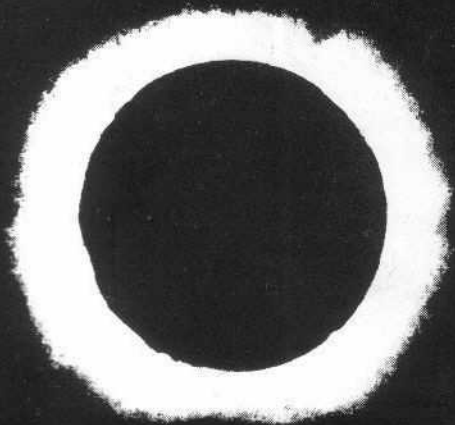# TOTAL ECLIPSE

GUARANTEE

Should you experience loading difficulties
try adjusting the volume level of your
cassette recorder and reloading. If all
reasonable efforts to load the game fail
please return it to:

J. Penn Discount Software
DEAN FARM COTTAGE
KINGSLEY BORDON
HANTS GU34 9NG
Tel: BORDON 5970

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LOADING INSTRUCTIONS

To load type: CLOADM<ENTER>

The unique program design of TOTAL ECLIPSE
allows the game to be played either as a
stand alone game or as an on-going
adventure. The loading instructions differ
slightly according to the sytle of game you
play. Please follow the loading
instructions carefully.

*NOTE: if you are playing TOTAL ECLIPSE for
the first time or you have not yet
progressed out of the first universe use
the following loading procedure:

PLAYING TOTAL ECLIPSE AS A STAND ALONE GAME.

After the main program has loaded (approx.
3 minutes) leave the 'PLAY' button on your
cassette recorder depressed and press the
ENTER key. The universe data will now load
in.

If you want to play a saved game remove the
universe data tape and replace it with the
tape contaning your last saved position and
load the data as per screen instructions.

PLAYING TOTAL ECLIPSE AS AN ON-GOING
ADVENTURE.

After the main program has loaded (approx 3
minutes) remove the tape and replace it
with the current universe data tape.
Depress the 'PLAY' button on your cassette
recorder and press the ENTER key. The
universe data will now load in.

Finally remove the data tape and replace it
with the tape containing your last saved
position and load the data as per screen
instructions.

** SAVING YOUR POSITION **

Positions may be saved by pressing 'S' key
from the Flight Deck, but only when docked
with a PLANET.

** RESTARTING A GAME **

As above but press 'Q' instead of 'S'.

TOTAL ECLIPSE

PROLOGUE:

Back in the deep and distant past on a dark, mysterious planet, the forethoughts of intergalactic space travel were beginning to emerge.

While the primitive life forms of certain other galaxies pondered on the shape of something they called a wheel, the far technically advanced inhabitants of this bleak outpost, though small in number and unable to live any longer on a planet that had lost its natural sun, moved slowly but surely towards discovering the secret which would save their race from almost certain extinction.

Although this final barrier had almost been breached the most able scientific minds seemed unable to get the final breakthrough they so desperately needed. That was, however, until the possibly most intelligent scientist in his desperation to survive, decided to break away from his counterparts and complete the work by himself.

It is known that his research started to venture along paths not previously even comprehended by his fellow cohabitors. Using profound concepts of Genetic Nuclear Decomposition, he concluded that by utilising the life forces of living beings, enough power and energy could be created to take him and a ship of some kind to more habital planets before it was too late.

At this point the actual details of what happened are not completely known by the galactic historians, as only small fragments of the planets library have, to this day, been found. It is not actually known if anyone did escape from the doomed planet or even if the unthinkable theories of G.N.D. did come to pass.

Many legends and stories have built up over many centuries telling what was thought to have become of the planet, its people and its dark and mysterious theories. They also tell of lone wealthy traders suddenly being visited by a dark but powerful entity, THE PROPHET, who apparently has secrets which could lead to never ending wealth and the power to venture through universes still unknown to man.......

TOTAL ECLIPSE - INTRODUCTION.

It is 3000 A.D. Intergalactic hypertravel of a more conventional kind is now a reality. Trade and export has taken on a new dimension. The intergalactic trading boom is at its peak with billions of credits being made (a credit is the new universal monetary unit born as a result of the economic boom).

Your career as an intergalactic trader is about to begin. In front of you lies a vast universe of 720 alien worlds with which to trade and make (or lose) your billions. To become a successful trader is no easy task, but the pickings are rich and plentiful for anyone with the right mix of abilities.

However, FIT (the Federation of Intergalactic Traders) have suspended the issue of trading licences to protect the interests of their members. Although this action has precipitated a call for the abolition of the Federation, the abolitionists are far outnumbered by the KEEP FIT fanatics. However the lack of a licence creates a major problem. You do not have the list of planet code interpretations issued by FIT. These codes indicate the trading status of a planet. But this does not daunt the intrepid newcomer, you press on regardless (licence or no licence).

Situated on a space station somewhere in
galaxy 1 and equipped with the latest in
small trading vessels you call up the short
scanner, select your destination and launch
into the depths of space....

TOTAL ECLIPSE - THE UNIVERSE.
The universe is a vast area of 4320 cells
divided as follows:

GALAXIES.
There are 12 galaxies in the universe.
Each galaxy is governed by a ruling body
independant of any outside influence. This
means galaxies differ in economy, in the
type of commodities and services they
offer, in the type of travellers they
attract and their attitudes towards
traders. Occasionally a galactic war
flares up between neighbouring galaxies,
but this should not give you cause for
concern since all traders are regarded as
neutral and are covered by the Beltron
Convention drawn up in 2849 AD.

SECTORS.
For the purposes of maintaining and
updating The Traders Guide To The Universe
(pocket version - don't panic!) each galaxy
is divided into 10 sectors. A sector
incorporates 36 cells which are mapped as a
6x6 grid. A cell may contain any of the
objects described below.

PLANETS.
The universe contains 720 charted planets.
Each planet is issued with a FIT code.

SPACE STATIONS.
Space stations are strategically positioned
in each galaxy to provide essential
services for the trader. All space stations
carry repair and refueling centres. The
offices of Investment Fund Managers are
also found on some space stations.

ASTEROIDS.
The only source of much sought after
ASTEROIL (more commonly known as
trinitrophenylhydroxyethylene-278).

GALAXY HYPERGATES.
Hypergates give access to neighbouring
galaxies. Intergalactic transfer is only
possible with the aid of a hyperdrive unit
(not to be confused with a microdrive).

BLACKHOLES.
Although many brave commanders have
ventured into the depths of a blackhole
none have returned to tell the tale.
Rumour has it (this is completely off the
laserdisk by the way) that a new universe
lies at the end of a blackhole.

ABANDONED SPACE CRUISERS.
There is money in abandoned space cruisers.
To claim salvage money you need to take the
following actions:
1. Recover the captains log disk.
2. Set the space cruiser to self destruct.
3. Hand in the disk at a space station.

TOTAL ECLIPSE - SCANNERS.

SHORT SCANNER.
Your trading ship comes equipped with the
latest in short scanners - Herrikson Mk3
with a MC99099 1 kilobit processor and 256
Mega-Gigabyte of RAM. However, Herrikson's
have yet to finalise production of the new
energy unit needed to power the high
performance scanner so the drain on
installed energy unit will be high. You are
advised therefore to replenish the energy
level at every opportunity.

The short scanner will display 27 of the
360 cells in the current galaxy as follows:
9 cells in the current sector (central), 9
cells in the sector behind (left) and 9
cells in the sector ahead (right). Your
ship position is always the centre of the
central sector. In addition to the visual
display your position is also given in
co-ordinates as below:

:SECTOR (01-12):X COORD (1-6):Y COORD (1-6):

To extract data on an object position the
scan cursor on the object and hit the
retrieve key. Any information will be
displayed at the bottom of the screen. As
you move the scan cursor the scan
co-ordinates will be updated, the format of
which is exactly as above.

SHORT SCANNER - COMMAND MENU.

The command menu is located in the bottom
left of the short scan. The following
commands are available:

SHORT SCAN COMMAND - LAUNCH.
See SPACE TRAVEL.

SHORT SCAN COMMAND - LONG SCANNER.
See LONG SCANNER

SHORT SCAN COMMAND - DATA SCANNER.
See DATA SCANNER

SHORT SCAN COMMAND - DAMAGE REPORT.
For instant access to the physical state of
your cruiser. You are advised to use this
facility before a launch. Energy/efficiency
levels are displayed as percentages. To
exit the DAMAGE REPORT hit the 'execute
command' key.

SHORT SCAN COMMAND - FLIGHT DECK.
Returns control to the flight deck. For
more information see FLIGHT DECK.

SHORT SCANNER - FUNCTION KEYS USED.

Left arrow key.....   scan cursor left.
Right arrow key....   scan cursor right.
ENTER key..........   data retrieve key.

Space bar..........   select menu command.
Clear key..........   execute command key.

TOTAL ECLIPSE - LONG SCANNER.

The most obvious advantage that the
Herrikson Mk 3 scanner has over its rivals
is the ease in which it can be upgraded.
Not only have the upgrades been announced
as 'available now', the suprising fact is
they actually are! A rare achievement in
this age.

Adding an extra 256 Mega-Gigabyte of RAM
will provide sufficient power to allow
access to the Long Scanner. This scanner
displays either the current sector, the
sector behind, or the sector ahead, as a
6x6 cell grid (i.e. a whole sector). There
are two advantages over the Short Scanner:

1. Travel distance. You can travel over a
greater distance from the Long Scanner
(although you cannot travel between
sectors).

2. Area of scan. The Long Scanner displays
4 times the sector area of the Short
Scanner.

Aside from the above 2 differences the Long
Scanner operates in much the same way as
the Short Scanner.

LONG SCANNER - COMMAND MENU.

The following commands are available:

LONG SCANNER COMMAND - LAUNCH.
See SPACE TRAVEL.

LONG SCANNER COMMAND - SHORT SCANNER.
See SHORT SCANNER.

LONG SCANNER COMMAND - DATA SCANNER.
See DATA SCANNER.

LONG SCANNER COMMAND - DAMAGE REPORT.
See SHORT SCANNER COMMAND - DAMAGE RPT.

LONG SCANNER COMMAND - FLIGHT DECK.

Returns control to the flight deck. For
more information see FLIGHT DECK.

LONG SCANNER - FUNCTION KEYS USED.

Left arrow key.....   scan cursor left.
Right arrow key....   scan cursor right.
Up arrow key.......   scan cursor up.
Down arrow key.....   scan cursor down.
ENTER key..........   data retrieve key.

Space bar..........   select menu command.
Clear key..........   execute command key.

*** IMPORTANT NOTICE ***
It is not adviseable to beam down the RAM
upgrades from transporder companies as
installing them yourself will invalidate
the guarantee.

TOTAL ECLIPSE - DATA SCANNER.

The addition of a further 256 Mega Gigabyte
of RAM (a total of 768 Mega Gigabytes) will
give you access to the Data Scanner, a
facility normally found only on the much
larger Hybeehem scanners. It is advisable
to engage the Data Scanner only if your
computer energy level is 80% or higher.

The Data Scanner is powerful, enabling you
to scan a whole galaxy! To engage the
scanner position the scan cursor on the
required object and hit the data retrieve
key, make a note of the co-ordinates, and
exit using the 'execute command key'.

DATA SCANNER - FUNCTION KEYS USED.

Left arrow key.....   scan cursor left.
Right arrow key....   scan cursor right.
ENTER key.........   data retrieve key.

Clear key.........   execute command key.

TOTAL ECLIPSE - SPACE TRAVEL.

LAUNCHING.
You can launch from either short scanner or
long scanner by placing the scan cursor on
the chosen destination, selecting LAUNCH on
the command menu and hitting the execute
command key.

FUEL REQUIREMENTS.
Fuel consumption is related to distance
travelled and cargo mass, as you would
expect. The Herrikson scanner system will
provide you with an estimated fuel
requirement value before you commit your
vessel to launch. This value is calculated
on the assumption that the Ultra-drive (not
to be confused with the S.E.A. 5 mobile
washing machine) will not be engaged on the
journey (for further details on the
Ultra-drive see PIRATE ATTACKS).

SPACE FLIGHT.
Your vessel is fitted with the standard and
reliable British Layland Mini Hyper Unit
which requires no maintenance! On launch
the hyper unit will be engaged and your
vessel transported instantly to the
vacinity of your destination, and cruise
for the remainder of the journey.

During space flight your vessel will
deteriorate slightly due to normal wear and
tear.

PIRATE ATTACKS.
While cruising you are vunerable to attacks
by space pirates. Pirates roam the
universe in bands of 5 or more (in fact it
is reported that at the last pirate
convention in galaxy 7 fleets of 11,000
were attacking lone traders!) seeking out
vessels to pilfer cargo or just use as
target practice. They do not, of course,
pay any respect to the Beltron Convention
of 2849 AD.'

There are three actions you can take when
confronted by pirate attacks:

1. You can engage the Ultra-drive and
outrun them. The effect of such action will
result in fuel drain and energy drain on
most of the ship.

2. You can resist the attack.
(see COMBAT MODE).

3. You can PANIC HYPERJUMP. WARNING! use
this option only as a last resort. Panic
Hyperjump bypasses the Herrikson Computer
calculation routine and immediately
transports your vessel into another part of
the galaxy, offering a survival chance of
66.6%. Reports of traders materialising
inside space station walls, asteroids etc.
are not uncommon!

COMBAT MODE.

When the laser sights appear on the flight
deck you are in Combat Mode and ready to do
battle. Your vessel is equipped with a
ZEFFOR - KARAFAX series 18 Pulse Laser
powered by a 10 MegaQuark, 0.07/wv drain
factor, energy unit (this can be upgraded
to a 70 MegaQuark energy unit in 10
MegaQuark steps).

Although not the best weapon system to face
a band of pirates it is reasonably
effective to ward an attack of 5 - 10
pirates. A full spec 70 MegaQuark Pulse
Laser in the hands of an ace gunner should
be capable of destroying a fleet of 100+
pirate ships.

Pirates will almost certainly use the less
advanced DIACOTYL series 2 Pulse Laser
which is cheap, powerful, and easy to
obtain on the black market. Its only
drawback is range, and that is why pirates
come in close before they release a laser
bolt

Remember that pirate ships have shields and
energy levels as well as you, although not
as efficient. It may therefore take
several direct hits to destroy a pirate
ship.

In most cases the destruction of all pirate
ships will result in a handsome booty of
cargo which is automatically detected by
the Herrikson scanner and beamed aboard by
the PARSTREAM autotransport system.

FLIGHT DECK.
As you near the end of your journey the
automatic landing system is engaged and the
main screen switches to the Flight Deck.
The Flight Deck displays the following
important information:

Main Command Menu.
Cash amount.
Duration of mission.
Location.
Physical state of ship.
Value of cargo.
Fuel level.

FLIGHT DECK (COMBAT MODE) - KEYS USED.

'U' key.......   engages Ultra-drive.
'P' key.......   engages PANIC HYPERSPACE.

Arrow keys....   moves laser sight.
Space bar.....   fires laser bolts.

Joystick......   moves sight/fires laser.

FLIGHT DECK (MAIN MENU) - KEYS USED.

Space bar.....   selects menu command.
Clear key.....   execute command key.

The remainder of the manual covers the
objects you are likely to meet in the
universe and the activities you can engage
in on those objects.

TOTAL ECLIPSE - PLANETS.

PLANETS - FIT CODES.

As mentioned earlier each planet has been
assigned a FIT code. FIT codes are
represented by up to 8 letters of the
alphabet, each letter representing a
particular trading aspect of that planet.
Interpretations of FIT codes can be found
on Sector 71, Track 11, of FIT system disk
2 which to our knowledge is totally
unobtainable without a trading licence
(sound familiar?).

However it is a well established fact that
FIT codes represent the following:

Basic commodities traded.
Industrial goods traded.
Luxury type goods traded.
Landing taxes imposed.
Repair centre.
Customs officials present.
Ship upgrade centre.
Pirates present.

PLANETS - TECH LEVEL.

The Tech Level (range 1-16) refers to the
level of technological advancement of the
planet.
e.g. a low tech level planet (Tech Level
1-4) would be predominantly agricultural
with no high tech industry. In this market
food would be cheap and luxury items
expensive.

PLANETS - POLITICAL STATUS.
A planet is classified as either:

dictatorship.
coalition.
democracy.
anarchy.

Obviously the political status of a planet
will affect the availability and price of a
wide variety of goods.

PLANETS - TRADING.
The FIT trading network is fully
computerised. The moment you dock with a
planet your ships computer will be logged
into the Central Market Computer.

To trade, select TRADE from the Flight Deck
Main Command Menu using the 'select menu
command' key and the 'execute command key'.
You will then be presented with the TRADE
screen. From left to right you will see
the commodity list, the sell price, the buy
price and your existing stock level per
item. Below this is displayed cash
available and total stock level.

The buying procedure is:
    B(quantity)(initial letter of commodity)
    <ENTER>

e.g. to buy 15 units of FOOD, input:
    B15F<ENTER>
the screen will show:
    BUY 15 units of FOOD
    Confirm (Y or N)?

The selling procedure is as for buying
except that 'S' is substituted for 'B'

Possible error messages are:

CASH???........... insufficient funds
SPACE???.......... insufficient cargo space
AVAILABILITY???.. commodity not available

*NOTE Any commodity which has a price of
zero or a buy price of zero cannot be
purchased or sold on that planet.

To exit TRADE mode hit 'execute command' key

PLANETS - REPAIR SHIP.
Not all planets have repair centres. The
cost of repairs depends upon the Tech Level
of the planet.

To implement repairs select REPAIRS from
Flight Deck Main Command Menu using 'select
menu command' key and 'execute command'
key. You will be presented with the REPAIRS
screen. From left to right you will see the
item number, the item to be repaired, the
present condition level and cost of that
repair. Below this is your current cash
level.

To implement single item repair press item
number.

To implement total ship repair press 'T'.

Possible error messages:

CASH???.... insufficient funds.

To exit REPAIRS hit 'execute command' key.

PLANETS - REPAIRS: computer.
Your on board computer, the latest in the
Herrikson system essential to the nerve
centre of your ship and the early warning
defence system, communication with the FIT
trade computer network and the calculation
of hyperjump destination coordinates.

PLANETS - REPAIRS: lasers.
Laser energy banks can be replenished no
matter what the energy level falls to.
*NOTE: a 20 MegaQuirk laser system will
cost twice the price of a 10 MegaQuirk to
repair and a full spec 70 MegaQuirk will
cost 7 times the price, etc.

PLANETS - REPAIRS: shields and external.
Your ship is equipped with front shields
and the entire external structure is coated
with 1cm thick CARBOZEDDUM steel, which may
seem impregnable. However, at a hyperspeed
of 107,000 times the speed of light
(19,902,000,000 miles per second!) a dust
particle hitting either shield or external
hull will penetrate 0.92 cm. Conditions of
shields and external structure will
depreciate slowly under normal travel
conditions but Ultra-drive, Panic Hyperjump
and direct hits from pirates laser bolts
will have a more drastic effect.

PLANETS - REPAIRS: internal.
This refers only to the physical condition
of the cargo hold(s). Strict hygene laws
demand that all cargo holds be coated
internally with DEMEZTOZ (the only
substance in the cosmos that kills all know
germs... DEAD!).
Hyperspeed travel reduces the effectiveness
of DEMEZTOZ and at levels below 40% some or
all of the cargo will be automatically
dumped in space. It is illegal to land on
a planet with cargo that may be
contaminated.

PLANETS - SHIP UPGRADES.
Most planets of Tech level 13 or higher
carry ship upgrade centres. Component
prices are not fixed.

To implement ship upgrade select SHIP
UPGRADE from the Flight Deck Main Command
Menu using 'select menu command' key and
'execute command' key. You will be
presented with the ship upgrade screen.
From left to right you will see the
component number, the component
description, the component cost, the
maximum number your ship is carrying.

To make a purchase press the desired
component number.

Possible error messages:

CASH???...... insufficient funds.
MAXIMUM???... cannot add another component.

To exit SHIP UPGRADES hit 'execute command
key'.

PLANETS - UPGRADES: cargo holds.
Your ship comes equipped with 1 cargo hold
that can carry a maximum of 10 items (10
megatons). The maximum number of cargo
holds is 5 offering a total capacity of 50
items (50 megatons).

PLANETS - UPGRADES: Fuel Tanks.
Your ship comes equipped with 1 fuel tank
that can carry a maximum of 50 units of
fuel. The maximum number of fuel tanks is 5
offering a total fuel capacity of 250 units.

PLANETS - UPGRADES: 256 Mega Gigabyte RAM.
Your ship comes equipped with 1 256 Mega
Gigabyte RAM expansion. An extra two may be
added giving a total capacity of 768 Mega
Gigabytes. For further details see LONG
SCANNER and DATA SCANNER.

PLANETS - UPGRADES: 10 MegaQuark Laser
upgrade.
Your ship comes equipped with a 10
MegaQuark laser. A Further 60 MegaQuarks
(6x10 MegaQuark upgrades) may be added
giving a total capacity of 70 MegaQuarks.

PLANETS - UPGRADES: galactic hyperdrive
unit.
Although your ship is equipped with the
British Layland Mini Hyper Unit this is
insufficient for jumps outside the galaxy.
Travel to a neighbouring galaxy requires
the installation of a galactic hyperdrive
unit. This unit is only available on
planets of Tech Level 15 & 16, the only
planets considered by FIT to be capable of
installing such technical equipment.
Prices are fixed by FIT.

Galactic hyperdrives may only be used once.

PLANETS - UPGRADES: complete drilling kit.
The asteroid drilling kit comprises of:
1 ASTERBUGGY, 1 DRILL, 1 WELLCAP.

Drilling equipment is only available on
planets of Tech Levels 15 & 16.

*NOTE: Your ship may only carry 1 drill so
upgrading the drill merely replaces the
existing drill with a new one.

(For more information see ASTEROIDS -
DRILLING.)

PLANETS - LANDING TAXES.

Some planets impose landing taxes. The
amount of tax due as shown on Flight Deck
is calculated at a daily rate (rates
vary). The benefit of most trading with
such planet is the guarantee the most of
the commodities will be priced below
average. This is how they attract trade.
The only exceptions are anarchy planets and
planets with civil wars or famines.
Planets that impose landing taxes are
identifiable by the FIT code
(interpretations can be found on Sector 71,
Track 11 of FIT system Disk 2).

PLANETS - CUSTOMS.

Planets of wealth and law and order employ
customs officials. You can identify such a
planet by its FIT code. Duty if charged on
the following:

    LUXURY ITEMS
    PRECIOUS METALS
    HI-TECH ITEMS

If you are caught trying to dodge paying
duty ALL taxable cargo will be confiscated.

NARCOTICS are illegal on such worlds. If
you are caught attempting to smuggle in
Narcotics you will have ALL of your cargo
confiscated.

LUXURY ITEMS, PRECIOUS METALS, HI-TECH
ITEMS, NARCOTICS are much sought after by
the citizens of planets that employ
customs officials and rewards are high -
especially if you can dodge the customs
officials!

PLANETS - REFUELLING.

All planets offer refuel centres. Prices
vary greatly between planets.

To implement refuel select REFUEL from the
Flight Deck Main Command Menu with the
'select menu command' key and the 'execute
command' key. You will be presented with
the fuel cost per unit and the maximum
units you may purchase. To purchase fuel
enter the numerical amount and press
<ENTER>.

Possible error messages:

CASH???...... insufficient funds.
LIMIT??...... request exceeds capacity.

PLANETS - TRADING WITH REBELS.
On some planets you may be approached by
rebels and offered a price for certain
cargo items you are carrying. Although not
illegal, trading with rebels is frowned
upon and consequently if you are conned by
a rebel you will not get any assistance in
recovering your cargo from the local law
officers. On the other hand a good deal
will reap you double or even treble normal
trading profits and not all rebels are
dishonest.

PLANETS - PIRATES.
The presence of pirates on a planet will
guarantee good prices if you are in the
market for Narcotics, Arms, and other
pirate associated goods. However, pirates
are a ruthless breed of thieves and you can
expect to be approached occasionally and
asked to part with money. Its up to you to
decide if you want to contribute to their
cause! Although not guaranteed, a regular
contributor should pass through pirate
territory without becoming a candidate for
target practice. A tip ... don't visit a
pirate planet armed with lots of cash.

PLANETS - INVENTORY.

To examine the contents of your cargo hold
select INVENTORY from the Flight Deck Main
Command Menu using the 'select menu
command' key and the 'execute command' key.
You will be presented with a list of
commodities on the left and the number of
each commodity you own on the right.

To exit INVENTORY hit 'execute command' key.

TOTAL ECLIPSE - SPACE STATIONS.

SPACE STATIONS - SERVICES.

Space stations are strategically placed in
the galaxy to provide essential services to
the trader. All space stations offer the
following services:

REFUELLING........ see under PLANETS.
SHIP REPAIRS...... see under PLANETS.
ASTEROIL PURCHASE. see below.
INVESTMENT FUNDS.. see below.
SALVAGE CLAIMS.... see below.

You cannot trade at a space station (apart
from ASTEROIL). You will not find pirates
or rebels at a space station.

SPACE STATIONS - ASTEROIL PURCHASE.

Space stations are the only customers for
Asteroil. To trade Asteroil select SUPPLY
OIL from the Flight Deck Main Command Menu
using the 'select menu command' key and
'execute command' key. You will be made an
offer for your existing stocks at the space
station.

SPACE STATION - INVESTMENT FUNDS.
For the wealthy trader investment funds
offer a means of putting your surplus funds
to work to increase his wealth. To invest
in one of the funds select INVEST form the
Flight Deck Main Command Menu using the
'select command' key. You will be
presented with the investment funds screen.

Options available:

BUY.
The buying procedure is:
     B (quantity)(initial letter of fund)
e.g. to buy 10 units in COMMODITIES, input:
     B10C

the screen will show:
     BUY 10 units in COMMODITIES
     Confirm (Y or N)?

SELL.
The selling procedure is as for buying
except that 'S' is substituted for 'B' in
the input formula.

*NOTE: When trading units a brokerage fee
of between 1% and 2% (as indicated) will be
charged.

Investments are only available in certain
universes.

Once initial unit purchase has been made
the trader is registered with the Central
Share Dealing Information Bureau which
issues regular bulletins to assist the
trader in his unit trading decisions.

SPACE STATIONS - SALVAGE CLAIMS.

All claims for salvage of abandoned space craft can only be filed at Federation Offices set up for this purpose on all space stations.

To file a claim select SALVAGE from the Flight Deck Main Command Menu using the 'select menu command' key and the 'execute command' key. All commander's log disks will be redeemed at the current salvage rate and the cash credited to the trader's account.

TOTAL ECLIPSE - ABANDONED SPACE CRAFT.

In order to ensure that all vital space lanes are kept clear, FIT have offered a bounty on all commander's flight logs salvaged from abandoned space craft. The removal of log disk triggers ship's self destruct mechanism, thus removing the obstacle.

SALVAGE PROCEDURE.

On docking you will be presented with a 3D view of the ships corridors. Using the direction keys move around the ship until you locate the Flight Deck and remove the Commander's log disk.

A counter will appear on the screen indicating countdown to self destruction. It is therefore IMPERATIVE the exit is achieved before completion of countdown.

TOTAL ECLIPSE - ASTEROIL PROSPECTING.

Asteroids are the only source of the valuable commodity. To prospect select PROSPECT from the Flight Deck Main Command Menu using the 'select menu command' key and the 'execute command' key.

You will be presented with a geological
diagram of the asteroid strata. Your
ASTERBUGGY will appear on the upper right
of the screen. Below the asteroid strata,
indicated by the black band, is the
asteroil deposit.

Below this is the data monitor which gives
the following data:

RES....   Asteroil reserves.
FIE....   Field number (1-10).
TEM....   Temperature of drill bit.
WEA....   Wear condition of drill bit.
DAM....   Asterbuggy damage condition.
STO....   Asteroil in buggy storage tank.
R.DENSITY   Hardness of rock stratum.

Using the cursor control keys position the
asterbuggy over the position you consider
will give least resistance to the drill bit.

CONTROL FUNCTIONS.
'D' key to drill.
'P' key to pause drilling.
'C' key to remove drill and cap well.
'CLEAR' key to abandon drilling.

Asteroids have a non user - friendly
atmosphere which corrodes the asterbuggy
(condition indicated by 'DAM'). This means
that time available for drilling is
limited. If things go critical, abandon
drilling (this results in loss of drilling
equipment)