

%%
Command Summary
%%

Selecting Commands

You run your starship and command your crew by selection options from the screen. To select an option, use the cursor key or the arrow keys on the numeric keypad to move the highlighted cursor to the option you want and press the spacebar. Note: Enter is equivalent to the spacebar everywhere except during combat.

Movement

Move your character, terrain vehicle, and starship using the numeric keypad. [INS] = Cruise Control.

Press [Spacebar] to open doors and confirm selections.

*Cruise Control

Cruise Control lets you travel through hyperspace or a planet without holding down a movement key. You can also use cruise control to travel quickly across a star system. To set your ship or terrain vehicle on cruise control, begin moving in a direction and quickly press [INS] on the numeric keypad. To deactivate cruise control, press the [spacebar] or any cursor key.

Scrolling

In this manual, scroll means to move a highlighted bar up and down a list of items or options. Use the up/down cursor keys to move the highlighted bar to the item or option you want. Press the [spacebar] to make your selection. You can exit a list by pressing the right/left cursor keys.

Reading Text

Text appears in the Text window. Anytime the border around the Text Window is highlighted, there's more text to read -- press the [spacebar] to continue. Sometimes you'll need to press the [spacebar] twice to continue.

Confirming Commands

You'll occasionally be asked to confirm important commands such as launching your ship, entering trade centers, etc. Press the right cursor key to confirm your command; press the left cursor key to abort the command.

Pausing the Game

Press [Pause] to pause the game. Tandy users, press [hold]. To resume the game, press any key. If you don't have a [pause] key, press [ESC] to bring up the Game Options.

Sound On/Off

Press Ctrl-S to turn the sound effects on or off.

Boss Key

If you want to hide your compulsive game habit from others, press Ctrl-B to pause the game and bring up a phony DOS prompt. Type any command you want after the prompt. To return to the game, press Ctrl-B again! (neat, eh!)

%%
Navigation Calibrator (The protection)
%%

Before you leave starport, you'll be asked to calibrate the ship's navigation system. You'll need the trademap and navigation calibrator include in the package. The computer will ask you to place the navigation calibrator on the correct coordinates and count certain stars in the square.

Note: On some trademaps, dark blue stars look purple. Consider any purple looking stars as dark blue.

Starport

Entering Starport Modules

To enter a module, use the left/right cursor keys to move your character to the module's entryway -- the module's name appears at the top of the screen; press [spacebar] to enter.

Personnel

When you select Create, your first crewmember is automatically placed in File #1. Use the up/down cursor keys to choose the crewmember's species and press the [spacebar] Next type the name of the crewmember and press the [spacebar]. Now you can press the up cursor key to advance to the next file.

Crew Assignment

Assign your crews!

Space

Combat

Once you've selected combat, use the numeric keypad to accelerate and maneuver your ship. Press the [spacebar] to fire weapons. To disengage Combat, press [Enter]

Playback

Select Playback from the Communication office's option to review conversations you've had with aliens. If you don't want to review the entire file, you can exit Playback by pressing the right cursor arrow and then the [spacebar]

If you've recorderd a lot of messages, you may encounter a graphics problem in which parts of your screen get pulled up or down while scrolling through the playback files -- the result can be a messy screen. If this happens, you can exit Playback and select Starmap from the Navigator's options. Exit the starmap and the ship's console will look like it's supposed.

Jump Pods

To initiate a jump, select Jump Pod from the Engineer's options. When the starmap appears, use the numeric keypad to move the crosshair

to the desired destination and press the [spacebar].

Launching Blasto Pods

Press F10 to launch a blasto pod. The targeting mechanism automatically appears on the Main View Screen as a group of concentric rings. Use the numeric keypad to move the detonation point close to your opponents. Press the [spacebar] to confirm the detonation point.

Planetside

Describe

Select Describe to activate your terrain vehicle's sensors and describe a specific object in the vicinity. Use the numeric keypad to move the target cursor to the object you want to describe and press the [spacebar]

Weapons

Select Weapons to re weapons at a specific object in the vicinity. Use the numeric keypad to move the target cursor to the object you want to hit and press the [spacebar]

Entering Trade Centers

To enter a trade center, position your terrain vehicle next to or on top of the trade center and press the [spacebar] to stop your vehicle. You'll be asked if you want to trade. Press the right cursor key to enter the trade center; press the left cursor key if you decide not to go in.