STARLORD

GAME MANUAL

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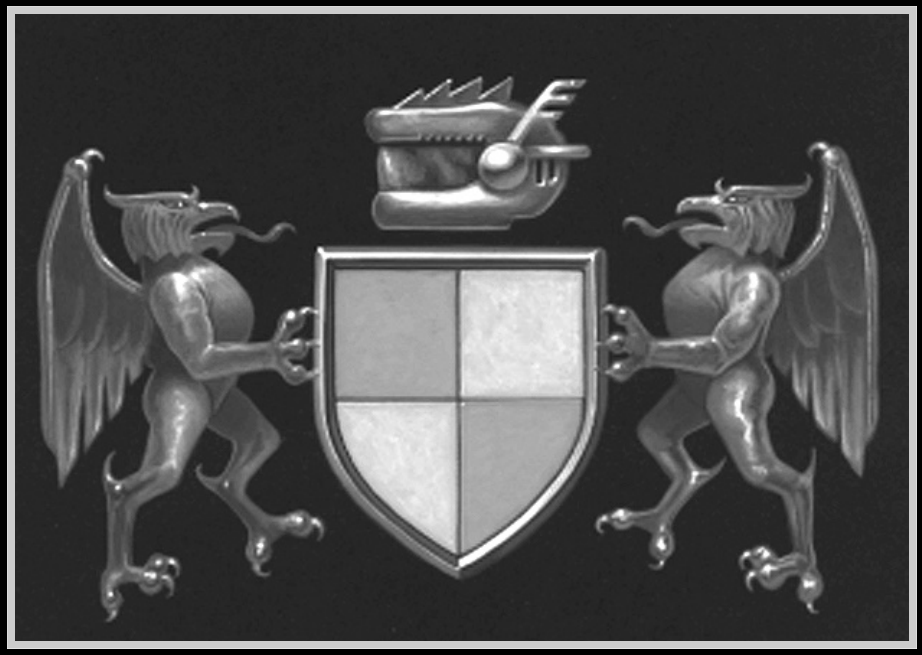
INTRODUCTION



INTRODUCTION

The Galaxy of *Starlord* is huge in every sense. Hundreds of other Starlords are acting individually, going about their business just as you are. A genetic simulator introduces family characteristics and means that strong families will soon start to be established. You must defeat these families to rise up through the Starlord ranks.

Starlord is played on many levels; as a strategy game complete with trading and diplomacy, as a space wargame with Starships battling for the control of planets and as a space combat simulator with 3-D action in the cockpit of a Starfighter.

To rise through the ranks of the Starlords, you will need to combine a knowledge of the Galaxy with lightning fast reactions in space dogfights. Only this combination of skills will lead to success, the weak Starlord will not last long in this Galaxy.

SORTING THE MATERIALS

Your *Starlord* package contains this Manual, the *Starlord's Handbook*, a Key Guide, a Technical Supplement and a set of disks to run the game.

INSTALLATION/LOADING

The Technical Supplement gives specific instructions for installing and/or loading *Starlord* for your particular computer.

COPY PROTECTION

After the opening screens, you will be taken to the Copy Protection screen. Enter the correct word from the manual using the reference given.

THIS MANUAL

This manual is organised into the following sections:-

The Getting Started section of this manual will introduce you to the various levels of play in *Starlord*.

The Tutorial is intended for those who want to jump straight in and start playing *Starlord.*

The guide to The Capital Ship will show you how to operate the huge, powerful flagship of your Battle Fleet.

The section on Battles in Space will tell you all you need to know to fight effectively against other Starlords.

The separate Starlord's Handbook contains a background to the *Starlord* Galaxy which you will find useful as you play.

CONTROLS

The Controller

Starlord may be played by using a combination of Keyboard, Mouse or Joystick. For flying Starfighters, it is recommended that you use a Joystick and for menu selection it is recommended that you use a Mouse.

In this manual, which is applicable to all computer systems, these three devices are referred to as the *Controller.*

The Selector

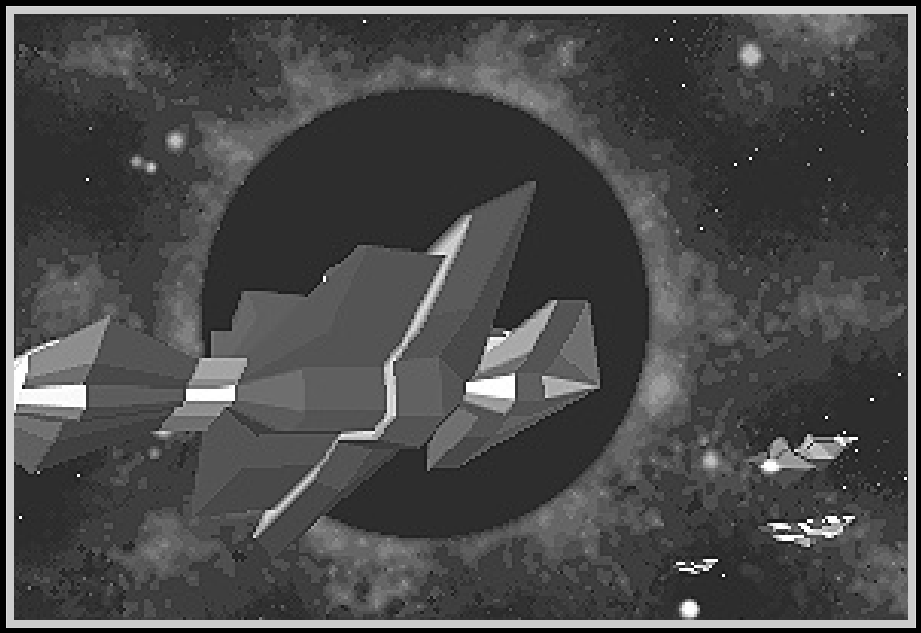
At times during the game, you will be asked to select from a list of options. You will be able to use either the Keyboard Return/Enter Key, the Left Mouse Button (abbreviated to LMB) or the Joystick Fire Button.

In this manual, these devices are referred to as the *Selector.*

Mouse Emulation Keys

For brevity, the manual often refers to using the Left Mouse Button (LMB) or Right Mouse Button (RMB). If you do not have a mouse, you may use the Mouse Emulation Keys . The Mouse Emulation Keys for your particular computer system are described in the separate Technical Supplement.

GETTING STARTED



GAME OPTIONS

After the Copy Protection, you will be taken to the Game Options screen. You may change the option highlighted in this menu by using the *Controller* and select the option by pressing the *Selector.*

You can select from the following:-

- Start New Game:- select to start a new game of *Starlord.*
- Continue Old Game:- select to load a saved game, use the *Controller* and *Selector* to pick the game you wish to continue.
- View High Scores:- select to view a table of the most successful Starlords.
- Battle Training:- select to take part in a simulated space battle. Refer to the Battles in Space section of this manual for full details of space battles.
- Modify Configuration:- select to change the system set-up options.
- Quit:- select to exit to your computer's operating system.

Start New Game

Selecting Start New Game from the Game Options menu will take you through several game set-up screens:-

- Dynasty/Single Starlord:- choose between Dynasty or Single Starlord play.

Dynasty play allows you to play any member of your family at any time. The game will not end until your family has been successful or every member of your family has been killed.

Single Starlord play allows you to concentrate on playing one Starlord, if this Starlord is killed then you will be given the option to continue the game as your nearest family relation. The game will not end until your Starlord has been successful or all your family has been killed.

- Gender Selection:- choose whether to play a male or female Starlord.
- Flag Selection:- modify the colours of your Starlord's heraldic shield.

A Starlord's heraldic shield is divided into four sections:- Moving the *Controller* left or right changes which quarter is highlighted, while moving it up or down changes the colour of the highlighted quarter.

- Name Entry:- type in the name of your Starlord using the keyboard.
- Rank Selection:- choose the Starlord rank at which you will start the game.
- Galactic Scenario:- choose one from a number of pre-set galaxies with which you can start the game.

When you have selected your Galactic Scenario, you will begin the game on the Bridge of your Capital Ship.

ON-LINE HELP

If you do not understand the function carried out by any menu option, highlight the option and press the space bar. This activates the on-line help feature, giving you a brief description of what the highlighted menu option is used for.

TUTORIAL

TUTORIAL

It is recommended that you go through this quick guide to the game as an introduction to the basic levels of play in *Starlord*.

1. Installation and Loading

Install and/or load *Starlord*. Refer to the Technical Supplement for your particular make of computer.

2. Copy Protection

After the animated introduction, you will be taken to the Copy Protection screen. Enter the word from the Starlord's Handbook using the reference given and press the Return Key. You will then be taken to the Game Options screen.

3. The Game Options Screen

- To start a new game of *Starlord*, use the Mouse to highlight Start New Game and press the Left Mouse Button (LMB).

4. Game Mode

Before you enter the game, you will be taken through several game set-up screens. The first of these will ask you to choose between 'Dynasty Mode' or 'Single Starlord Mode'. Dynasty Mode allows you to play any Starlord in your family, Single Starlord Mode limits you to playing one Starlord at a time. See the Getting Started section of this manual for full details.

- Use the Mouse to highlight 'Single Starlord Mode' and press the LMB to select this and continue to the next option.

5. Gender Selection

Next, you will be asked to choose the sex of your character; either a 'Male Starlord' or a 'Female Starlord'.

- Highlight either option and select with the LMB to continue.

6. Choose Your Heraldic Colours

You will then choose your Heraldic colours. These colours will be used throughout the game to identify your family. Follow the on-screen instructions to carry this out.

7. Enter Your Name

You will then be asked to enter your name.

- Type in your name using the keyboard and press the Return Key.

8. Choose a Starlord Rank

After you have entered your name, you must choose the Starlord rank at which you will start the game.

- Highlight and select Lord/Lady.

9. Choose a Galactic Scenario

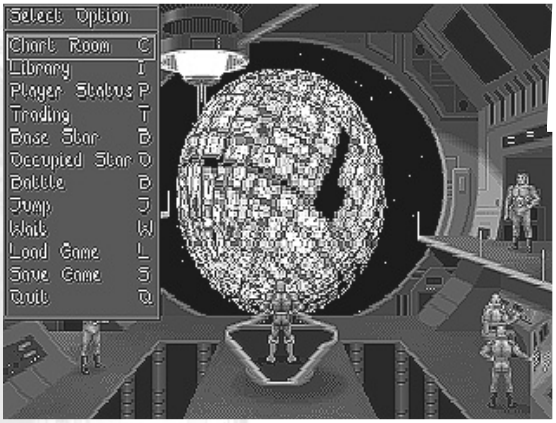
The final game set-up is to choose the galactic scenario.

- Pick the first scenario (In the beginning ...) and press the Return Key.

You will be given a brief description of the Galactic Scenario.

- Press the Escape Key to exit from this screen.

10. The Bridge



You start the game on the Bridge of the largest starship in your fleet (known as your Capital Ship), you are overlooking your home planet (known as your Base Star).

For the purposes of this introduction to *Starlord*, we will carry out the following:-

- transfer some money between Base Star and Capital Ship.
- buy some fuel in the Trading screen.
- set-up and carry out a jump between planets.
- carry out a diplomatic discussion between Starlords.
- go through a battle sequence, including a 3-D space battle.

- Press the Right Mouse Button (RMB) to view the Select Option menu.

This menu allows you to access several other screens and to carry out game functions such as jumping between planets.

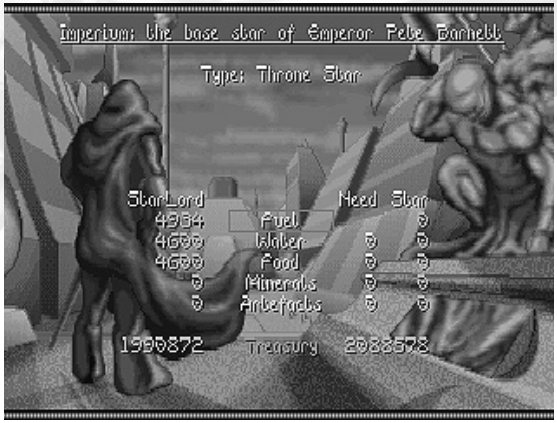
- Use the Mouse to position the red highlight over Base Star and press the LMB to select.

You will now be taken to the Base Star screen.

11. The Base Star Screen

A Starlord has two locations at which money may be stored:-

the Reserve on the Base Star
the Treasury on the Capital Ship



The Reserve is used to store your money and may not be used for Trading. It will be plundered by the enemy if your Base Star is raided.

The Treasury is used as 'ready cash' for Trading, but will be plundered by the enemy if you lose a space battle.

- Use the Mouse to position the red highlight box over Treasury and hold down the LMB until the number in the right-hand column reads zero.

You now have all your money in your Capital Ship's Treasury, in preparation for buying some fuel in the Trading screen.

- Press the Escape Key to return to the Bridge.
- Press the RMB to view the Select Option menu. Use the Mouse to position the red highlight over Trading and press the LMB to select.

You will now be taken to the Trading screen.

12. The Trading Screen

Before we carry out a jump between planets, we will need some fuel.

- Use the Mouse to highlight Fuel (at the top of the list on the right-hand side of the screen) and press the B (Buy) Key.

The question 'How Many?' will appear in the lower left of the screen.

- Type 100 and press the Return Key (100 units of fuel is enough for 100 days travel).

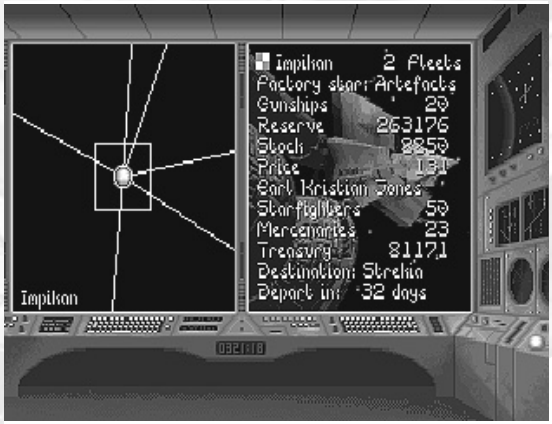
The statement 'Confirm Purchase (T/F/H/N)' will appear under 'How Many?'. This allows you to buy from three different suppliers or to stop the transaction completely (see the section of this manual on The Trading Screen for full details).

- Press the T Key to buy from Traders.

You will see the fuel added to your total (on the right-hand side of the screen).

- Press the Escape Key to return to the Bridge.
- Press the RMB to display the Select Option menu, use the Mouse to highlight and select Chart Room.

13. The Chart Room



You are now in the Chart Room, the navigation centre of your Capital Ship.

- Press and hold the LMB and move the mouse forwards until the Chart Room display is set at maximum magnification.
- Press the RMB to view the Move Options menu, highlight Target Loc'n and select using the LMB.

This centres the Chart Room display on your Starlord's current location. You will now see data concerning your Starlord and your Base Star in the right-hand Chart Room window.

In the left-hand Chart Room window, you will see your Base Star in the centre with several lines emanating from it which may be red or green. Green lines are routes between planets which are available for you to travel on. Red lines are routes which would be available if you had enough fuel.

We will now carry out a jump between Yemid (your Base Star) and Tictas.

- Follow the green line from Yemid to Tictas by moving the Mouse to the left.
- When you have Tictas in the centre of the left-hand Chart Room window, press the RMB and highlight and select Select Dest'n from the Move Options menu.

When the display returns to the Chart Room, you will see a multi-coloured line between Yemid and Tictas.

- Press the RMB and select Bridge from the menu.

14. Carrying Out the Jump

You are now on the Bridge with a destination programmed into your navigation computer.

- Press the RMB to view the Select Option menu and select Jump.

Your Capital Ship will now carry out the programmed hyperspace jump.

You will view the first stages of the hyperspace jump from the Bridge, then you will be transferred to a screen displaying the passage of time. The Estimated Time of Arrival (ETA) at your destination is displayed to allow you to see how much longer you have in hyperspace. For full details of intergalactic travel, see the separate Starlord's Handbook .

15. The Communications Screen

When you arrive at your destination, you will be greeted by the resident Starlord, Lady Redadie Kiribniu. She will appear on your Capital Ship's Communications Screen. The negotiations which you carry out here could determine whether you will battle the resident Starlord or obtain money from her.

For the purposes of this introduction, we want the diplomatic discussions to end in battle, so make sure that your discussion leads to this; insult, threaten and challenge!

As you speak with the resident Starlord, her messages to you are displayed in white text, your responses are displayed in yellow text.

- Press the Return Key to advance to the next stage of the negotiations.
- Press the up/down cursor keys to look through your available responses and press the Return Key to transmit your chosen message.

When you return to the Bridge, you will view the arrival of your Capital Ship at the Base Star. The resident Starlord's Fleet will move into position in front of your Capital Ship.

- Press the RMB to view the Select Option menu; highlight and select Battle with the LMB.

16. Battle Fleets

Starlords have two fleets of Starships:-

The Battle Fleet - used for both attack and defence
The Planetary Defence Fleet - used solely for Base Star defence

A Starlord's Battle Fleet consists of four different types of Starship:-

A Capital Ship
A Battlefighter
A variable number of Starfighters
A variable number of Mercenary Interceptors

A Starlord's Planetary Defence Fleet consists of two different types of Starship:-

A Battle Moon
A variable number of Gunships

The Starlord's Handbook contains full details of Starlord's ships.

17. The Order of Battle Screen

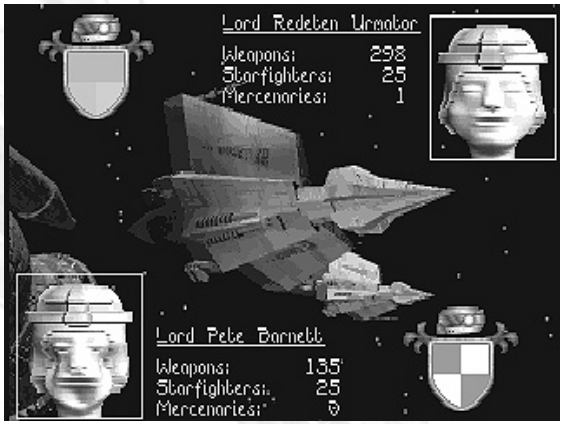
The first screen in the battle sequence is the Order of Battle screen. It displays the Attacking and Defending forces in two lists, with your Starlord on the left-hand side of the screen and the Starlord who you are attacking on the right-hand side of the screen. Relevant information on the size of the opposing Battle Fleets is shown in the bottom of the screen.

- Press the Escape Key. You will be taken to the Battle Data screen.

18. The Battle Data Screen

The Battle Data screen consists of a display of the two Starlords who are battling. Relevant battle data is shown next to the display of each of the Starlord's heads.

- Press the RMB to display the Battle Options menu and highlight and select Full Battle . You will now be taken to the Commit Forces screen.



19. The Commit Forces Screen

The Commit Forces screen allows you to increase or decrease the number of your Starfighters or Mercenaries which will take part in the battle.

For the moment, you should make sure that the maximum number of your fighters are committed to action. If they are not, highlight either Starfighters or Mercenaries and press the RMB.

When both figures under Committed are maximum, press the Escape Key to enter the Arming screen.

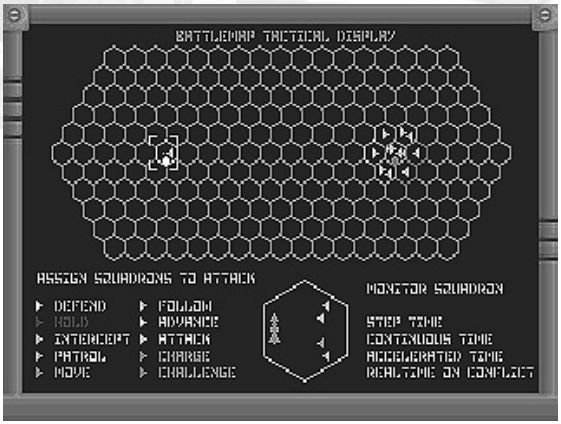
20. The Arming Screen

The Arming screen allows you to set up the armament carried by your personal Starfighter (known as your Battlefighter).

- To select a weapon, move the mouse up or down. You will see a yellow highlight box on the left of the screen which indicates which weapon is selected.
- To load a weapon onto your Battlefighter, press the LMB. A red box will appear to the right of the weapon name to show that it is loaded.
- Press the Escape Key to move onto the next screen; the Battlemap .

21. The Battlemap Screen

The Battlemap is the screen which allows you to control your Battle Fleet throughout the space battle. The Battlemap is not a 'real time' display - to make time pass, you must click on one of the time functions in the bottom-right of the screen. This means that you may take your time making tactical decisions.



In the top two-thirds of the screen, you will see symbols representing your Battle Fleet on the left-hand side and the enemy Battle Fleet on the right-hand side. The symbols in this display represent the following:-

a Starfighter/Mercenary squadron (up to four ships)

a Battlefighter squadron (up to five ships)

a Capital Ship

- Move the flashing cursor over the hexagon grid section of this screen. Each small hexagon box is known as a 'sector'. You will see a yellow border around the highlighted sector.

- Now move the cursor over a sector which contains starships; you will see a report of what the sector contains in the large hexagon in the centre-bottom of the screen. The symbols in this display represent the following:-

a Starfighter

a Battlefighter

a Capital Ship

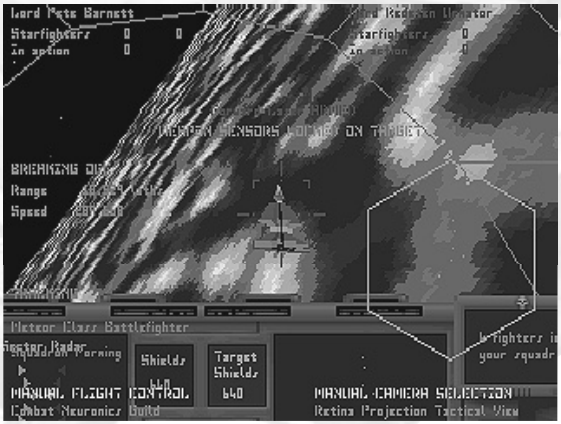
We will now order three squadrons of Starfighters to attack the enemy Capital Ship.

- To do this, move the cursor so that its central dot is over the red ATTACK order in the bottom left of the Battlemap and press the LMB; the words ASSIGN SQUADRONS TO ATTACK will appear above the orders.
- Move the pointer over the sector containing your Battlefighter squadron (the symbol) and press the LMB. The Battlefighter squadron symbol will turn red.
- Repeat this for any other <u>two</u> Starfighter units; you now have three squadrons of Starfighters ready to attack the enemy Capital Ship.
- The distances between the two opposing Battle Fleets are huge. To make time pass, move the cursor over the orange REAL TIME ON CONFLICT function in the bottom right of the Battlemap and press and hold down the LMB.

The selected Battlefighter and Starfighters will move out of defensive formation and attack the enemy Capital Ship. When Starfighter squadrons meet each other in battle, they appear as two icons on the same sector. The action will switch to the cockpit when your Battlefighter encounters resistance.

22. The Battlefighter Cockpit

You are advised to use the Pause function (the P Key) and refer to the separate Key Guide as often as possible until you are familiar with all Battlefighter controls. When you first transfer to your Battlefighter, it will be attacking the enemy Capital Ship in Autopilot Mode.



- Watch the Battlefighter carry out its first auto-attack run on the enemy Capital Ship, then when it has passed the Capital Ship, press the M Key.

You now have manual control over the Battlefighter. Use the Joystick, Mouse or Cursor Keys to control the Battlefighter's spaceflight. Consult the section of this manual on The Battlefighter if you have any problems.

- Press the LMB to accelerate or the RMB to decelerate, press the Spacebar to fire your weapons. It will take many hits to destroy the enemy Capital Ship.

If you have problems lining up on the Capital Ship, press the M Key to put the Battlefighter back into Autopilot Mode, wait until the autopilot turns your Battlefighter to face the enemy Capital Ship and then press M again to return to manual control.

As you get more skilled at flying your Battlefighter, you may prefer to carry out attacks without using the autopilot.

23. The End of the First Battle

If a Battlefighter or Capital Ship is destroyed, the Starlord with an intact Battlefighter or Capital Ship is deemed the victor.

You will be shown the result of the battle, with a display of the money and resources you have gained or lost.

- Press the Escape Key to quit from this screen.

If you lose the space battle, you will be forced to return to your Base Star to re-group your forces.

If you win the first stage of the space battle, you will be returned to the Order of Battle screen in preparation for the next stage of the space battle; defeating the Planetary Defences.

24. The Planetary Defences

The Planetary Defences are your opponent's last line of resistance; defeat these and you will be able to occupy their Base Star.

- Go back to step 17 of this guide and repeat the battle process against the enemy Planetary Defences.

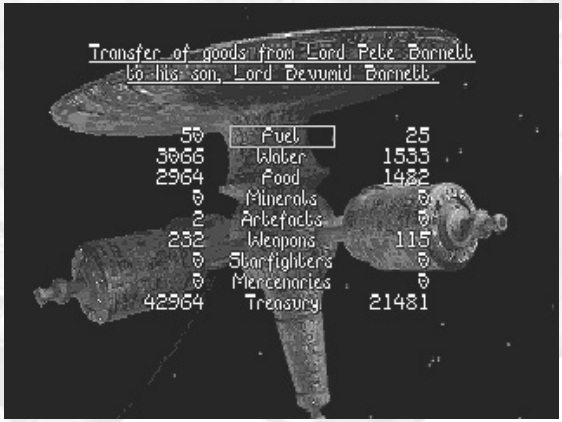
25. The End of the Second Battle

If you destroy the enemy Battle Moon, the space battle is over. You will be shown the result; press the Escape Key to quit from this screen.

You will then be taken to the Transfer of Goods screen which enables you to set up a family member as the new Starlord at the Base Star.

- Press the LMB to transfer resources to the new Starlord from your Capital Ship, press the RMB to transfer resources to your Capital Ship from the new Starlord.
- Press the Escape Key to quit from this screen.

You will now return to the Bridge of your Capital Ship, ready to start another sequence of trading, travel and battle!



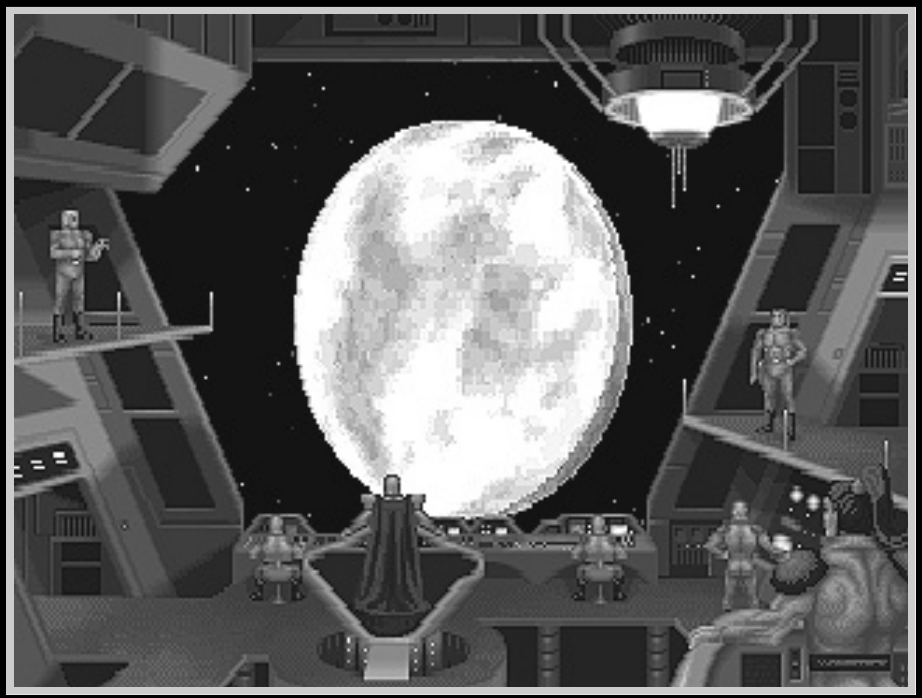
26. The Goal of the Game

As you defeat Starlords at their Base Stars, you build up your personal empire; a member of your family is installed at each Base Star which you have defeated.

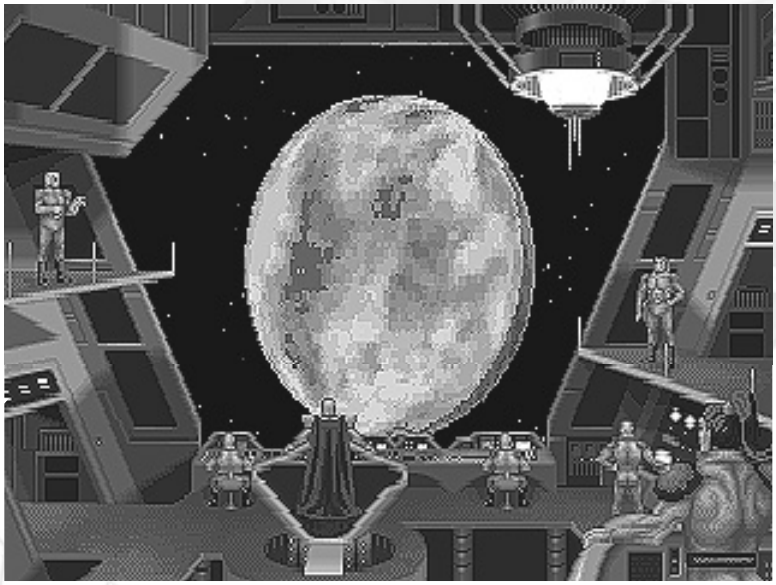
To succeed as a Starlord, you must plan your raids on opponent's Base Stars with care, consulting the Library and creating alliances with the most powerful Starlords.

The ultimate aim of *Starlord* is to become Ruler of the Galaxy - to attain the rank of Emperor, with all five Kings as family members.

THE CAPITAL SHIP



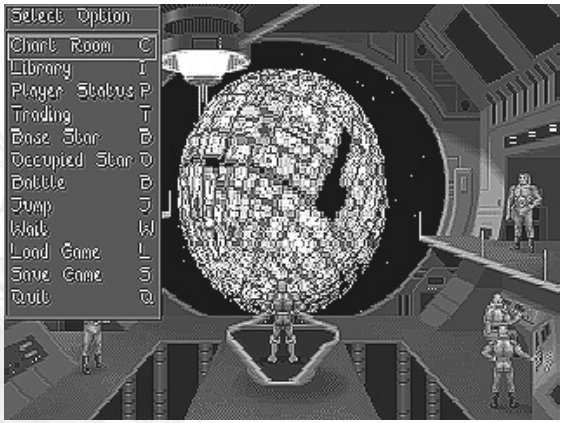
THE BRIDGE



The Bridge is the central room of your Capital Ship and is used to access many other rooms and displays.

Press the Right Mouse Button (RMB) to view the Select Option menu. It will appear in the top left of the Bridge screen.

To select an option, position the highlight box over the option using the *Controller* and press the *Selector*.



The Select Option menu allows you to select from the following:-

Chart Room: Select to go to the Chart Room.

Library: Select to go to the Library.

Player Status: Select to view the Player Status screen.

Trading: Select to view the Trading screen.

Base Star: Select to view the Base Star screen.

Occupied Star: Select to view the Occupied Star screen.

Battle: Select to view the Order of Battle Screen.

Jump: Select to carry out the hyperspace jump which you have previously set up in the Chart Room.

Wait: Select to wait at your current location. When you select this, a prompt will appear asking you for the number of days you wish to wait. Enter the number of days using the Keyboard and press the Return Key.

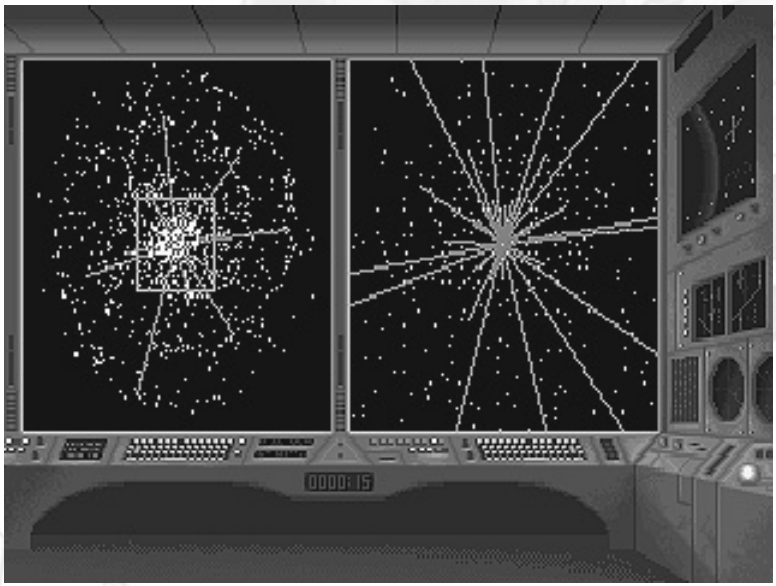
Load Game: Select to load a previously saved game.

Save Game: Select to save your current game.

Quit: Select to quit to the Game Options Screen.

Note: There are quick keyboard alternatives to all the menu functions. For example, pressing the W Key carries out the same function as going into the Select Option menu and selecting Wait. When you get familiar with the functions carried out in the menus, you may prefer to use these 'shortcut' keys.

THE CHART ROOM



If you select Chart Room from the Select Option menu, you will transfer to the navigation centre of your Capital Ship.

The Chart Room consists of two windows, each displaying a map of the Galaxy at different levels of magnification. This allows you to examine the Galactic Map and plan your routes between Base Stars.

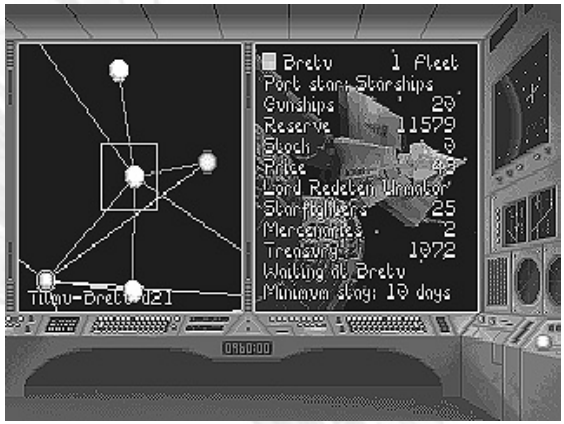
The right-hand window map display is one level of magnification up from the left-hand window.

The large box in the centre of the left-hand window outlines the area displayed in the right-hand window.

The Galactic Map window magnification may be changed by using the < / > Keys or by holding down the LMB while moving the mouse forwards or backwards.

Below the middle of the two Chart Room windows there is a digital display of the Imperial date.

The Chart Room Data Display



At the two highest levels of magnification, the right-hand window displays a data screen which has two modes: GalPos or Base Star Data .

GalPos

If a Base Star is not highlighted in the left-hand window, the right hand window displays information on the GalPos (Galactic Position) of the display. The GalPos allows you to find specific Base Stars from the references given in the Library.

The GalPos is split into two parts; for example, with a GalPos of 416.315, the 416 represents the distance from the right hand edge of the Galactic map, the 315 represents the distance from the bottom edge of the Galactic map.

Base Star Data

If there is a Base Star highlighted in the left-hand window, the Base Star Data screen is displayed in the right-hand window. This data is presented as follows:-

The top line shows, from left to right:-

- the flag of the Starlord who owns the Base Star
- the name of the Base Star
- the number of Battle Fleets at that Base Star

The second line shows the status and product of the Base Star.

Gunships displays the number of Gunships at the Base Star. This allows you to assess the strength of the planetary defences.

Reserve shows the amount of money held in the Base Star's Reserve, in MegaCredits.

Stock displays the number of units of Stock held at the Base Star. The type of Stock depends on what the Base Star produces (see the Base Star type, on the second line of this Data Display).

Price shows you the current price of this Stock.

Note: The Stock and Price displays only appear when you have highlighted a Production Star. Dedicated Base Stars do not produce any goods, so they do not have any Stock.

The next line shows the name of the Starlord resident at the Base Star at the moment. This is not necessarily the same as the owner, Starlords may peacefully visit any Base Star they choose.

Pressing the Plus + / Minus - Keys allows you to look through any other Starlords also resident at the Base Star.

The colour of the Starlord's name shows their diplomatic stance relevant to you:

yellow - neutral
green - friendly
red - enemy

Your Starlord's name is shown in white.

The rest of the information in this Data Display refers to the Starlord named above. Press the O Key to see who the owner of the Base Star is.

Starfighters shows the number of Starfighters carried on the Starlord's Capital Ship.

Mercenaries shows the number of Mercenary Interceptors carried on the Starlord's Capital Ship.

Treasury shows the amount of money held in the Treasury on the Starlord's Capital Ship, in MegaCredits.

The last two lines show the Starlord's current position and estimated times of arrival or departure.

The Move Options Menu

Press the RMB to view the Move Options menu. It will appear in the top left of the Chart Room screen, and allows you to select from the following:-

Select Starlord

This may only be used if you have selected 'Dynasty Play' in the Game Options. Select this option to change the character you are playing to the Starlord at the Base Star highlighted in the left-hand Chart Room window.

Select Dest'n (Select Destination)

Select this to set your Jump destination to the Base Star highlighted in the left-hand Chart Room window. When you select this, you are automatically transferred back to the Bridge, ready to start your Jump.

Target Loc'n (Target Location)

Select this to change the Chart Room display so that the Base Star which you are currently at is shown in the centre of the windows.

Target Base

Select this to change the Chart Room display so that your home Base Star is shown in the centre of the windows.

Return to Base

Select this to plot a course directly to your Base Star.

Find Star

Select this to centre the Chart Room display on a particular Base Star. Type in the name of the Star you need to locate using the Keyboard and press the Return Key.

Off Call to Arms/Def Call to Arms

Select these to carry out a Call to Arms. This may be either Offensive (Off) or Defensive (Def). See the separate Starlord's Handbook for full details.

Bridge

Select this to return to the Bridge.

Press the RMB to hide the Move Options menu and return to the full screen Chart Room.

The Display Options Menu

When the Move Options menu is displayed, move the *Controller* to the right and you will be presented with the Display Options menu.

The Display Options affect the way data is presented on the Chart Room windows and consist of the following:-

Byways, Earlsways, Midways, Dukesways, Highways, Kingsways & Throneways

Select these to toggle the display of different Links between Base Stars. For full details on Links see the separate Starlord's Handbook .

Star Names

Select this to toggle the display of Base Star names (these will only be visible at high magnification).

Family Flags

Select this to toggle a display of the Base Star owner's family flag (high magnification only).

Prod'n Types (Production Types)

Select this to toggle the display of icons which represent what the Base Stars produce (high magnification only).

Select Family

Select this to display the Base Stars held by one family in colour, and all the other Base Stars in grey.

You can browse through all the different families by using the Plus + / Minus - Keys.

When Select Family is active, the top of the left Chart Room window displays the following information, from left to right:-

- the family flag
- the family name
- the number of Starlords in the family

The colour of the Base Stars correspond to the rank of the Starlord who owns the Base Star:-

Green:-	Lord	Blue:-	King
Red:-	Earl	Purple:-	Emperor
Yellow:-	Duke		

This also corresponds with the colour coding to be found in the Library screen.

Background

Select this to toggle the Galactic background display.

Battle Data

Select this to display the Base Stars at which a battle has recently occurred. The Base Stars are shown in red, with a line drawn from the attacking Base Star to the defending Base Star shading from dark green to light blue. At high magnification, data regarding the battle is displayed in the right-hand Chart Room window. The Plus + / Minus - Keys may be used to look at data concerning other battles which have taken place at the highlighted system.

Family Tree

Select this to join together the members of a family with lines extending from the higher rank to the lower rank. The lines are drawn from the oldest generation to the youngest generation shading from purple to red.

Show Owner

Select this to display the name of the owner of the highlighted Base Star. This appears in the Chart Room Data Display window, allowing you to access data about the resident Starlord even when he/she is not there.

Move the *Controller* to the left to return to the Move Options menu.

Press the RMB to hide the Display Options menu and return to the full screen Chart Room.

Empire Display

Select this to show the position of the Galaxy's five largest Empires in the left-hand Chart Room window. The names of the Starlords who own these Empires are displayed in the right-hand Chart Room window. Your Empire is also displayed for comparison.

Interstellar Travel

Travelling between Base Stars is the main function which you carry out in the Chart Room.

To carry out a jump from one Base Star to another, you must go through the following procedure:-

Selecting the Start Point

Set the Chart Room map display to a high magnification by pressing the > Key or by holding the LMB while moving the mouse forwards. Press the RMB to bring up the Move Options menu.

Highlight Target Loc'n and press the *Selector.* This will centre the display on the Base Star which you are currently at. The name of the Base Star which you are starting your journey from will be displayed in the bottom left of the left-hand Chart Room window.

You will see a number of lines coming out of the selected start point:-

Green lines denote jumps which can be made.

Red lines denote jumps which cannot be made due to insufficient fuel.

If you have insufficient fuel, go to the Bridge and select Trading from the Select Option menu. Buy some fuel and return to the Chart Room.

Selecting the Destination Base Star

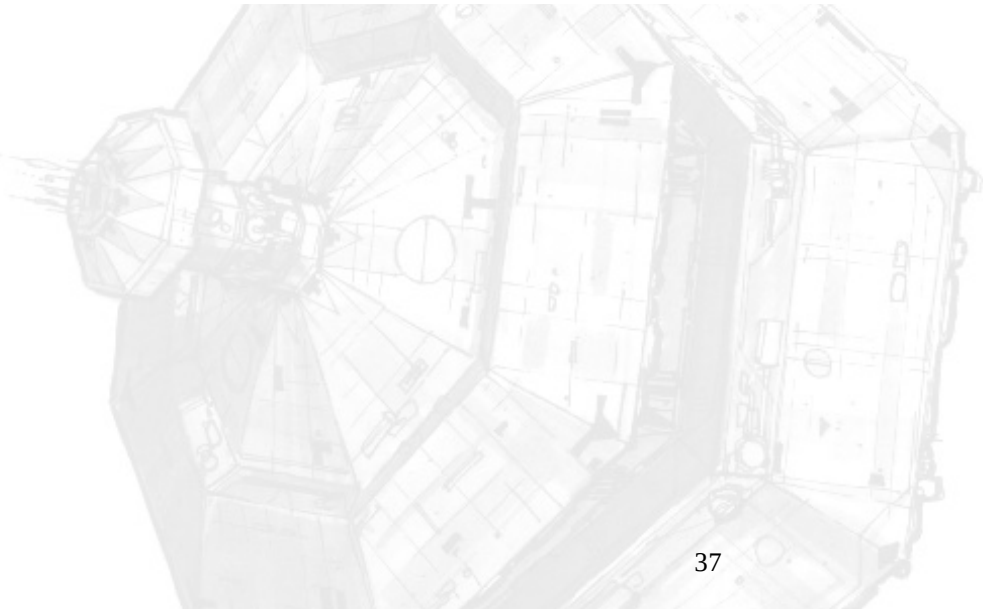
Use the *Controller* to position the destination Base Star in the middle of the grey box and make this your destination by selecting the Select Dest'n option in the Move Options menu. You will see the name of the destination Base Star appear alongside the name of the start Base Star in the left hand Chart Room window.

Select the Bridge option in the Select Option menu to return to the Bridge.

Press the RMB to view the Select Option menu and select Jump.

Your spacecraft will now accelerate to trans-light speed and carry out the selected Jump. This will take a number of Imperial days, and the passage of time will be displayed on your screen.

When you are close to your destination you will be transferred to the Communications Screen, ready to negotiate with the Starlord resident at the Base Star.



THE COMMUNICATIONS SCREEN

The Communications Screen is automatically accessed either immediately before arriving at your destination or when another Starlord arrives at your location.

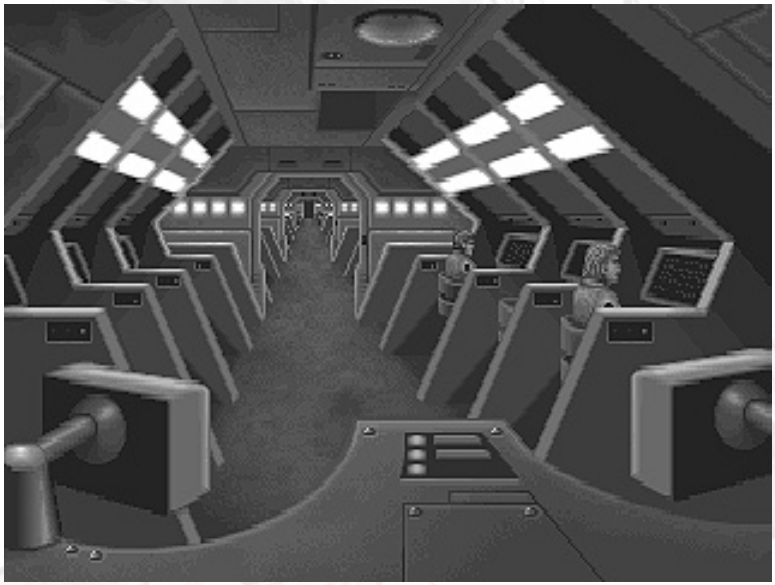
When the Communications Screen is first displayed, you will either see the Starlord's message to you (in white) or your message to them (in yellow).

If the message is white, press the Return Key to advance to the next stage of the negotiations.

If the message is yellow, press the up/down cursor keys to look through the alternative messages you may broadcast. Pick a message and press the Return Key to broadcast it.

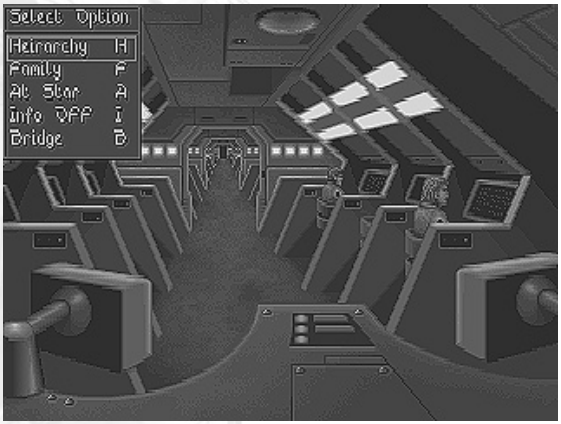
You will receive a reply which you may need to respond to. These negotiations will continue until a satisfactory conclusion has been reached; they may even lead to war.

THE LIBRARY



If you select Library from the Select Option menu, you will be able to access data on any Starlord in the Galactic Empire. This will allow you to make informed choices about who to trade with and who to battle against.

Press the RMB to view the Library Select Option menu. It will appear in the top left of the screen and allows you to select from five options:-



Hierarchy
Family
At Star
Info ON/OFF
Bridge

To select one of these options, use the *Controller* to highlight an option and press the *Selector*.

The Hierarchy Library Display shows all the Starlords in the Galaxy in order of rank. Press the *Selector* to change the structure of the display to show the Vassals of a highlighted Starlord.

The Family Library Display shows a hierarchic tree of Starlords from one family; allowing you to access data on the Starlords who are building the biggest dynasty.

The At Star Library Display shows data about the Starlords at the same Base Star as you. This is a very useful display to use when planning battle tactics.

Select Info to toggle the display of the Library Data Display box. When this reads Info ON, the Library Data Display box will appear in the bottom of the screen when you are in a Library Display (see the next section: The Library Data Display).

Selecting Bridge will return you to the Bridge.

Press the RMB to return to the Full Screen Library.

The Library Data Display

The Library Data Display is turned on by selecting Info ON in the Library Select Option menu.

The Starlord's name and coat of arms are displayed in the top centre of the Library Data Display. The coat of arms shows a shield in the family colours surrounded by the emblazonry of the Starlord.

The following information is also presented:-

Children:- The number of children the Starlord has.

Base Star:- The name of the Starlord's Base Star.

Product:- The product which this Base Star generates.

Coords:- The Galactic position of the Base Star.

Gunships:- The number of planetary defence Gunships held at the Base Star by the Starlord.

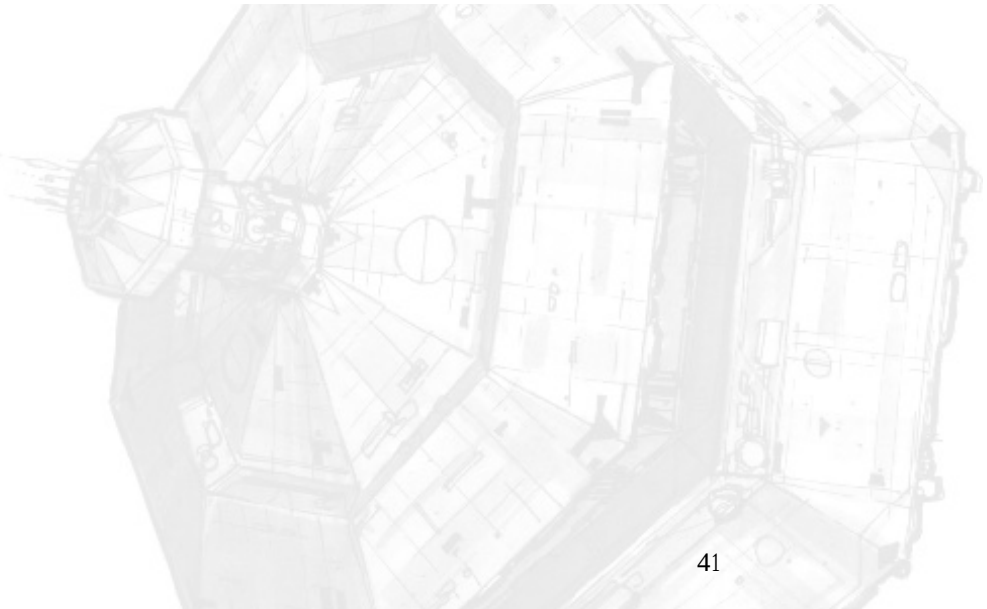
Reserve:- The amount of money held on the Starlord's Base Star. This money is used to top up the Treasury (see below) and to keep Production Stars working.

Treasury:- The amount of money held by the Starlord on the Capital Ship, to be used for trading.

Status:- Where the Starlord is.

Depart in/ETA:- How long it will be before the Starlord departs/arrives.

On the right of the display there is a list consisting of the age of the Starlord (in Imperial Years) followed by the products carried on the Starlord's Capital Ship.

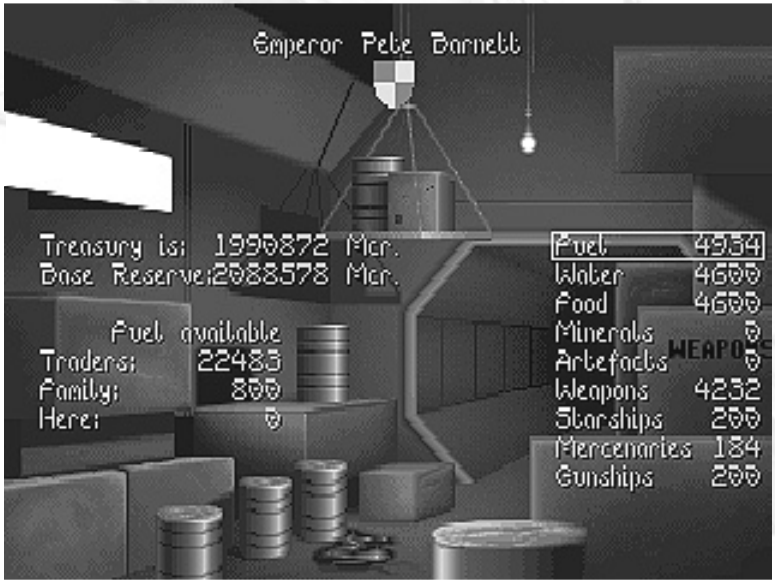


THE PLAYER STATUS SCREEN

If you select Player Status from the Select Option menu, you will be able to view the Player Status screen.

The Player Status screen is a breakdown of the player-related data which is presented in the Library, Base Star and Chart Room screens, allowing you to instantly access this data without having to look through several different screens.

THE TRADING SCREEN



If you select Trading from the Select Option menu, you will be able to stock up with any resources you need and sell any surplus resources you have.

The Trading screen is divided into three sections.

The top left of the screen shows the amount of money in the Treasury and the amount in the Reserve. The Treasury is the money carried in the Capital Ship, the Reserve is the money kept back at your Base Star.

The bottom left of the screen displays the number of the selected resources available from three different sources:-

Traders - Galactic traders

Family - Family members

Here - Traders at your current location

The right side of the screen displays the different products available, and the number you already have.

Buying Resources

Highlight the resource you wish to buy from the list on the right side of the screen using the *Controller* and press the B Key.

The prompt How many? will appear on the bottom left of the screen. Type in the number you require using the keyboard and press the Return Key.

The prompt Confirm purchase (T/F/H/N) will appear at the bottom of the screen. This allows you to buy from the following sources:-

Pressing T buys resources from Galactic Traders

Pressing F buys resources from your Family

Pressing H buys resources from your current location

Pressing N cancels the buying operation

Press the Key corresponding to where you wish to buy the resources from.

You will see the resources added to the list on the right hand side of the Trading Screen.

Selling Resources

Highlight the resource which you wish to sell from the list on the right side of the screen using the *Controller* and press the S Key.

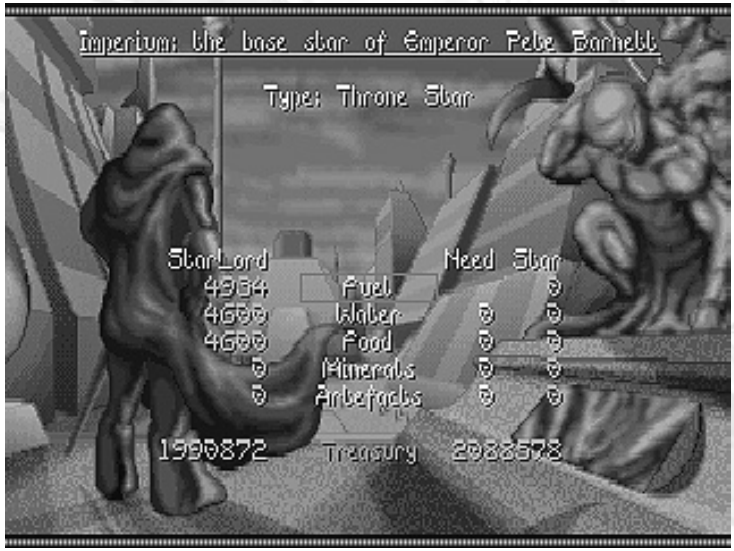
The prompt How many? will appear on the bottom left of the screen. Type in the number you wish to sell using the keyboard and press the Return Key.

The prompt Confirm sale Y/N will appear at the bottom of the screen. This allows you to confirm (press the Y Key) or stop (press the N Key) the transaction.

You will see the resource subtracted from the list on the right hand side of the Trading Screen.

For more details on trading, consult the Starlord's Handbook .

THE BASE STAR SCREEN



If you select Base Star from the Select Option menu, you will be able to transfer resources and money between your Base Star and your Capital Ship.

The Base Star screen consists of three columns, separated by a list of resources. The left hand column contains data about your Capital Ship, the right hand columns contain data about your Base Star.

Balancing Resources

It is important to keep your Base Star equipped with resources. Every Year, immediately before Market Day (see the Starlord's Handbook), you should go to this screen and ensure that your Base Star has the resources it needs to function. If you are unable to go to the Base Star screen because you are travelling, you should ensure that enough resources are in place to keep the Base Star equipped for the duration of your journey.

You will see that the right-hand columns are labelled Need and Star. The numbers below Need show what the Base Star needs to function, the numbers below Star show what resources are currently stored at the Star. You should always keep the number in the Star column equal to, or higher than, the number in the Need column. If you don't, your Base Star will slow its production rate (see the Starlord's Handbook for full details).

To transfer resources between Base Star and Capital Ship, highlight the resource and press:-

- the LMB to transfer resources from Base Star to Capital Ship
- the RMB to transfer resources from Capital Ship to Base Star

Transferring Money

To transfer money between your Reserve (on your Base Star) to your Treasury (on your Capital Ship), highlight Treasury and press:-

- the LMB to transfer money from Base Star to Capital Ship
- the RMB to transfer money from Capital Ship to Base Star

Setting the Price of Stock

The final line of the Base Star screen is labelled Price. This allows you to set the price at which your Base Star's stock will be sold to other Starlords.

Press the RMB to increase the price, press the LMB to decrease it.

You will find that setting a high price on your stock will make it build up, while setting a low price will get rid of it quickly.

Note:- Dedicated Base Stars do not have a Price display because they do not produce anything.

THE OCCUPIED STAR SCREEN

You can only select Occupied Star from the Select Option menu if you have defeated a Starlord's Planetary Defences and chosen to occupy his/her Base Star.

The Occupied Star screen works in exactly the same way as the Base Star screen, allowing you to transfer money and resources between the Base Star which you are occupying and your Capital Ship.

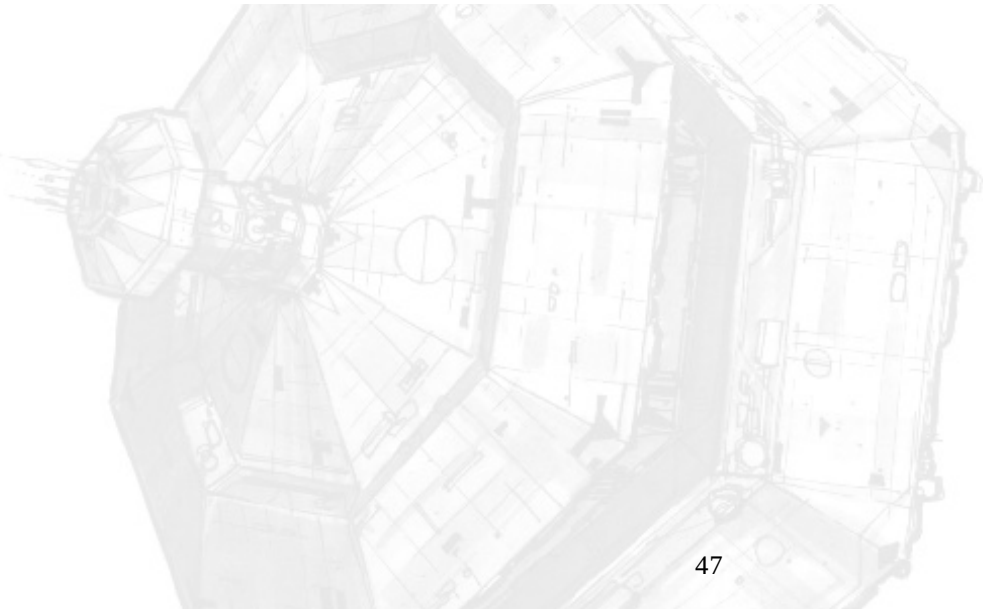
There are two tactics which you can use when occupying a Base Star:-

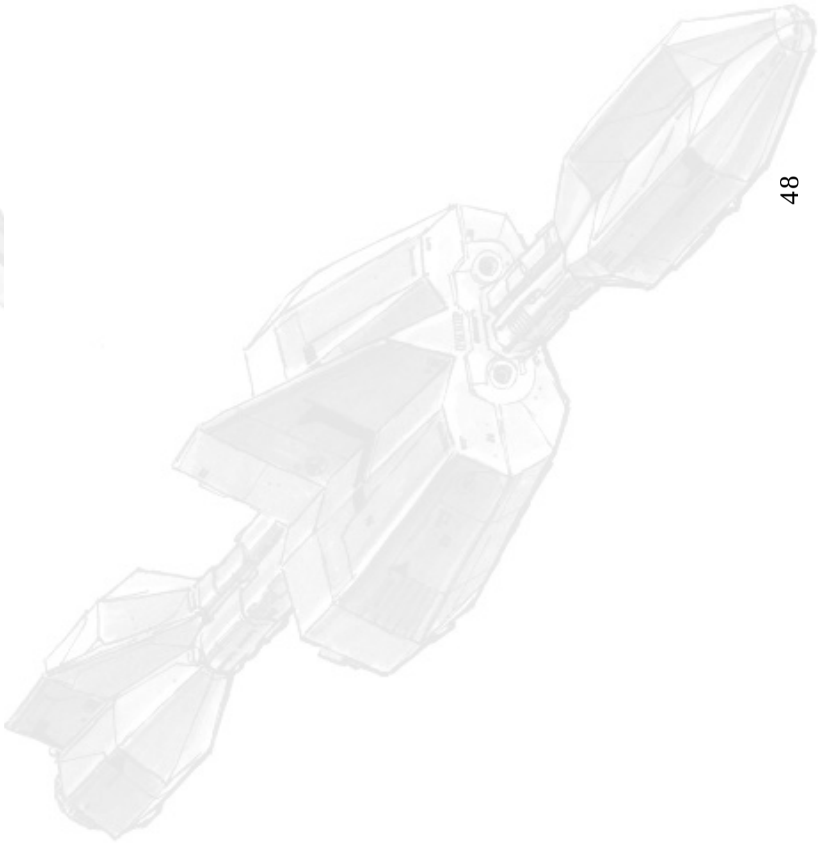
Passive Occupation

Check when the resident Starlord is due back (using the Chart Room or Library) and occupy the Base Star up to the day before he/she returns, then leave.

Aggressive Occupation

Remain at the Base Star until the resident Starlord returns, then battle him/her. A 'Call to Arms' could be carried out while you are waiting.



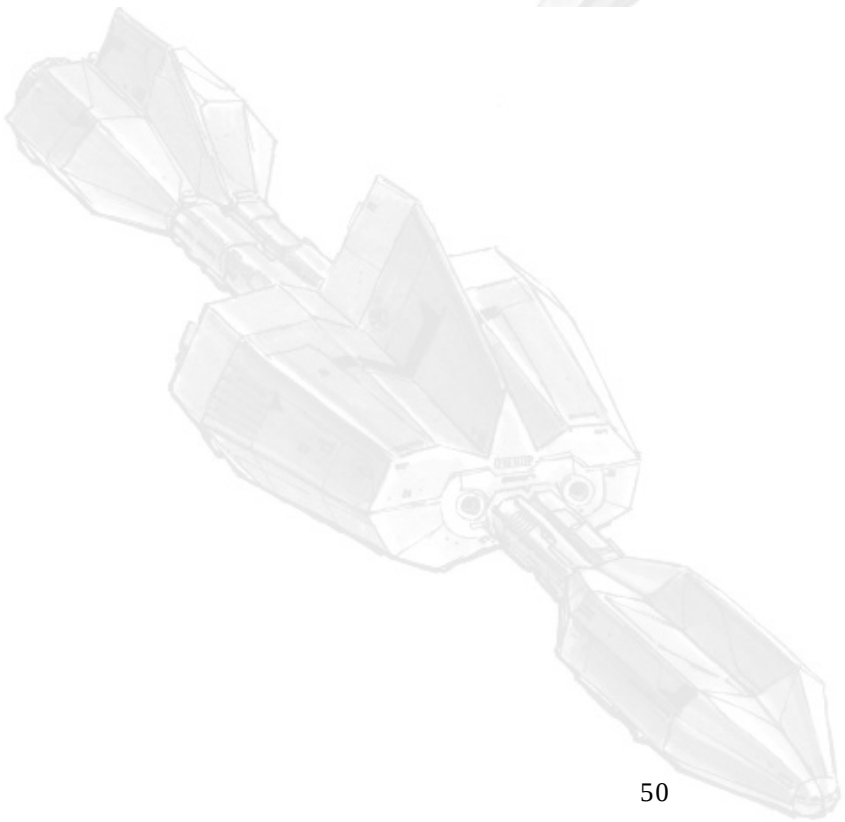


BATTLES IN SPACE

BATTLES IN SPACE

The Battle sequence consists of three screens; the Order of Battle screen, the Battle Data screen and the Commit Forces screen.

To get to the Order of Battle screen, select Battle from the Select Option menu in the Bridge. Selecting this option commits you to combat with the Starlord currently at the same Base Star as you.



THE ORDER OF BATTLE SCREEN

The Order of Battle screen is split down the middle:-

The left-hand side contains data regarding the attacking battle fleet.
The right-hand side contains data regarding the defending battle fleet.

Use the Controller to move the white highlight box around the list of attackers or defenders. Relevant data concerning the highlighted Starlord is displayed in the bottom of the Order of Battle screen.

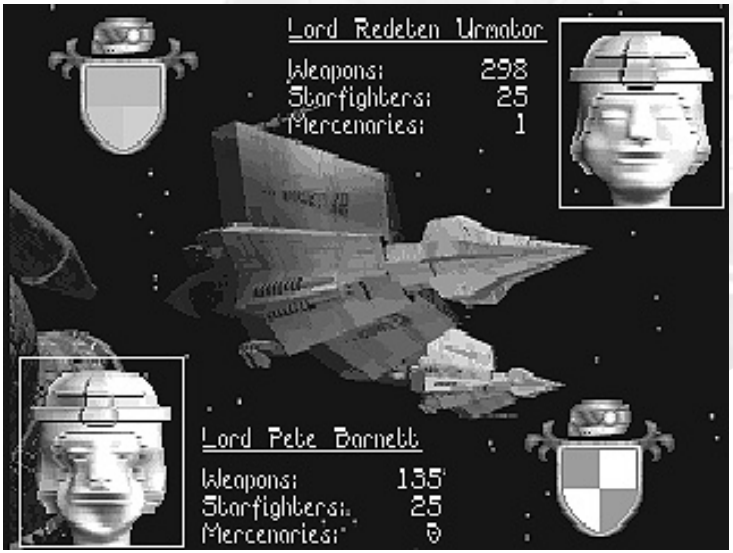
The list of attackers is arranged with the most powerful Starlord at the top and the least powerful Starlord second from bottom. The Starlord who carried out the Call to Arms is at the bottom of the list.

The list of defenders is arranged in the same way, but with one difference:- the last entry in this list is the Planetary Defence fleet.

The actual battles are fought between the Starlords from the top of each list downwards. Press the Escape Key to advance through each battle.

When the list reaches your Starlord, you will be taken to the Battle Data screen.

THE BATTLE DATA SCREEN



The Battle Data screen consists of a display of each of the Starlords who are battling with relevant battle data next to their heads. The attacker is at the bottom of the screen, the defender is at the top.

Press the RMB to view the Battle Options menu. This will allow you to select from Instant Result or Full Battle.

If you select Instant Result, you will not take part in the battle. Your Battlefighter will be piloted by your best Starfighter pilot and the result of the battle will be displayed to you.

If you select Full Battle, you will pilot your Battlefighter.

THE COMMIT FORCES SCREEN

When you have selected either Instant Result or Full Battle, you will be taken to the Commit Forces screen. This allows you to send more (or less) of your Starfighters into battle, preventing them from deploying in huge numbers against a weak opponent and consuming large amounts of your valuable resources.

Press the Left or Right Mouse Buttons to transfer Starfighters between the 'Reserved' fleet and the 'Committed' fleet.

The amount of Weapons you will have remaining at the end of the battle is displayed in the bottom of the screen as the 'Weapons Reserve'. Press the Escape Key to exit from this screen.

If you selected Quick Result in the Battle Options menu, you will now be shown the result of the battle (see the section of this manual on The Outcome of Battles for full details).

If you selected Full Battle in the Battle Options menu, you will now be taken to the Arming Screen.

THE ARMING SCREEN

The Arming Screen allows you to set-up the weaponry carried by your personal Battlefighter. It consists of a diagram of your Battlefighter, a list of weapons and a weapon data box.

Use the *Controller* to move the yellow indicator box up or down the weapon list, press the Selector to load the selected weapon onto your Battlefighter. The box on the right-hand side of the weapon list indicates which weapons are loaded.

The data box in the lower part of the screen displays information about the selected weapon.

The weaponry which your Battlefighter may carry depends on your Starlord rank; a Lord's Battlefighter has only one weapon bay, the Emperor's Battlefighter has five.

Full details of Battlefighters and their weaponry may be found in the separate Starlord's Handbook.

When you have completed arming your Battlefighter, press the Escape Key. You will now be taken to the tactical battle planning stage; the Battlemap.

THE BATTLEMAP

The Battlemap is used to plan your battle strategy. It allows you to monitor and give orders to any ship in your Battle Fleet.

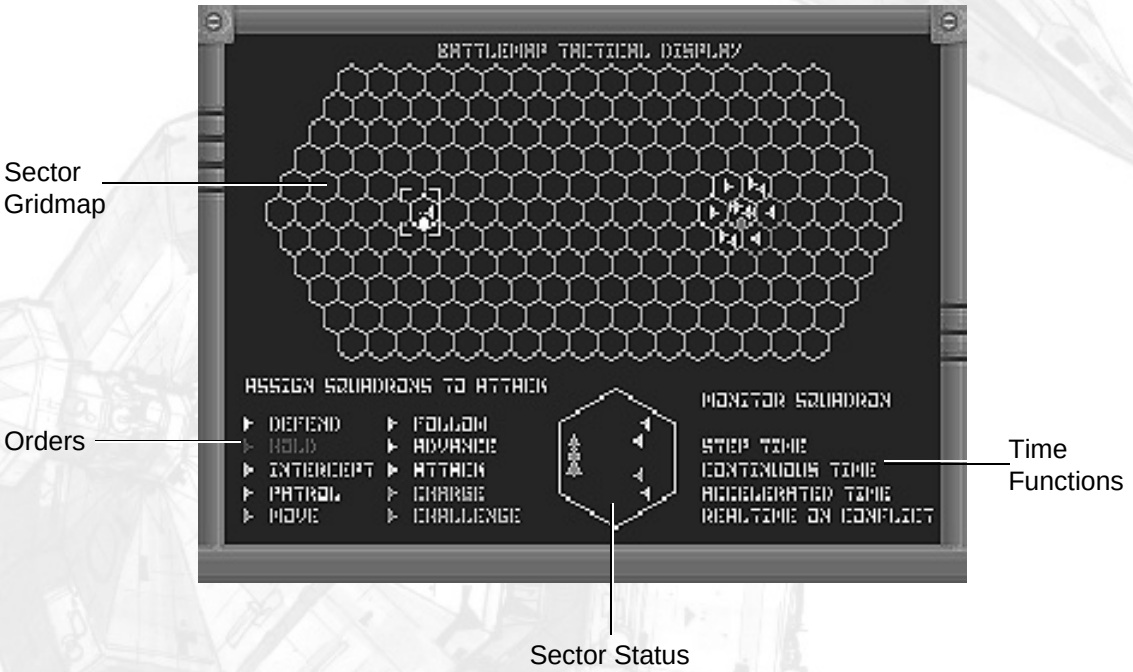
The Battlemap display is divided into four sections:-

The Sector Gridmap in the top two-thirds of the display.

The Orders in the lower left-hand side of the display.

The Sector Status in the lower centre of the display.

The Time Functions in the lower right-hand side of the display.



The Sector Gridmap

Because the space battle takes place close to the surface of a Base Star, Starfighters will experience the effects of entry into the Base Star's atmosphere if they fly too low. This means that any fleet who position themselves too close to the surface of the Base Star are at a disadvantage because they have no room to manoeuvre.

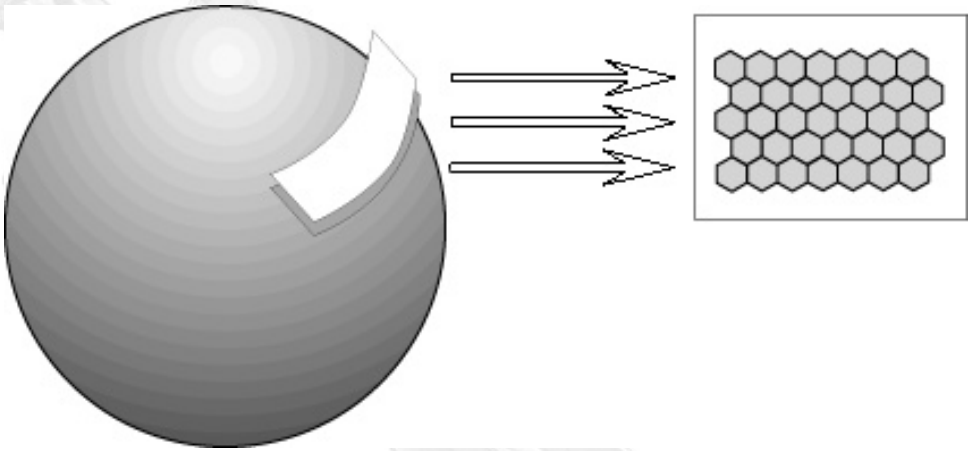
For this reason Warlords use the 2-dimensional Sector Gridmap display to plan their space battles.

The display is 2-dimensional in shape, but the section of space it represents is actually convex in shape (see the diagram below).

If Starfighters fly too close to the surface of the Base Star, they will be destroyed in the Base Star's atmosphere. If they fly too far away from the Base Star, they will be treated as deserters and are liable to be shot by friendly forces.

The Sector Gridmap is made up of many hexagonal sectors, each of which may contain one squadron of your Starfighters. When a sector also contains squadrons of enemy Starfighters, a battle for the control of the sector takes place.

Planet with Gridmap



The Orders

The Orders are on the bottom left of the Battlemap screen and are used to control individual Starfighter squadrons.

The following orders may be given:-

Defend
Close in around the Capital Ship and prevent enemy ships from getting through.

Hold
Remain in the current sector and attack any enemy ships which enter it.

Intercept
Attack the nearest enemy ship up to 2 sectors away and return to the current sector.

Patrol
Attack the nearest enemy ship up to 3 sectors away and remain in that sector.

Move
Move from the current sector to another sector, attack any enemy ships along the way.

Follow
Follow the Warlord's Battlefighter, attack any enemy ships along the way.

Advance
Attack the nearest enemy squadron.

Attack
Attack the enemy Capital Ship, taking the least heavily defended route.

Charge
Attack the enemy Capital Ship, taking the shortest route.

Challenge
Attack the enemy Warlord, taking the least heavily defended route.

To give an order to one of your Starfighter squadrons, use the *Controller* to highlight the order required from the Orders list and press the *Selector*.

A message will appear asking you to assign squadrons to carry out the order.

Move the *Controller* onto the Sector Gridmap and highlight the squadron you wish to give the selected order. Press the *Selector*.

If you have selected the Move order, then you must now highlight a destination sector using the *Controller* and press the *Selector*.

The selected squadron will now carry out the order until they are ordered otherwise.

The Sector Status

The Sector Status display allows you to monitor one squadron of your Starfighters.

To choose the squadron you wish to monitor, use the *Controller* to select the Monitor Squadron option and press the *Selector.*

Use the *Controller* to position the highlight over the squadron you wish to monitor and press the *Selector.* The display will now follow the squadron as it moves from sector to sector.

The Sector Status display shows the following information:-

- The number and type of ships in the sector
- The strength of the shields of these ships (ships displayed brightly have high shields, ships displayed dimly have low shields)

The Time Functions

The Time Functions on the bottom right-hand side of the Battlemap screen allow you to change the rate at which time passes during the battle. Choose the option using the *Controller* and select using the *Selector.* You may select from the following:-

Step Time

Select this to advance the battle through a short step of time.

Continuous Time

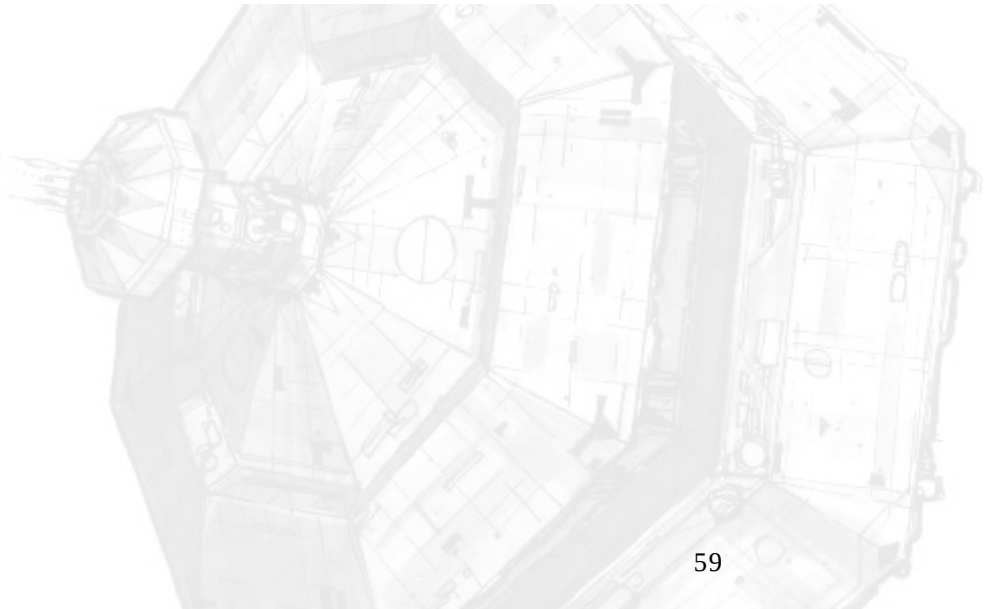
Select and hold down to run the battle at a real rate.

Accelerated Time

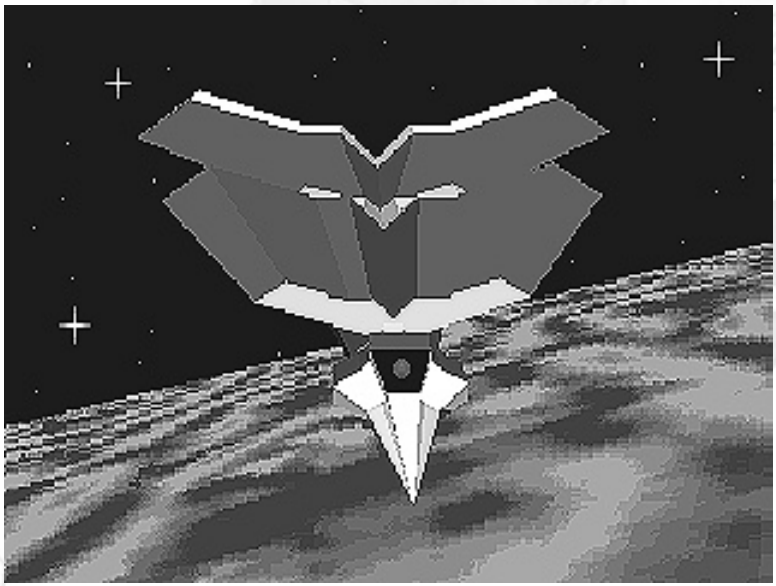
Select and hold down to run the battle at an accelerated rate.

Real Time on Conflict

Select and hold down to run the battle in Continuous mode until your Battlefighter is in a sector which also contains enemy forces, then go into the cockpit of your Battlefighter and fight the battle personally.



THE BATTLEFIGHTER



The Starlord's Battlefighter is the ship which plans and co-ordinates the attack on the enemy Capital Ships. Piloted by the Starlord, it is fast and manoeuvrable and can carry a wide range of weaponry.

Controls

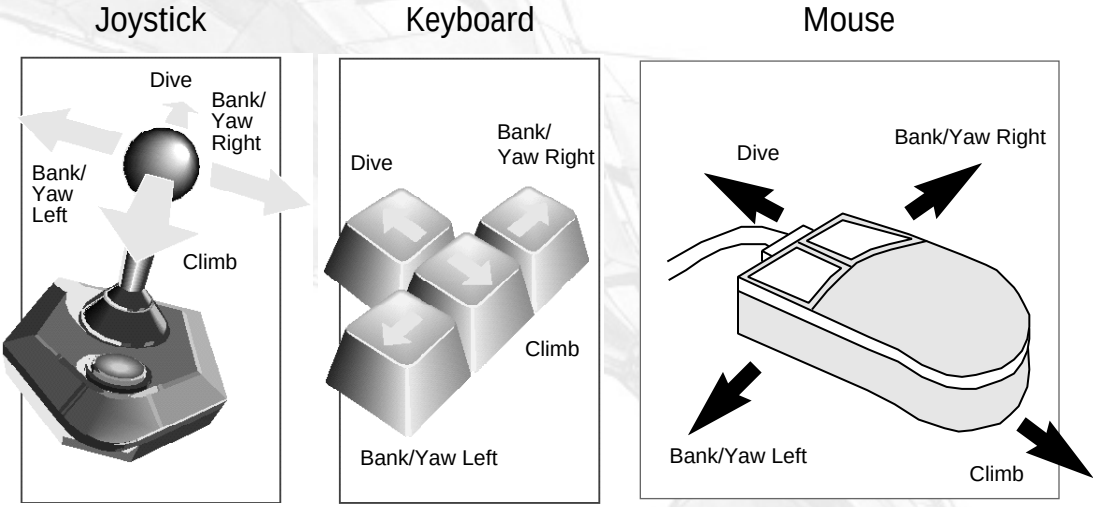
Flight Controls

Your Battlefighter may be flown using any one of the *Controllers*:- Joystick, Mouse or Cursor Keys. Moving the *Controller* up pitches the Battlefighter down, moving it down pitches up. Moving the *Controller* left or right turns or yaws the Battlefighter, depending on what Inertial Compensation System mode is selected.

The </> Keys roll your Battlefighter to the left or right.

Press the LMB to increase your speed.

Press the RMB to decrease your speed.



Attack System Controls

To select targets, use the Plus + / Minus - Keys. The name of the selected target will appear below the word TRACKING on the left-hand side of the screen.

The autopilot of your Battlefighter may be toggled on and off by pressing the M Key (Manual control). Press the Return Key to lock the currently selected target into the autopilot and carry out an automatic attack.

Press the Tab Key to call up the Battlemap display, allowing you to plan your tactics.

Press the P Key at any time during the battle to pause the game, allowing you to refer back to the manuals.

Weapon Controls

You may select weapons by using the Backspace Key and fire them using the Space Bar .

Pressing the W Key will call for a Weapon Re-supply Pod.

The Inertial Compensation System (ICS)

Press the I Key to change the ICS mode. The ICS modifies the flight control software of your Battlefighter, allowing you to choose between Pure Yaw or Co-ordinated Roll/Yaw manoeuvring:-

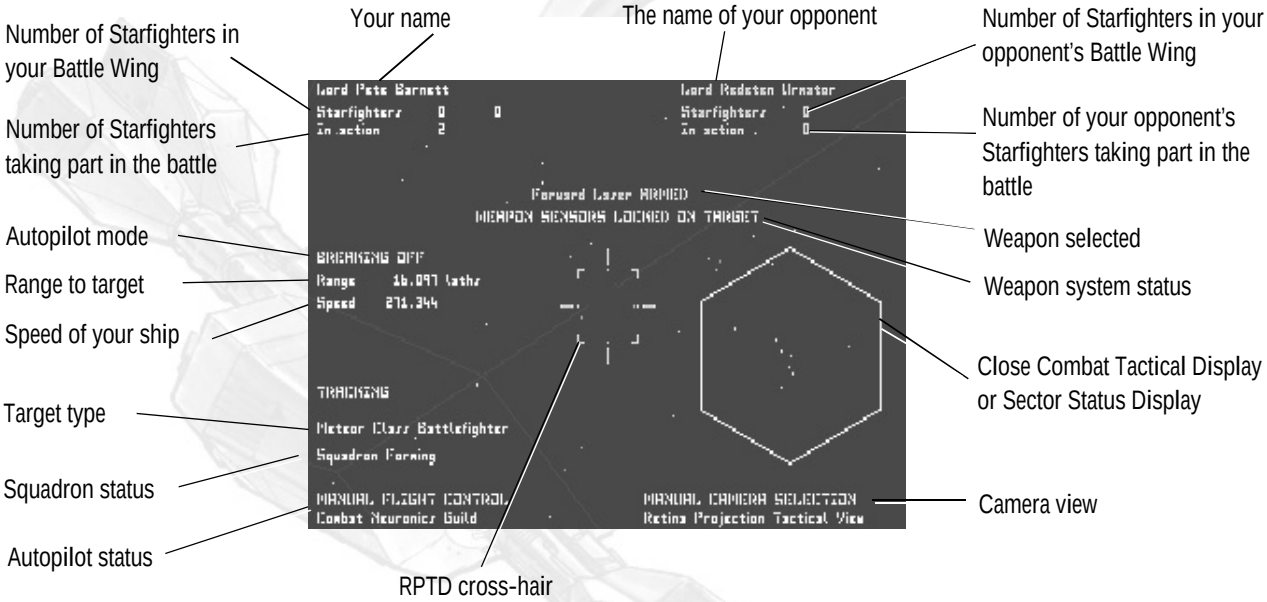
Pure Yaw Manoeuvring

When you move the *Controller* left or right, the Battlefighter will turn in that direction with no change in its roll angle.

Co-ordinated Roll/Yaw Manoeuvring

When you move the *Controller* left or right, the Battlefighter will simultaneously roll and turn in that direction.

The Retina Projection Tactical Display (RPTD)



In the past, identification of the enemy was near impossible. The shadows cast in space can render an object invisible from certain angles, and spacecraft are usually dull grey in colour. The RPTD solves all of these problems. In addition to enhancing the visual image of starships, the RPTD uses target recognition systems to identify enemy ships and displays them in the heraldic colours of their owner.

The RPTD also projects tactical combat data directly onto the pilot's eyes. It allows the pilot to keep an eye on the opponent in a dogfight while also monitoring sophisticated target detection and threat warning displays.

The RPTD information may be toggled on and off using the D Key.

The main RPTD displays are the Sector Status Display and the Close Combat Tactical Display:-

Sector Status Display

This display is identical to the Sector Status Display to be found in the Battlemap.

Close Combat Tactical Display

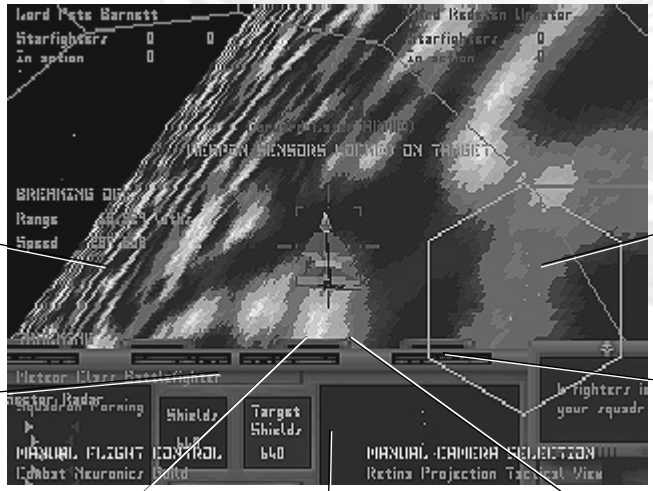
This is a hexagonal shaped display which shows your position within the hexagonal sector and the relative position of the enemy units.

The R Key toggles the RPTD between Close Combat and Sector Status modes.

In addition to these two modes, the RPTD may also display the Battlemap. Press Key T to turn this display on/off.

The Cockpit Displays

In addition to the RPTD, your Battlefighter has seven fixed display screens mounted in the panel directly in front of the pilot.



Weapon Selected

The name of the currently selected weapon and relevant data about this weapon.

Sector Status Display

A backup to the RPTD's Sector Tactical Display.

Your Damage

A display of your Battlefighter's current damage status.

Missile Warning Screen

A screen to warn you of incoming enemy missiles.

Enemy Damage
A display of the targeted enemy's current damage status.

Close Combat Tactical Display
A backup to the RPTD's Close Combat Tactical Display.

Wingmen Status
A screen displaying information about your wingmen.

Weapon Re-Supply Pods

Weapon re-supply pods are small, high speed robot transport spacecraft which carry weapons from your Capital Ship to your Battlefighter. They are loaded with energy pods, missiles and countermeasures to re-equip your ship with weaponry when you are running low.

At any time during a 3-D space battle, you can call for a weapon re-supply pod by pressing the W Key. Press the W Key again to cancel the call for a weapon re-supply pod.

When the pod signals that it is ready to begin weapon transfer, you must bring your Battlefighter to a halt. The weapon re-supply pod will then move under your Battlefighter, dock with your weapon bay and unload. When the pod signals that it has completed weapon transfer you may continue with the battle.

Automatic Ejection Pod

Battlefighters are fitted with an ejectable crew module which automatically separates from the main body of the ship in the event of a catastrophic system failure. This allows the Warlord to fight without keeping one hand on the ejection lever, and virtually guarantees the Warlord's survival.

Turbo Boost

If you have fitted your Battlefighter with a Turbo Boost engine augmentation system, it may be activated by pressing down the Escape Key.

Wingmen

You may give your wingmen orders to either:-

Get into formation by pressing the F Key.

Break formation by pressing the B Key.

Wingmen will co-ordinate their attacks when they are in formation, firing at the same target as you.

Wingmen will attack targets independently when they are out of formation.

It is best to keep your wingmen in formation when you are attacking a Capital Ship and out of formation when you are dogfighting with enemy Starfighters.

Views

In addition to using the RPTD, you may view the battle from several other perspectives:-

Orbiting View (F2)
A rotating view looking at your Battlefighter from the outside.

High Orbiting View (F3)
A rotating view looking down at your Battlefighter from the outside.

Low Orbiting View (F4)
A rotating view looking up at your Battlefighter from the outside.

External View (F5)
A fixed view looking at your Battlefighter from the outside.

Flypast View (F6)
The camera is fixed in space and tracks your Battlefighter as it flies past. This view looks spectacular and gives you a good idea of the speed at which you are travelling.

Targeted Object View (F7)

A flypast view of the ship which is being targeted by your battlefighter's autopilot.

Tracked Object View (F8)

A flypast view of the ship which is being tracked by your battlefighter's RPTD.

Tactical View / Inverse Tactical View (F9 toggle)

Tactical View:- A view which tracks the enemy in the background with your Battlefighter in the foreground. This view is useful to get your ship pointing at the enemy during a dogfight.

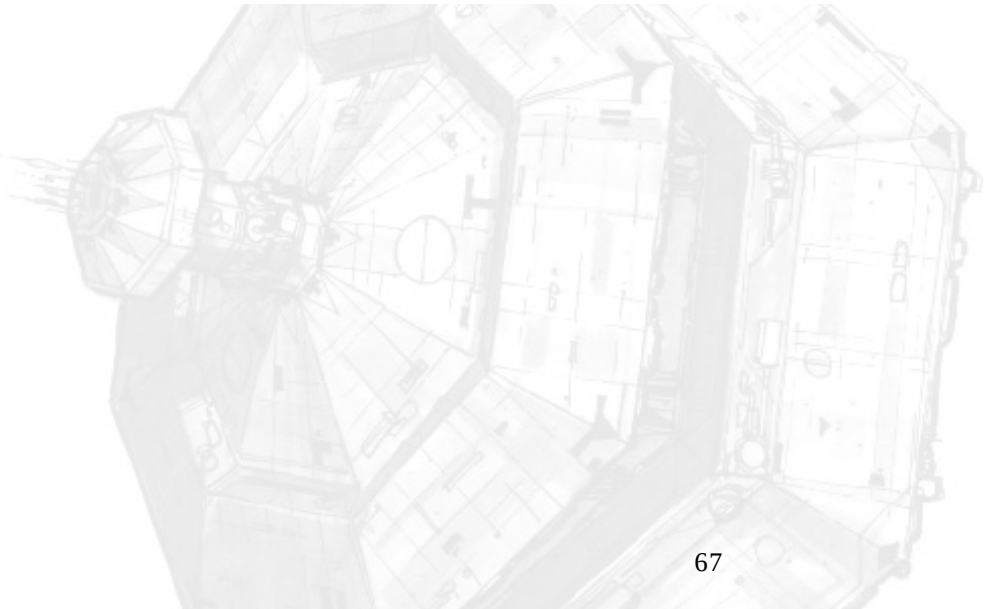
Inverse Tactical View:- A view which tracks your Battlefighter in the background with the enemy in the foreground. This view is useful for seeing what the enemy is doing during a dogfight.

Cockpit View (F10)

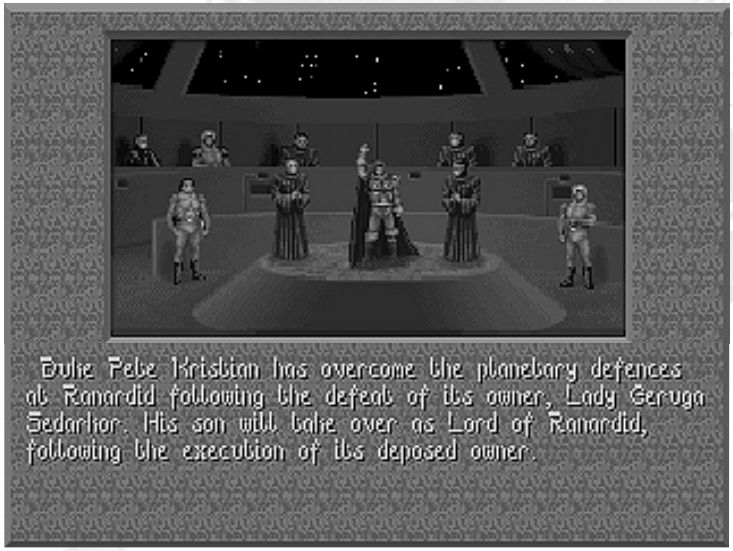
A fixed view straight out of the front of the Battlefighter.

You may return to the RPTD view by pressing the F1 Key.

The A Key toggles 'Auto Director' mode on/off. This feature selects the most appropriate view of your Battlefighter automatically.



THE OUTCOME OF BATTLES



The End of the Battle

A battle will end on any one of the following conditions:-

- A Flagship is destroyed.

Victory goes to the side with an intact Flagship.

- A Battlefighter is destroyed.

Victory goes to the side with an intact Battlefighter.

- Both Flagships are simultaneously destroyed.

Victory goes to the defender.

Losing the Battle

If you lose a battle, you suffer a humiliating retreat back to your Base Star. In addition, you lose your Treasury, Resources and Starfighters.

If you lose the battle at your Base Star, you will be ritually executed for failing to protect your Base Star properly.

If you are killed then the type of game you selected in the game options determines what happens next. See the Getting Started section of this manual for full details.

Winning the Battle

If you win the battle, the result depends on whether the owner is present or not. If the owner is not present, you are give the option to raid or occupy the Base Star.

Raid

Strip the Base Star of its Reserve, resources and starships and leave it unoccupied.

Occupy

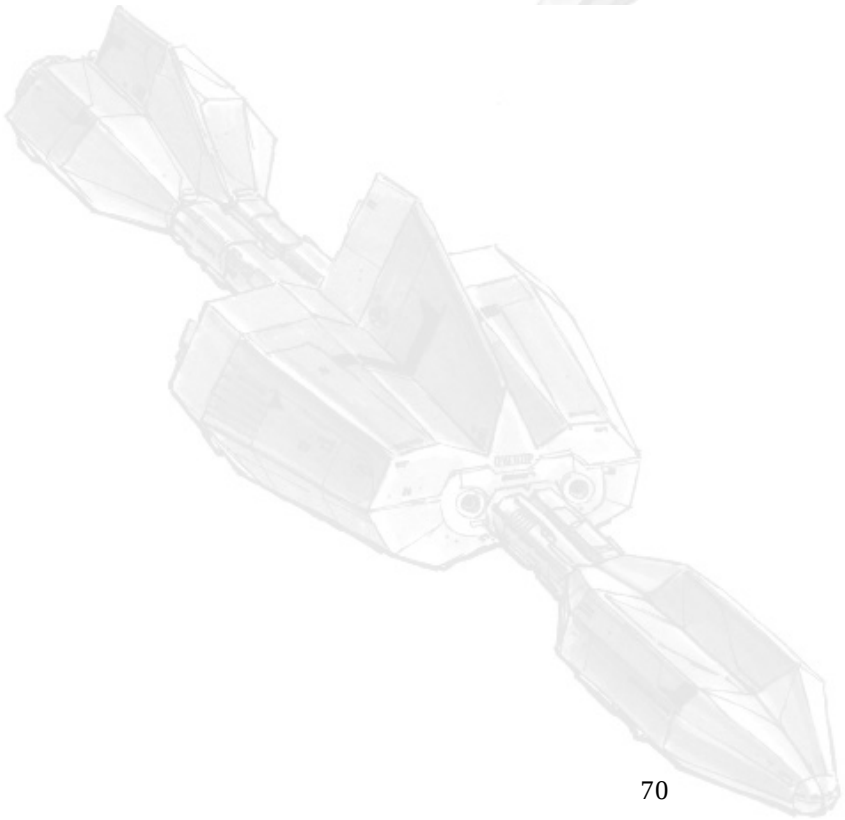
Strip the Base Star of its Reserve, Resources and Starships and remain at the Base Star, running it as if it were your own.

If the owner is present, you may strip the Base Star of its Reserve, resources and starships and install a new Starlord. The previous owner is executed. The Starlord installed depends on the status of the Base Star:-

- If the Base Star captured is of a higher status than that of the Starlord leading the battle, this Starlord takes over the Base Star and takes the Starlord rank which corresponds to the Base Star.
- If the Base Star captured is of an equal or lower status than that of the Starlord leading the battle, a member of this Starlord's family is installed as the new Starlord.

When you have finished installing the new Starlord, you will be returned to your Bridge, ready to continue on your quest.

NOTES



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Made in the UK
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