Command Summary Card
Starflight™ 2

Getting Started

To play *Starflight*, you need a computer with at least one floppy drive and 1 Meg of free memory. Your machine must be operating with Kickstart 1.2 or >.

Loading Starflight

Before you begin play, MAKE A COPY OF THE PROGRAM DISK. The program isn't copy protected, so if you play on the original disk, you'll alter it forever. Make a copy now and put the original away in a safe place. You'll need a blank, initialized floppy disk.

To make a copy of the Program Disk:
1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or >.)
2. Insert Workbench into DF0:.
3. If you have a single drive system, remove Workbench and insert the Disk A. If you have two drives, simply insert the Disk A into the other drive.
4. Place the mouse pointer on the Disk A icon and click to highlight it.
5. Pull down the Workbench menu from the menu bar. Drag the highlighted bar down to Duplicate and release.
6. Follow the onscreen instructions. You'll need to swap disks from time to time. After copying, you don't need to rename the disk.
7. Repeat the process with Disk B.

To install Starflight 2 on a hard drive:
1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or >.)
2. Insert Disk A. Double-click the disk icon to open the disk window.
3. Click on **Install DH0** to install on hard drive DH0; click on **Install DH1** to install on hard drive DH1.
4. If your hard drive is named something other than DH0: or DH1:, use the Assign command to assign DH1: temporarily to your hard drive. For example, for a hard drive named "Work":
    1. Open a CLI or Shell Window.
    2. Type **Assign "DH1:" "Work"**
    Then double-click the Install-DH1: icon.

To start playing on floppy disks:
1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or >.)
2. When the computer asks for Workbench, insert your *copy* of the Disk A instead. Press the **spacebar** to get past the splash screen and Interstel Police Warning. Insert Disk B when prompted. If you

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have two drives, put Disk A in one drive and Disk B in the other.
3. The Load Game screen will appear. Select the game you want to play (if you're playing Starflight for the first time, select Game 1). Select Load.
4. If you're starting a new game, the Starport screen will appear. See *Additions to the Manual* on this Command Summary Card.

To start playing on a hard drive:
1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or >.)
2. Open Starflight 2 drawer and click on the Starflight 2 icon.

Selecting Commands

You run your starship and command your crew by selecting options from the screen. Point the mouse cursor to the option you want (the pointing hand icon indicates that your mouse is over an option). To *select* an option, click (quickly press and release) a mouse button.

Selecting Options Using the Keyboard
To move the cursor using the keyboard, hold down the **Amiga** key and press a cursor key ($\leftarrow\rightarrow\uparrow\downarrow$). Holding down **Shift-Amiga** and pressing a cursor key moves the cursor in large increments. Pressing **Amiga-Alt** is equivalent to clicking the mouse.

Almost every option on a screen also has a key assigned to it — pressing that key automatically selects that option. The key is *usually* the first letter of the option. For example, pressing **S** while in Starport automatically selects Ship Construction. Note: The same key may have a different function in different places. For instance, pressing **S** from the Bridge of your starship selects Science Officer. See *Keyboard Commands* on this Command Summary Card.

Scrolling

Occasionally, you're presented with lists of items (in Cargo, the Trade Depot, etc.). You can *scroll* through lists by pressing the up/down cursor keys ($\uparrow\downarrow$) to move the highlighted bar to the item you want. You can also scroll by clicking on the the arrow icons to the right of the list. Press **Amiga-Alt** or click a mouse button to select the highlighted item.

Continuing Messages

The hourglass informs you that the game is pausing to do something (for example, Launch). The hourglass also appears when the game pauses to let you read a message. Click a mouse button or press any key to continue the message.

Confirming Commands

Occasionally questions appear in the Text Window asking you to confirm commands. You can move the mouse until the appropriate answer appears on the screen. Click once to answer. You can also confirm commands from the keyboard by pressing **Y** to answer Yes or **N** to answer No.

Game Options

The Game Options menu lets you save, begin, load, or quit a game. You can also turn music and sound effects on and off here. Game Options can be selected anytime except inside a Starport Module or when selecting a landing site. To bring up the Game Options, press **Esc** or click the Interstel icon anywhere it appears on the screen (usually somewhere on the left side of the screen). When the menu appears, select one of the following:

Resume Game — Returns you to the game without saving.
Save Game — Saves your current progress in the game. You can save up to five games, identified by the numbers 1-5. Select the number you want to designate your current game and select Save. When you save, you permanently erase any game you previously saved under that number. Note: You can't save while on planets.
Load Game — Loads a previously saved game. Select the game you want to continue (Game 1-5) and select Load.
New Game — Begins a new game. Select the game you want to start over (Game 1-5) and select New. This erases any game you may have saved under that number.
Quit — Quits the game. When you select quit, you're given a choice of saving before exiting.
Sound On — Click on the button to turn the sound on and off. When the button to the left is filled, the sound is on.

Pausing the Game
You can pause the game by bringing up the Game Options (see above).

Navigation Calibrator
Before you leave Starport, you'll be asked to calibrate the ship's navigation system. You'll need the trademap and navigation calibrator included in the package. The computer will ask you to place the navigation calibrator on the correct coordinates and count certain stars in the square. (Example: Place the device so lower left corner is at coordinates (70, 10). What is the number of dark red and blue stars?" In this example, there there is one dark blue and no red stars, so the correct answer would be 1.) Type that number and press **Return**.

Movement

In the Amiga version, there is no Maneuver option under Navigator. Use the mouse to move your starship in hyperspace and your terrain vehicle while on planets. Move the mouse cursor to the Main View Screen — the pointer turns into an arrow. Point the arrow in the direction you want to travel and click or hold down a mouse button. You can also use the numeric keypad on your keyboard to move your terrain vehicle and starship.
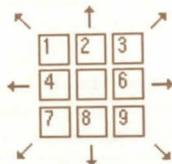
WARNING: *Starflight* has a large keyboard buffer that temporarily stores keyboard commands that the computer can't readily execute. Because of this, your starship or terrain vehicle may continue moving after you've released the movement key. Instead, use cruise control.

Cruise Control

Cruise control lets you travel in a direction without holding down the mouse button or a movement key. You can activate cruise control while traveling in hyperspace, through a system, or on a planet. Select the cruise control icon or press 0 on the numeric keypad to set your ship or terrain vehicle on cruise control; use the mouse or numeric keypad to set the direction of travel. To deactivate cruise control, select the icon again or press 0.

Additions to the Manual

PART 2: Starport

2.1 Overview

Your character follows the mouse cursor around the amphitheater. Move the mouse cursor to a module and wait for the character to walk to it. The module's name appears on the screen when the character is at the entrance — click the mouse button or press **Amiga-Alt** to enter.

2.2.1 Operations: In the Amiga version, there isn't an Evaluations option. You'll automatically receive an evaluation in Operations after you've recommended a planet. You only receive the evaluation once.

2.2.3 Personnel: In the Amiga version, you select Add to create a crewmember. Type the crewmember's

name and press **Return**. Select the crewmember's species and press **Return**. Select Add again to add another crewmember.

To train a crewmember, select Next or Previous until the crewmember's file appears. Select the skill you want to train the crewmember in, and then select Once to give the crewmember one training session or Fully to train the crewmember to his or her species' maximum (provided you have enough money). When a skill appears grey, the crewmember has been trained to his or her maximum in that skill. When you've put together a crew, select Exit.

2.2.4 Crew Assignment: Select the crew position you're filling. Select Next or Previous until the file of the crewmember you want for the position appears, and then select Assign. You must assign a crewmember to each position before you can leave Starport. There are no limits to how many positions one crewmember can fill. When all crew positions have been filled, select Quit.

PART 3: Interstel Superphotonic Starship

3.2.1 Captain: When you Select Site, use the mouse or the cursor keys to move the crosshairs to the targeted landing site. Once you've selected Descend, you're asked if you want the viewport opened. Select Yes to watch the landing sequence; select No to keep the viewport closed (which reduces the time it takes to land).

3.2.3 Navigator: Select Fire Weapons to fire your weapons. In combat, try setting your ship on cruise control so you can maneuver and pressing the **spacebar** to fire your weapons.

PART 4: Space

4.> Planet Approach: To orbit a planet, maneuver your starship until it's somewhere over the planet. Select Yes to confirm your order to orbit. Select No to continue system travel.

Jump Pods
To initiate a jump, select Jump Pod from the Engineer's Menu. When the Starmap appears, click the mouse button with the crosshairs over the intended destination. When you are asked to confirm, respond Yes to procede, or No to abort the jump.

Blasto-Pods
Use the button indicated above in the Bridge Icons display to activate a Blasto-Pod. As you move the mouse pointer around the main display, a series of concentric circles will indicate where the Blasto-Pod is targeted, and a message will apprise you of potential collateral damage to your ship from the explosion. Click the mouse button to launch a Blasto-Pod.

Selecting this option presents a key of all the icons on the main screen, as well as any on the Starmap.

PART 5: Planetside

5.2.1 Maps: In the Amiga version, there are three map levels. You can move your terrain vehicle in all but the most expanded view (the third level). Select the up arrow to expand your map view; select the down arrow to reduce map magnification.

5.2.2 Move: See Movement on this Command Summary Card for details on moving your terrain vehicle. To re-enter your starship, stop the terrain vehicle when it's over your starship and select Embark.

Selecting this option presents a key of all the icons used by the terrain vehicle computer for lifeforms, minerals, ruins, etc. It also provides a topographical key for the planet.

Select this option to engage the Auto-Pickup device. Auto-Pickup automatically picks up any minerals your terrain vehicle moves over.

Weapon: Select Weapon to fire the TV's weapon. Move the mouse cursor around the map, place the small target cursor on the object and press the mouse button to fire.

5.3.3 Entering A Trade Center: Move next to a trade center with a flashing sign and you will be invited to enter and trade.

Keyboard Commands

Universal Keys
Universal keys have the same function throughout the game.

Amiga-←→↑↓	Move mouse cursor
Shift-Amiga-←→↑↓	Move mouse cursor (large increments)
Amiga-Alt	Activate a designated option

↑		Scroll up
↓		Scroll down
Esc		Options

Options
R	Resume	
S	Save	
	1-5	Game 1-5
	Return	Save
	Esc	Cancel
L	Load	
	1-5	Game 1-5
	Return	Load
	Esc	Cancel
N	New	
	1-5	Game 1-5
	N	New
	Esc	Cancel
Q	Quit	
	1-5	Save as Game 1-5
	D	Don't Save
	Q	Quit
	Esc	Cancel

Starport
B	Bank
C	Crew Assignment
D	Docking Bay
O	Operations
P	Personnel
S	Ship Configuration
T	Trade Depot

Crew Assignment
←	Previous file
→	Next file
A or	
Return	Assign Crewmember
X	Done

Operations
P	Previous message

R	Repeat message
N	Next message
E	Exit

Personnel
← or N	Next file	
→ or P	Previous file	
A	Add crewmember	
	H	Human
	V	Velox
	T	Thrynn
	E	Elowan
	A	Android
	Return	OK
T	Train crewmember	
	S	Science
	N	Navigation
	E	Engineering
	C	Communications
	M	Medicine
	O	Once
	F	Fully
	X	Done
D	Delete crewmember	
	Y	Yes
	N	No
X	Done	

Ship Configuration
B	Buy	
	1-5	Class 1-5
	X	Done
S	Sell	
	X	Done
R	Repair	
N	Name	
X	Done	

The following keyboard commands apply after you select Buy, Sell, or Repair:

C	Cargo Pods

E	Engines
S	Shielding
A	Armor
M	Missile Launchers
L	Laser Cannons
B	Blasto-Pod
J	Jump Pod

Ship's Console

Numeric Keypad	Move
Ø	Cruise Control

Bridge

C	Captain
S	Science
N	Navigator
E	Engineer
O	Communications
D	Doctor
?	Bridge Icons

Captain

L		Launch/Land
	S	Select Site
	D	Descend
	A	Abort
D		Disembark
C		Cargo
	P	Drop
	S	Scan
	E	Exit
P		Log Planet
B		Bridge

Science

N	Sensors
A	Analysis
C	Culture
S	Status
B	Bridge

Navigator

L	Leave Orbit
S	Starmap
R	Raise Shield
O	Lower Shield
A	Arm Weapon
D	Disarm Weapon
spacebar	Fire Weapon
B	Bridge

Engineer

U	Up
D	Down
S	Select
J	Jump Pod
R	Repair
B	Bridge

Communications

H		Hail
R		Respond
	F	Friendly
	H O	Hostile
	O	Obsequious
D		Distress
P		Playback
	R	**Replay**
	D	**Done**
B		Bridge

Once communications are established:

S		Statement
Q		Question
	T	Themselves
	R	Other Races
	P	The Past
	A	Trade
	G	General Info
P		Posture
	F	Friendly
	H O	Hostile
	O	Obsequious

T	Terminate

Doctor

U	Up
D	Down
S	Select
T	Treat
B	Bridge

Planetside

Numeric Keypad	Move

Ø		Cruise Control
E		Embark (when over your starship)
W		Weapons
	↑	Fire
	E	Exit
A		Auto-Pickup device
L		Look
	E	Exit
C		Cargo
	D	Drop
	S	Scan
	R	Read
	T	Take
	E	Exit

Trade

B		Buy
	S	Select
	E	Exit
S		Sell
	S	Select
	E	Exit
E		Exit

Barter

A	**Agree**
C	**Counter**
R	**Refuse**

Purchase

C	Confirm

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.
In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (753) 546465.

In Australia, contact: Electronic Arts Pty. Limited, P.O. Box 539 Ashmore City, QLD 4214
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Greg Johnson prefers the deranged hedgehog theory concerning the Unusual Anglic Wheat Circle Phenomena, while Bob Gonsalves suspects that, perhaps, it is just an alien intelligence, possibly of terrestrial origin.

On the whole, however, Greg and Bob have little time to contemplate such weighty matters. This is because they are driven by a strange compulsion to translate into computer game format the transmissions they receive on a daily basis from outer space. When asked to comment on this, all Greg would say is "We are not aliens," to which Bob added, "We are from New Jersey, yes."

Design	Greg "Greg" Johnson
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Special Consultant	High Ambassadorial Ambassador K'tpahwhooshh
Best Boy	Grip "Gaffer" Foley

If you liked Starflight™ 2, be sure to play the original Starflight™, also by Binary Systems. Make first contact with the Spemin and the Uhlek. Visit the home worlds of other alien races. Visit Old Earth.

About our company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent.