette ressource est réduite à chaque fois que le StarBreaker ou le Light Trooper est touché par le feu de l'ennemi.

En bas à gauche de l'affichage moniteur se trouve l'affichage du niveau du Thruster qui se présente sous la forme d'une barre verte.

En haut à droite de l'affichage moniteur, le nombre de bombes à neutrons actuellement transportées par le StarBreaker est indiqué.

En-dessous de l'affichage de la batterie de bombes à neutrons se trouve l'affichage des munitions des Aural Cannon, représenté sous la forme d'une barre rouge.

En bas à droite de l'affichage moniteur se trouve votre score, affiché sous la forme de crédits inter-galactiques. Les crédits sont gagnés en ramassant la prime automatique à chaque fois que le viz-drone signale la destruction d'un ennemi. Les crédits sont dépensés aux terminaux d'échange à l'intérieur des centres colonies à chaque fois que vous souhaitez remettre votre symbiote en état.

REMISE EN ETAT DU STARBREAKER

Si vous voulez remettre un croiseur spatial StarBreaker en état, il vous faudra utiliser l'un des ordinateurs qui se trouvent dans l'une des salles qui constituent les centres colonies. Les colonies proprement dites sont contrôlées par le terminal maître des centres qui est placé dans la baie d'arrimage de chaque colonie. C'est dans cette station de travail que l'autodestruction des colonies est activée.

Si vous voulez boucler la colonie contre toute autre intrusion des Rrampon, il vous faudra activer l'autodestruction, qui est prévue pour vous donner juste assez de temps pour évacuer le Light Trooper vers son StarBreaker et le mettre en sécurité.

On accède à un terminal en faisant marcher le Light Trooper vers un écran et en le faisant se retourner pour qu'il se trouve en face de l'écran. Ensuite, il vous suffit de pousser le manche à balai vers le haut. Les bras de l'androïde monteront jusqu'au clavier et l'écran activera une fenêtre qui s'agrandit. Dans cette fenêtre, vous pouvez échanger votre score actuel contre toutes ressources que vous souhaitez acheter pour votre StarBreaker.

Chaque terminal n'a malheureusement qu'une seule ressource disponible et ce n'est peut-être pas la remise en état dont vous avez besoin à ce moment-là. Dans ce cas, au message échange, poussez le manche à balai vers la gauche et la vente et la remise en état seront abandonnées. Si vous cherchez une remise en état particulière, il vous faudra peut-être chercher dans de nombreuses salles jusqu'à ce que vous trouviez un terminal qui vend l'article particulier dont vous avez besoin. Lorsque vous avez accès à l'article requis et que vous souhaitez effectuer la transaction, poussez le manche à balai vers la droite et la remise en état sera automatiquement effectuée dans la baie d'arrimage et les crédits nécessaires déduits de votre score.

REALISATION D'UN NIVEAU

Pour réaliser un niveau de jeu et passer au niveau de difficulté suivant, vous devez neutraliser les infestations des Rrampon Overlords et des clans spaciaux Rrampon dans chaque centre colonies sur ce niveau planétaire. Une fois cela fait, les bases doivent être bouclées en activant le dispositif d'autodestruction de chaque base. Ce bouclage des bases peut être effectuée au fur et à mesure que chaque colonie est désinfectée et empêche la réinfestation par les renforcements Rrampon Harvester. Vous devriez toujours veiller à ne pas boucler tous terminaux qui remettront en état une ressource particulière qui peut être nécessaire jusqu'à la fin d'un niveau.

Une fois que les colonies ont été désinfectées et bouclées, il vous faut détruire complètement tous Rrampon harvesters encore actifs dans l'atmosphère de la planète. Vous passerez ensuite au niveau de difficulté suivant où la prime de danger, payée toutes les secondes, est augmentée. Lorsque vous passez à un niveau supérieur, le nombre d'ennemis, la complexité et le nombre des centres colonies présents et le taux d'infestation augmentent.

NOTA : Les commandes de la version PC de StarBreaker sont identiques à la version Atari ST du jeu si vous utilisez une interface manche à balai Frames. (Voir le coupon à la fin de ce manuel si vous voulez commander cette interface).

TOUCHES DE FONCTION

Les touches de fonction suivantes vous aideront à contrôler le jeu :

F1/F2 : PAUSE/REPRISE DU JEU
F3/F4 : EFFETS SONORES ON/OFF
F10 : ABANDON DU JEU

TOUCHES DE COMMANDE

Ces touches peuvent être utilisées pour jouer le jeu au lieu d'utiliser un manche à balai.

TOUCHES DE COMMANDE DU CURSEUR :

Ces touches imitent les entrées faites à l'aide du manche à balai. Si vous voulez entrer un mouvement diagonal, appuyez sur les deux touches de part et d'autre du sens requis.

RETURN et 0 DU BLOC NUMERIQUE :

Appuyez sur l'une ou l'autre touche pour tirer avec les Aural Cannon du StarBreaker ou du Light Trooper.

BARRE D'ESPACEMENT :

Utilisée conjointement avec une commande de déplacement à l'aide d'un manche à balai ou d'un clavier, la barre d'espacement fait détoner les bombes à neutrons.

ITALIANO

ATARI ST E AMIGA

REQUISITI DEL SISTEMA

Il programma funzionerà su qualsiasi computer Atari ST oppure MEGA ST oppure CBM Amiga. Notate che solo la versione specificata sulla parte anteriore della scatola è contenuta nel disco del gioco. La versione per Atari ST non funzionerà su un Amiga e vice-versa. Predisponete il computer e il monitor a colori oppure la TV seguendo le istruzioni date nelle guide dell'hardware dei fabbricanti.

STARBREAKER richiede l'uso di almeno un joystick. Questo deve essere innestato nella porta 1 di un sistema Atari oppure nella porta 2 di un Commodore..

CARICAMENTO

Inserite il disco dello STARBREAKER nel drive A (ST) oppure drive 0 (Amiga) e accendete il computer. Il programma si caricherà e funzionerà automaticamente.

Nota: IL DISCO DEVE RIMANERE NEL DRIVE PER TUTTO IL TEMPO.

VERSIONE PC

REQUISITI DEL SISTEMA

Un compatibile IBM PC con un minimo di 512K RAM, un floppy disk drive da 5.25 pollici e una grafica compatibile EGA, DOS V2.0 oppure più alto. La velocità e la morbidezza dell'animazione dipenderà dalla velocità del sistema, essendo il livello dell'immagine regolato automaticamente per il sistema usato.

NOTA: Gli utenti che richiedono una versione su disco di 3.5" devono consultare il modulo in fondo a questo manuale.

CARICAMENTO

Inserite il disco del programma Star Breaker nel drive A e assicuratevi che la richiesta A: sia sullo schermo. Digitate STAR e premete il tasto Return per caricare STAR BREAKER.

CONTROLLO DI STARBREAKER

Dovete controllare Star Breaker via il joystick.

L'incrociatore semplicemente segue i movimenti del vostro joystick.

Premendo il grilletto si fanno partire le saette dei cannoni sonici, con un tiro rettilineo, nella direzione di marcia. (Le saette soniche sparate con il Cannone Aurale sono sintonizzate in modo da non danneggiare gli alleati). C'è un altro comando che potete dare allo Star Breaker ogni volta che le bombe ai neutroni sono presenti sul lato superiore destro della

visualizzazione della situazione. Queste sono detonate premendo la barra degli spazi. Quando esplodono, distruggeranno qualsiasi scafo di Rrampon nelle immediate vicinanze.

Essi, e la fonte del carburante del Thruster possono solo essere riforniti operando ad una stazione di computer in un centro coloniale.

Per fare atterrare lo Star Breaker, volate appena sopra una base, decelerate a velocità zero e girate lo scafo. Se siete abbastanza vicino alla zona di atterraggio allora il raggio del trattore della base guiderà automaticamente la vostra nave giù in un atterraggio controllato. Dal momento che Star Breaker è mosso sottoterra vedrete una immagine del Light Trooper Cavaliere della Luce) che si prepara a lasciare il suo scafo.

LA VISUALIZZAZIONE DELLA SITUAZIONE

Nel centro della visualizzazione della situazione sotto la finestra del gioco vi è una grande finestra nera che mostra riferimenti di un singolo pixel in un varietà di colori. Ciascun punto indica la presenza di un oggetto del gioco.

OGGETTO

Star Breaker

Scafi principali da guerra di Rrampon
Harvester(Verme) di Rrampon
Bozzolo di fuga del Harvester
Overlord esporto di Rrampon
Mina spaziale
Sui-droide
Sparo del Cannone Aurale di Star Breaker
Centri coloniali

COLOUR

blu chiaro
(lampeggiante)

blu medio
giallo
giallo
giallo
verde
verde

rosso
orange
(magenta su I PC version)

La linea interrotta mostra il livello del terreno e le linee verticali grigie verso la metà del visualizzazione mostrano il limite del raggio dei viz-droni.

Il radar diverrà inoperante quando lo Star Breaker è atterrato e voi prendete controllo del Light Trooper.

A sinistra e a destra della visualizzazione del radar vi sono tre serie di visualizzazioni delle informazioni;

In alto a sinistra, il numero di symbiotti attualmente lasciati al giocatore più il symbioto attualmente in uso.

Sotto di ciò vi è la visualizzazione dello scudo. Mostrato come una barra gialla, questa risorsa è esaurita ogni volta che Star Breaker oppure Light Trooper sono colpiti dal fuoco nemico.

Nella parte inferiore sinistra della visualizzazione della situazione vi è la visualizzazione del livello del thruster, questo è mostrato come una barra verde.

Nella parte superiore destra della visualizzazione della situazione è mostrato il numero di bombe ai neutroni attualmente portato da Star Breaker.

Sotto la visualizzazione della batteria delle bombe ai neutroni vi è la visualizzazione delle munizioni del Cannone Aurale, mostrata come una barra rossa.

Nella parte inferiore destra del visualizzazione della situazione è mostrato il vostro punteggio, visualizzato come crediti Inter-Galattici. I crediti sono guadagnati raccogliendo il bottino automatico ogni volta che il viz-drone riporta la distruzione di un nemico. I crediti sono spesi nei terminali commerciali dei centri coloniali ogni volta che desiderate rifornire il vostro symbioto.

APERTURA DI SESSIONE CON IL COMPUTER

Se richiedete un rifornimento per un incrociatore spaziale Star Breaker dovrete aprire una sessione con uno dei computer che sono situati in delle stanze che formano i centri coloniali. Le colonie stesse sono controllate dai terminali principali del centro che è situato nell'area di arrivo di ciascuna colonia. E' in questo posto di lavoro che l'autodistruzione della colonia viene attivata.

Se desiderate sigillare la colonia contro ulteriori incursioni di Rrampon dovrete attivare l'autodistruzione, che è regolata per darvi appena il tempo sufficiente per evacuare il Light Trooper nuovamente sullo Star Breaker e verso la sicurezza.

Il collegamento con un terminale è ottenuto facendo andare il Light Trooper fino ad uno schermo e facendolo girare in modo che sia di fronte ad esso. Allora semplicemente premete il joystick verso l'alto. Le braccia dell'androide si alzeranno verso la tastiera e lo schermo attiverà una finestra allargata. In questa finestra potete commerciare il vostro punteggio attuale contro qualsiasi risorsa che desiderate acquistare per il vostro Star Breaker.

Ciascun terminale sfortunatamente ha solo disponibile una risorsa e essa può non essere il rifornimento di cui avete bisogno in quel momento. Se questo è il caso, allora alla richiesta di commerciare spingete il joystick verso sinistra e la vendita e il rifornimento sarà cancellato. Se state cercando un particolare rifornimento potete dover cercare attraverso molte stanze fino a quando trovate un terminale che sta vendendo il particolare prodotto che richiedete. Quando avete accesso al prodotto richiesto e desiderate completare la

transazione spingete il joystick verso destra e il rifornimento sarà automaticamente portato nel dock e i crediti necessari dedotti dal vostro punteggio.

COMPLETAMENTO DI UN LIVELLO

Per completare un livello dello svolgimento del gioco e procedere verso il successivo livello di difficoltà dovete neutralizzare le infestazioni di Overlord di Rrampon e molluschi spaziali di Rrampon in ogni centro coloniale su quel livello planetario. Quando ciò è fatto le basi devono essere sigillate attivando il meccanismo di autodistruzione di ciascuna base. Questa sigillazione delle basi può essere fatta come ciascuna colonia viene sgomberata e la ri-infestazione con i rinforzi di Harvester di Rrampon viene prevenuta. Dovrete sempre fare molta attenzione a non sigillare qualsiasi terminale che vi rifornirà di una particolare risorsa che può essere richiesta fino alla fine di un livello.

Dopo che le colonie sono sgomberate e sigillate dovete allora distruggere completamente qualsiasi Harvester di Rrampon ancora attivo nell'atmosfera del pianeta. Procederete allora al successivo livello di difficoltà dove il buono di credito del pericolo, pagato ogni secondo, è aumentato. Come ciascun nuovo livello è raggiunto, il numero di nemici, la complessità e il numero dei centri coloniali presenti e il livello di infestazione aumentano tutti.

NOTE: I controlli per la versione PC di Star Breaker sono identici a quelli della versione Atari ST del gioco se state usando un'interfaccia del joystick della Frames. (Vedere il coupon alla fine di questo manuale per le informazioni su come ordinarlo).

TASTI DELLE FUNZIONI

I seguenti tasti delle funzioni vi aiuteranno a controllare il gioco.

F1/F2: PAUSA/CONTINUAZIONE DEL GIOCO
F3/F4: EFFETTI SONORI ATTIVATI/DISATTIVATI
F10: ABBANDONO DEL GIOCO

CONTROLLI DELLA TASTIERA

Questi tasti possono essere usati per la conduzione del gioco invece di usare un joystick. -

TASTI DEL CURSORE:

Questi tasti mimicano i movimenti del joystick; se volete fare un movimento diagonale allora premete i due tasti a lato della direzione richiesta.

RETURN e 0 SULLA TASTIERINA NUMERICA :

Premete uno di questi tasti per sparare il cannone aurale di Star Breaker oppure di Light Trooper.

BARRA DEGLI SPAZI:

Usata insieme con o il joystick oppure i movimenti di controllo della tastiera, la barra degli spazi fa detonare le Bombe ai Neutroni.