

# STARFLIGHT

## Getting Started

**NEVER** try to play *Starflight* using the master disks. Boot your computer with a PC-DOS disk and make copies of both *Starflight* disks. (See your PC-DOS User's Manual for copy instructions.) After you have copied both disks, put the master disks away. Do not write protect your play disks or the computer won't be able to record game information as you play. Whenever you want to start a new game of *Starflight*, follow this same procedure — copying the master disks is the *only* way to start a new game.

To start, insert the copy of the A Disk in drive A:, and the copy of the B Disk in drive B: if you have a second disk drive. The first thing you should do is read the file called **README.TXT** on the A Disk. Make sure that the computer is logged onto drive A: (you'll see the A> prompt), and type **TYPE README.TXT (Enter)**. Press **Control-S** to stop and restart the scrolling text. To start the game, type **STARFLT (Enter)**.

**NOTE:** If you are using only one disk drive, *Starflight* will prompt you when you need to swap disks. You will perform the most disk swaps during the booting process, but after the game is in progress the disk swaps will be minimal.

## Game Configuration

When starting a new game, you are first presented with the Display Configuration menu. Use this menu to specify the type of graphic card and display your computer is equipped with. The four choices are:

1. **Black/White** — for black and white display
2. **RGB** — for RGB color display
3. **Color TV or Composite** — for composite color display
4. **Hercules™ (monochrome)** — for Hercules monochrome graphics cards

Press the number of the option you want to use, then Enter. In a few moments the *Starflight* title screens appear. Press Enter to continue.

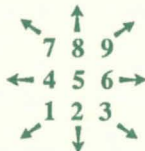
Compaq™ users with an external composite monitor should type **Control-Alt-<** (press the Control, Alt, and < keys simultaneously) at the DOS prompt before starting *Starflight* to activate composite display output.

**NOTE:** *Starflight* looks best if you use a composite color monitor. Check your display adapter reference manual to see if it provides composite output. Using the Hercules option produces an image that is smaller than your display screen. Colors will vary depending upon your computer, graphics adapter, and monitor. You may need to adjust your monitor in order to match the colors you see with those described in the manual. If you own a VCR, you can use it to turn your color TV into a composite monitor. Simply plug the composite video out signal from your adapter board into the video in of your VCR. Switch your VCR to "camera" mode so that it will recognize the video signal, and you have a color monitor.

## Playing *Starflight*

Your starting point in the game is the Interstel starport docking bay. To find out what your first actions as an Interstel starship captain should be, read the Captain's Briefing Letter and the Interstel Technical Reference Manual. Never remove the game disks from the computer, turn off the power, or use memory resident programs such as *Get Organized!*<sup>TM</sup> or *Sidekick*<sup>TM</sup> during game play — doing so may permanently damage the game in progress.

*Starflight* does not support joystick control. Use the cursor keys to move characters, vehicles, and make selections. Use the Enter key to open doors and confirm selections. The numeric keypad also functions as a cursor diamond — the keys shown below each designate a direction.



Additional key commands are described below.

**Ctrl-S** — Toggles game sound on and off.

**Esc** — Activates the Game Options Menu. There is a short pause from the time you press Esc until the menu appears. The Game Options Menu is available at all times except when executing a cargo command or a maps command planetside.



**Insert** — Activates computer controlled "cruise control" while travelling in interstellar space, within a system, or on a planet's surface. To activate cruise control, hold down a cursor key and press the Insert key at the same time. Activating cruise control lets your starship or terrain vehicle travel unattended in its current direction. Press any cursor key to deactivate cruise control.

**Spacebar** — Equivalent to the Enter key everywhere except during combat. The Spacebar fires your weapons during combat, while the Enter key ends combat mode.

**+** — Pauses and restarts incoming messages. The text window border lights up when incoming messages are paused. Continue the message by pressing the + key again.

While operating planetside or in the trade depot in starport, you will need to select cargo to pick up, sell, or buy. First select the option you want from the option bar along the bottom of the screen (i.e., **Cargo, Sell, Buy**) then press **Enter**. (If you are planetside, your terrain vehicle must be next to or on top of the item you want to add to your cargo.) This brings a list of the available items and amounts categorized by location, item type, and item name; e.g., Planet Surface, Elements, Endurium, Chromium, Promethium, etc. Move the cursor down to highlight the name of the item you want to add and press **Enter**. Now another choice appears asking what to do with the selected item. If you are planetside, the option will be **Pickup** for elements and artifacts, or **Capture** and **Record** for lifeforms. Select the action you want to take and press **Enter**. If you are buying or selling elements in the trade depot, you must specify how much of your cargo to transfer in the transaction. Enter the number of cubic meters using the numeric keys at the top of the keyboard and press **Enter** to confirm.

*Starflight* may be slow to respond to your key press at times (particularly when orbiting a planet or travelling on a planet's surface). This is normal and is caused by the large number of graphic calculations the game must perform. Your key press is stored in a buffer and will be executed when *Starflight* is finished with its calculations (usually after 1 or 2 seconds).

### **Security Access Code Wheel**

To make sure ships leaving Starport are operated by authorized Interstel personnel, you **must** enter a security access code when requested by Interstel Security at launch. Failure to do so is in direct violation of Interstel penal code 0116-59.

Interstel Security's request for an access code consists of three variables: a location, an artifact, and a race. All three variables appear on the Access Code Wheel — the locations are on the outer wheel, the artifacts are on the outer part of the inner wheel, and the races are on the inner part of the inner wheel. To find the correct access code, align the given location on the outer wheel with the given artifact on the inner wheel. Now

without changing the alignment, find the given race (the third variable) on the inner wheel. The correct access code will be visible in the window above the race name. Type the access code and press the Enter key to confirm your entry.

For example, suppose Interstel's request is Akteron, Black Box, Uhlek. To find the correct access code, align Akteron with Black Box, and then look in the window above Uhlek on the inner wheel for the access code — 22917.

### Pausing and Saving Games

Any time a menu is active you can pause and save your game by pressing Escape to bring up the Game Options Menu. The Game Options Menu gives you four options that can be selected by pressing the corresponding number keys.

1. **Save Game** — saves your current position in the game and exits. Everything will be exactly as you left it the next time you play.
2. **Resume Game** — returns to the game without saving. Can be used to pause the game for short periods of time.
3. **Change Display Options** — brings up the configuration menu so you can reselect your display options.
9. **End Game** — permanently ends a game. The only way to start a new game after using this option is to recopy the master disks onto your play disks. Use with caution.

*Starflight* runs in real time. That means that if you leave your ship parked in deep space while you go take a break, you may return to find your ship surrounded by alien ships — some of which may not be friendly. If you are planning to leave the game for an extended amount of time, press Escape to bring up the Game Options Menu — this stops the passage of time in the game. Choose "2. Resume Game" to continue playing.

To save games from the Game Options Menu, press the 1 key to select the first option and save the current game. After the game has been saved on the play disks, press any key to exit the game. At this point it's a good idea to make a backup of your play disks. This way, if your ship is destroyed the next time you play, you'll have a backup so you won't have to start over from scratch. This means that you will normally have three sets of disks (six disks); two unplayed master game disks, two play disks containing your game in progress, and two "checkpoint" disks containing a backup of your game in progress. It's especially important to use this system when you have a lot of time and effort invested in your game.



## Playing From a Hard Disk

*Starflight* will operate normally from a hard disk. Create a **STARFLT** directory, and two empty subdirectories within it. Call one subdirectory **PLAY** and the other **SAVE**. To create the directory and subdirectories, use the commands:

```
MKDIR C:\STARFLT
MKDIR C:\STARFLT\PLAY
MKDIR C:\STARFLT\SAVE
```

Next, make sure you are logged onto your hard disk (you'll see the **C>** prompt), and copy all the files from the *Starflight* master disks in drives A: and B: into the **PLAY** directory on your hard disk. The commands are:

```
COPY A:*. * C:\STARFLT\PLAY
COPY B:*. * C:\STARFLT\PLAY
```

If you are using only one disk drive, you will need swap disks in drive A: and use the first command twice.

When you are ready to play, type **CD \STARFLT\PLAY** to change to the play directory, then type **STARFLT** to start the program. (See "Getting Started" and "Game Configuration" above.) You should always play the game from within the **PLAY** subdirectory. The **SAVE** subdirectory should be used only for backing up games in progress so that if your ship and crew meet a terrible fate, you won't have to restart from scratch.

When you are ready to stop playing, press Esc then save and exit through the Game Options Menu (see "Saving Games" above), and the system will return to DOS. Once in DOS, make sure you are in the **PLAY** subdirectory and backup your game to the **SAVE** directory by typing, **COPY \*.COM \STARFLT\SAVE**. To resume a saved game, make sure you are in the **PLAY** subdirectory and start the game as described above.

If your ship and crew are destroyed, you can restore your game from the copy saved in the **SAVE** subdirectory. Make sure you are in the **PLAY** subdirectory and type, **COPY \STARFLT\SAVE\\*.COM**. The saved game files are then copied into the **PLAY** directory, replacing any files of the same name that are already there. You can then resume your game at the point where you last backed up the game in the **SAVE** subdirectory.

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