

they are armed and will fire on you.

Enemy spaceports are defended by both towers and enemy ships. They are fairly difficult targets, but it is not necessary to destroy these before leaving a planet.

THE OBJECT OF THE GAME

The object of Dark Star is to liberate your galaxy from domination by the Evil Lord's tyrannical Empire. To achieve your aim you must wipe out all the enemy's military centres on the planets within your galaxy. (These are shown in green on the Tactical Sector Map.) The game difficulty setting will determine the degree to which the Empire has extended its sphere of influence throughout the galaxy.

CONTROLS

Dark Star has a fully user definable game control system, which is explained by the incorporated screen instructions. Please note that the program will select keyboard control or joystick control automatically, depending on which menu was last used. Under joystick control, the accelerate and decelerate controls will remain on the keyboard as defined by the user. We do not recommend use of joysticks in playing Dark Star.

All aspects of the game are open to user control, including the display format, and can be altered by use of the highly flexible, menu driven front end.

The keys "1" to "0" cannot be defined by the user. Those that are used in the game are as follows:-

- 1 Causes the display to switch between visual and tactical displays. On the surface of a planet, this will show the arrangement of defences as detailed above. Whilst the Liar is in space the tactical display will show a map of all the two hundred and fifty six sectors within the galaxy, though your battle computer will only mark those sectors containing enemy planets. The type of defence employed on a given planet is also marked according to the displayed key. The Liar's position within the galaxy is shown by a flashing square surrounding the sector it is located in.
- 3&4 When pressed together will cause the Liar to self-destruct, aborting the game and returning to the main menu or high score table on the next key press.

FEATURES:-

- Universe
- Stopwatch Mode
- Full 3 Dimensional, 2 Million Way, Movement
- Colour Vector Graphics
- Full Range of Sound Effects
- Full Screen Playing Area
- Continuous Error Free Operation
- 600k of Source

Does not feature:-

- Materialisations
- Sprites
- Unused Ram
- Stupid Scenario
- Magic Rings

WARNING

Do not expect pirated copies of this tape to load correctly. Dark Star was written and conceived by Simon Brattel over a period of six months in 1984. This program is not another boring arcade copy!

The second program on the Dark Star tape "SPECTACLE" will not run unless several passwords are entered correctly. The passwords will be released in the near future, in one of our adverts. Meanwhile keep guessing! - Is this the first reviewer-proof program?

Part two of the trilogy "Forbidden Planet" will be available when the programmer recovers.

Written at a secret software establishment (somewhere in Simons bedroom).

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