Star Warrior

Table 1. Movement Commands

What You Enter	Meaning
#1 to 9	Move forward 1 to 9 spaces
J	Jump
T	Take off/Land
R	Turn right 45°
L	Turn left 45°
V	Turn around (volte-face)

Table 2. Combat Commands

What You Enter	Meaning
M (& 2 numbers)	Launch missile. Followed by message: AZIMUTH? Enter the number (1–8) that corresponds to the direction you want. Followed by message: RANGE? Enter the number (1–0 or SHIFT and 1–9) that corresponds to the range you want.
B	Fire blaster
F	Fire powergun
P	Set powergun (for range). Followed by message: TO WHAT? Enter the number (1–9) of the new range factor setting you want.
S	Force shield on/off (low power)
X	Force shield on, high/low

Table 3. Special Commands

What You Enter	Meaning
I	Infravisibility on/off
D	Release decoy
H	Hide
E	Activate emissions sensor
O	Observe installation
C	Check subsystem status
A	Activate auto-repair system
W	Check current score (winning?)

SUMMARY OF PLAY

In **Star Warrior,** you become one of the Furies—a paladin in powered armor on a mission to the planet Fornax. The emphasis is on fast action: you can walk, jump, or fly over swamps, woods, mountains, or plain terrain and combat a variety of enemy units with three diverse weapon systems. You can get started right away with the basics on this card; the Battle Manual explains everything in greater detail.

First locate the Special Instruction Sheet for your particular computer version, and load the cassette or disk into your computer according to those instructions.

Next, in the "pre-game" options, pick Scenario One, Level of Difficulty 1, and Suit 1 (the Dragoon). For PLAYING TIME, try 20.

The map card shows your starting position and the terrain of the 7 × 9 kilometer "playing field" for each scenario. Terrain affects sighting (the chances of spotting an enemy unit or being spotted by one) and movement: in plain terrain (a clear screen with no terrain symbols), movement on the ground is faster, and sighting is easier.

The 20 commands you can use during the game are described on the reverse side of this card. (Details are given in the Manual, but note that **I** and **D** are not available to the Dragoon.) **Do not use** the ENTER/RETURN key, and, to minimize confusion, type a letter command only when **?** is displayed.

The computer depicts the game situation both textually and graphically. The major portion of the screen represents an area about one kilometer across (1000 meters = .6 mile). The half-dozen identical symbols scattered about the screen indicate the sort of terrain in that area (e.g., trees = woods).

You are the more-or-less human-looking figure initially in the middle of the screen. Other symbols represent installations or enemy units, all of which are hostile. The **O** command can identify the type of installation (FORT, MILITARY, or CIVILIAN—the latter **not** being a legal target) or tell you when it has been DESTROYED by your missiles. (Blaster and powergun have no effect on installations.) Other enemy units (INFANTRY, ROBOTANK, FLITTER, etc.) will be shown (and identified) only if **you** see **them;** you may be shot by an unseen unit or perhaps spot one before it sees you.

WOUNDS are healed slowly but automatically by the medical system, but you are dead at WOUNDS: 100%. You may try to repair subsystems that are DOWN by using the **A** command.

In Scenario One, your aim is to work your way generally northward, destroying forts, military installations, and mobile units as you go. The **E** command will tell you whether there is an installation in each of the areas adjacent to the one you're in. (It works differently in Scenario Two.) When RECALL! is displayed, head south for your recovery ship. The game ends when you exit off the south edge of the "playing field."