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Introduction...***CONTACT WITH ALIEN BEINGS REPORTED!*****Rumor of Stellar Threat Confirmed.**

The International Press-Dispatch, March 12, 2612. By Le-Quo Garibaldi, Press-Dispatch
Interstellar Correspondent.

Rumors of a hostile stellar threat to the earth and its surroundings were confirmed yesterday in an extraordinary meeting between a Star Control scout ship and a Chenjesu vessel near the Ceres base. The first message exchanged between the spaceships was as simple as it was shocking.

Attention: Earth vessel. We are not hostile to your species. However, we must inform you of an immediate threat to your world and people. The Ur-Quan Hierarchy is coming; our defenses are crumbling. We need your immediate assistance. Please respond.

The results of the ensuing conference were made available to the International Press-Dispatch by interstellar lasfax. The meeting, held aboard the Cruiser SpaceDuster, lasted several hours. A collection of intergalactic journalists waited anxiously as the Chenjesu diplomats outlined their concerns to Star Control General Juan O'Reilly and High Provost Ivana Or-Kochav, Earth's highest ranking diplomat.

Earth's negotiators expressed their dismay that they had not been previously informed of the existence of alien forms – or the fact of an interstellar war between them. The Chenjesu replied that the Alliance's Supreme Council hadn't judged Earth strong enough to join the Alliance. Moreover, Earth's initial position was on the far side of the Corward Front. Only in the last few months has the Hierarchy approached our Solar System.

The Chenjesu emphasized that:

- The Ur-Quan Hierarchy, a rigid union of the ancient Ur-Quan slavers and their minions, is on the verge of annihilating the Alliance of Free Stars.
- Alliance efforts to placate the Ur-Quans through negotiations have been in vain. The Hierarchy's representatives slew three Alliance diplomats at the conclusion of one particularly fruitless session.
- A Hierarchy triumph would be a disaster for known space.

The Chenjesu mediators told of Ur-Quan coercion of several unlikely races into the Hierarchy, of threats delivered to Spathi elders, of an active military alliance the likes of which has never seen the blackness of Truespace. The Chenjesu elders “wove crystal slivers of detail into their story,” as Ivana Or-Kochav later told the assembled correspondents.

The High Provost described the Chenjesu intensity, which went well beyond the crackling energy fields the aliens commonly emanate. Indeed, the dramatic effect at times interfered with the SpaceDusters control consoles. General O'Reilly spoke of “visible alarm in the aliens’ emotive electrical outburst.”

A high-level Cabinet Meeting will be held next week in Calcutta, India, one of the United Nations’ rotating capitals. The Delegation from the Belt is presently afterblasting its way towards Earth. An atmosphere of high drama is almost palpable at StarCon HQ in Geneva.

In the view of this reporter, the Chenjesu have issued a chilling, clarion call to Earth and its inhabitants.

Project Credits

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Artwork	Paul Reiche III and Greg Johnson
Additional Programming	Robert Leyland
Additional Design	Greg Johnson, Fred Ford and Robert Leyland
Additional Artwork	Erol Otus and Jeff Rianda
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Technical Assistance

Evan and Nicky Robinson, Ned Lerner. Merci Beaucoup Fabrice-Bellard pour LZEXE. C'est tres bien!

Special Thanks

Laurie, Arianna and Devin Reiche, Georgiann Feltz, Roland Kippenhan, Jason Sangermano, Peter Doctorow and Shelley Day

Inspired by the Works of Fiction of:

Orson Scott Card, Larry Niven, Andre Norton, David Brin, Robert A. Heinlein, Arthur C. Clarke, Jack Vance, Alan Dean Foster, Keith Laumer, A.E. Van Vogt, E.E. "Doc" Smith, Joe Halderman, Dan Simmons, Fred Saberhagen and 100 worthy others

HOW TO INSTALL STAR CONTROL

Star Control™ is a science-fiction wargame which pits the forces of The Alliance of Free Stars against those of the predatory Ur-Quan Hierarchy. The game is designed so that you can ease into play, familiarizing yourself with menus, options and player controls. The Alliance and Hierarchy each possess seven different types of warships. Each vessel has its own maneuvering and firing characteristics, plus a unique special power that you can employ when circumstances dictate.

System Requirements

To play **Star Control** you need the following:

- 512K of memory for EGA and CGA;
- 640K of memory for VGA, MCGA, and Tandy 16-color.

Note: An IBM AT class machine running at 8+ MHZ is recommended.

You can play the game in single-player or two-player mode. Each player can use either the keyboard or a joystick. See the **Player Controls** section below for diagrams of keyboard and joystick controls.

Installation for a Hard Drive System

Star Control can be installed on your hard disk. Heres how:

- 1 Turn on your computer.
- 2 Insert the Star Control Collection CD-ROM into your CD-ROM drive (usually D or E).
- 3 In DOS, a DOS Window, or MS-DOS mode, make a directory for the game on your hard drive (usually C). Change to the root directory by typing CD\
Enter.
- 4 At the DOS prompt, type MD STARCON **Enter** to create the "STARCON" directory.
- 5 Change to your new directory by typing CD\STARCON **Enter.**

- 6 At the new prompt, type `COPY D:\STARCON\STARCON*.*` **Enter**, where D is the name of your CD-ROM drive. This will copy the game from your Star Control Collection CD-ROM to your hard drive, and install **Star Control** on your C drive, in a directory called `C:\STARCON`.

Starting the Game

- 1 Turn on your computer.
- 2 At the `C>` prompt, type `CD\STARCON` and press **Enter**.
- 3 Type `STARCON` and press **Enter**.

Configuration: Setting Graphics, Sound, and Other Options

Most likely, Star Control will run smoothly on your computer. The program automatically detects the nature and presence of your system's graphics, sound, and joystick hardware, then configures the combination best suited for your machine.

However, in the event that you have unusual hardware (for example, a "compatible" sound board) Star Control may not recognize your equipment. To solve this problem, you can manually override any of the automatic configuration options by typing one or more command line options immediately after typing `STARCON` — but before you press **Enter**. For example, typing:

`STARCON /S:adlib`

forces the program to use Adlib sounds. You can also combine more than one command line option. If, for example, you type:

`STARCON /S:cms /G:mcga`

the program will use CMS sounds with MCGA graphics. Remember to put a space after `STARCON`, and one between each additional command line option.

Command Line Options

Sound (use one only):

- `/S:mt32` Roland MT-32 or LAPC sound and music
- `/S:adlib` Adlib sound and music
- `/S:cms` CMS sound and music
- `/S:tandy` Tandy 3-voice sound and music

/S:internal Internal speaker sound and music
/S:silent No sound and music

Graphics (use one only):

/G:mcga 256 color VGA or MCGA graphics
/G:ega 16 color Enhanced Graphics
/G:tandy 16 color Tandy Graphics
/G:cga 4 color Color Graphics

Miscellaneous:

/spartan A "no frills" mode to allow faster play on slower machines

If You Have a Slower Machine:

Star Control works best on an AT-class computer with a speed of at least 8 megahertz. However, you can make the game run adequately on a slower computer by running the game in CGA mode. Use the /spartan command line option and turn off sound with the /S:silent command-line option.

Note: Using a joystick also slows play. For best results, use the keyboard.

If You Want to Automate Your Configuration Options:

To make a batch file which automates your specialized configuration settings, follow these steps:

- 1 Type CD\STARCON
- 2 Type copy con Play.bat and press Enter.
- 3 Type starcon /g:cga /s:internal /spartan, or your own configuration options, remembering to place a space between STARCON and each command line option.
- 4 Press F6 and then Enter.
- 5 Now, each time you wish to start the game, type Play and then press Enter.

PLAYER CONTROLS

One or two players can play Star Control, using one or two joysticks, or just the keyboard. You can choose keyboard/joystick at the Set Players Options Menu.

Note: For simplicity of use, we refer only to the keyboard commands throughout this manual.

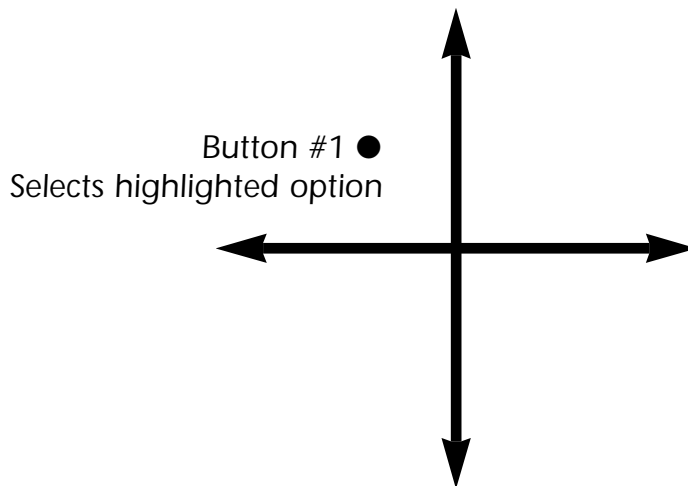
Menus

Most aspects of gameplay in Star Control are accessed by a system of menus. Each menu will list various options which allow you to choose & outfit ships for battle, choose strategic scenarios, etc.

To select menu items with the keyboard, use the **Arrow** keys to highlight the one you want, then press **Enter** to select a highlighted item.

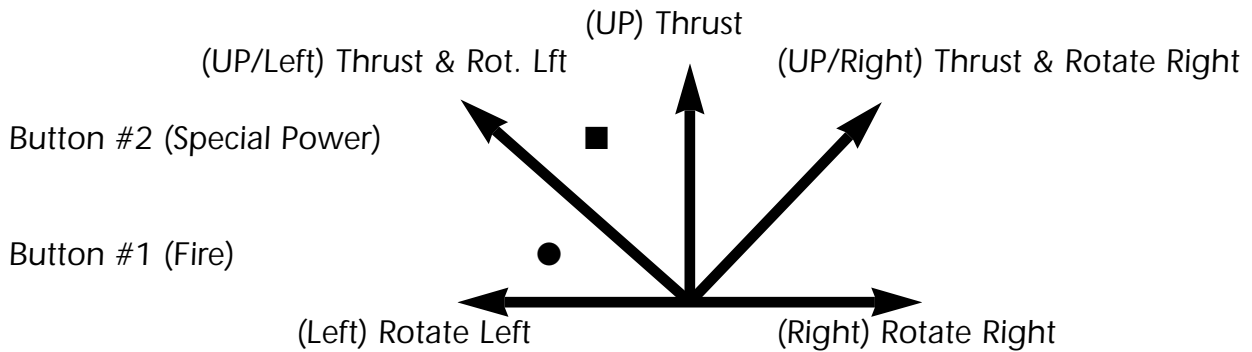
To select menu items with the joystick, simply move the joystick to highlight the one you want, then press **Button #1** to select a highlighted item.

JOYSTICK CURSOR CONTROLS



KEYBOARD SHIP CONTROLS

	<u>Hierarchy</u>	<u>Alliance</u>
Special	1	N
Rotate Left	2	M
Rotate Right	3	,
Thrust	4	.
Fire	5	?

Joystick Ship Controls

Hierarchy and Alliance Joystick controls are identical

Other Special Controls

Spacebar	Cancels last selection (in Full Game only)
F1	Pause/resume play
F3	Sound on/off
F10	Exit any mode of play

EARTH'S TREATY OF ALLIANCE WITH THE FREE STARS

This document, "A Binding Consenting Concord Between The Alliance of Free Stars and Earth" — dated 5.2.2612, and signed by High Provost Ivana Or-Kochav and General Juan O'Reilly, for the Earth; and Commander-in-Chief Bzrrak Ktazzz and Secretary of Space Zeep-

Zeep, for the Alliance of Free Stars — formalizes the mutual bond forged in the face of the threat posed by the evil Ur-Quan Hierarchy.

Article One:

Earth agrees to join immediately the Alliance of Free Stars, and commit its military and civilian resources to the Defense of the Alliance of Free Stars against the unbridled and impudent attacks of the Ur-Quan Hierarchy. Earth forfeits prior sovereignty and agrees to place Star Control, its military and diplomatic structure, under the control of Alliance C-in-C Bzrrak Ktazzz and Secretary of Space Zeep-Zeep for the duration of this agreement. The agreement shall remain in force for as long as the Hierarchy menace persists.

Article Two:

The Alliance of Free Stars commits itself to the defense of Earth against the threat posed by the forces of the Ur-Quan Hierarchy. Earth agrees that the Alliance's military leaders are entitled to deploy Earth's forces in a manner that best protects the constituent members of this federation.

Article Three:

The military and diplomatic commanders of the Alliance, and those of Star Control (now subsumed into the General Staff Structure), shall pool their resources and merge personnel. General Juan O'Reilly joins the Alliance

Article Three (continued):

General Staff with the rank of High Commander, Earth Planetary Region. High Provost Ivana Or-Kochav assumes the title of Assistant Undersecretary of Space. Both will sit on The Supreme Council of The Alliance of Free Stars, and vote on all key security issues which the Supreme Council considers.

Special Clauses:

Should the Alliance be defeated at the Hierarchy's hands, the Concord is null and void. In case of an outright Alliance victory, the united Supreme Council will determine the appropriate steps.

Failure to defend the Earth, or its space stations, lunar or belt colonies may be taken as cause by Earth for leaving the Alliance.

Any deviation from this Agreement by Earth ends the Alliance's obligations and Star Control will become an independent entity of the sole control of the United Nations of Earth and surrounding environs.

Signed This Day, 5.2.2612 in The Hall of Everlasting Peace and Forebearance, Headquarters of the General Staff of the Alliance of Free Stars.

Zeep-Zeep
Secretary of Space

Ivana Or-Kochav
High Provost

PLAYING THE GAME

The Main Activity Menu is your gateway to play. We suggest that you learn the ships and their capabilities in Practice mode, then move on to Melee, facing your enemy in a realistic combat environment. At the Full Game level, you make strategic moves, such as mining, colonizing, fortifying, and moving your ships from star to star in three-dimensional space.

The Main Activity Menu

This screen displays the primary Play options and the current game setting for both Alliance and Hierarchy players. Select an activity by highlighting your choice and pressing Enter. A short description of the highlighted activity is printed in the text window at the bottom of the screen.

Setting Player Options

When you select this option from the Main Activity Menu, the screen changes to show the possible game settings. Current settings are marked by black diamonds. When you're satisfied with the settings, highlight OK, and press Enter to return to the Main Activity Menu.

Control Options

Control options determine who controls the Hierarchy and Alliance sides in both strategic and combat modes. Control options are:

- | | |
|----------|--|
| Human | The Human player (you) totally controls the side, making all strategic decisions and fighting all battles. |
| Computer | The Computer totally controls the side. The computer controls ship selection in Practice and Melee, as well as Fleet Command in Full Game. |
| Cyborg | The human player makes strategic choices. But when battle occurs, the computer takes over full combat responsibility. |
| Psytron | The human player fights all battles, while the computer decides all strategy. |

Using Options

For the Human, Cyborg or Psytron options, the player can choose whether he wishes to use keyboard or joystick control.

Note: Establish the Using setting before switching from Human to Cyborg or Psytron.

The Rating System

When you set a Rating, you decide how skillfully a computer player controls his side. You can set the rating to **Standard**, **Good** or **Awesome**.

For Psytron and Cyborg control, Rating sets the skill with which the computer controls its portion of play. A player who can defeat an Awesome opponent in either Melee or Full Game is worthy of respect indeed.

Bulletin from ComSim Central

Dispatch from Ariloulaleelay Colonel Faffywaffy to Alliance Cadets:

“All new Alliance pilots are hereby assigned to ComSim Central, the full-sensory simulation specially designed to prepare new warriors for space combat. Upon arrival, new pilots will be welcomed and given a tour of the facility.

“Each new commander is heartily encouraged to review the characteristics of enemy craft while at ComSim. Once refreshed, you’ll be asked to choose a vessel (one of each type flown by the seven Alliance races is available) for your first simulated flight.

“This is the real classroom. We’ll be monitoring your performance from the control room, seeing how you maneuver, gain attack position, and evade the enemy. We’ll be checking weapons selection, as well as your judgment in resource management.

“Now’s the time to muff the approach, or activate your main weapon system a trifle late. Put your flight gear on, receive Tishtush’s Blessing, and hit the flight deck running!!”

PRACTICE

In Practice, you can match any ship against any other ship in combat. Whether the ships selected are from the same side (Hierarchy or Alliance), or whether they’re on different sides, you select them the same way.

To view a ship (including technical specifications): Highlight the ship desired and press the **Spacebar**.

To select a ship for Practice: Highlight the desired ship and press **Enter**. Once you’ve selected two ships, the display changes to the Combat Screen.

Note: If you’ve selected Computer or Psytron Control for one or both sides, the computer automatically picks a ship to fly against you. If you want to control ship selection, change the setting to Cyborg.

Flying Ships in Combat

In practice combat, you can fight as long as you want. When one ship is destroyed, the battle starts anew with the same pair of ships. The action is interrupted only when one side wants to choose a new ship to fly.

To select a new vessel to fly, press **F10**, then **F1**, and you’ll return to ComSim Central. To return to the Main Menu, press **F10** once more.

Basics of Maneuver

Maneuver consists of thrusting forward and rotating your craft left or right. You can give commands to thrust and turn independently, or issue them simultaneously.

Note: Refresh your knowledge of the Ship Control keys by referring to the Ship Control section in the Getting Started portion of this manual.

Gravity & Inertia

Gravity attracts spaceships which have come near a planet. The pull increases as you approach the planet. A ship colliding with a planet can suffer serious damage or even be destroyed.

Inertia is the tendency of an object in motion to remain in motion. A vessel gains inertia upon thrusting. Collisions result in the exchange of inertia, and affect smaller craft more than larger vessels.

The Basics of Shooting

A crucial element in shooting is the preparation which precedes the shot. Achieving an effective shooting posture requires that you keep several things in mind:

- The type and range of weapon you're firing.
- The defensive capabilities of your opponent, both in defensive weaponry and evasive potential.
- The position of other objects, such as planets and asteroids, which may affect either craft or the course of the fired weapon.

Remember, too, that an opponent's evasive maneuver can set up an unwelcome exchange of positions. A turn taken to avoid damage can lead to an unwelcome reversal of roles.

Note: Again, consult the Ship Control section for a review of firing controls in keyboard and joystick modes.

Taking a Hit

When your spacecraft is struck by an enemy weapon, it loses crew members, shown as green dots on the Ship Status Display. The damage a weapon will do to a target depends upon the weapons characteristics and, at times, the firing range.

Destroying Enemy Ships

You destroy an enemy ship by eliminating all of its crew members. A few weapons can destroy a vessel with a single shot, but you usually require several to finish the job.

Special Powers

Each vessel has an unique special power. To learn more about the special power of each ship, read both The Alliance's Computer Reconstruction Report on the Vessels of the Ur-Quan Hierarchy, and The Hierarchy's Estimation of the Capabilities of Alliance Warships.

The Window Display

The Window Display shows you the physical universe you occupy in Star Control. Depending on which aspect of the game you are currently playing, the window will display stars, ships, planets, asteroids, weapons and anything else "out there."

Fuel Usage

Fuel is expended by firing weapons or by using your special power; however, normal maneuvering is "free." If you do not have enough fuel to perform an action, the word "fuel" on your ship's status will flash, and you must wait until you have regenerated enough fuel.

Ship Status Display

While you engage in combat, Ship Status Displays appear at screen right, informing you of basic facts about the two combatant vessels, as well as measurements of relevant ship status information. Check the combatants' displays whenever you have a respite.

MELEE

True competition between the Hierarchy and the Alliance begins in Melee mode. In this

form of play, each side has a fleet of seven ships — one from each alien race. Players for both sides take turns selecting a ship with which to fight.

To pick a ship, highlight the desired vessel, and press Enter. If you pick the question mark, the ship will be chosen randomly. When a ship is destroyed, it is crossed off of that sides ship roster. The player must now select a new ship with which to attack the enemy. When a player has destroyed all of his enemys vessels, he wins and is awarded a musical fanfare, a victory screen, and a summary of his remaining ships.

COMPUTER RECONSTRUCTION REPORT: H.L. 3

ENEMY VESSEL SPECIFICATIONS SYNTHESIZED FROM GATHERED SPACE DEBRIS.

Priority One Alpha, Eyes Only: Star Control General Staff and Earthling Cruiser Captains.

Retrodigestive Data Disposal strongly urged.

Issued by Division of Synthetic Special Reconstruction, Intergalactic Intelligence ("SSRII") Star Control Headquarters, Geneva, Switzerland.

May 14, 2612.

In the wake of the special request by Star Control Commander-in-Chief Karen Chin Singh, received by SSRII in the wake of the fateful meeting between the Cruiser SpaceDuster and the Chenjesu envoys, we have compiled this report (#1232.3.3.55.1/2A), detailing the findings of SSRII's computer synthesis squad. Operating under sealed conditions in a security lab somewhere in Europe, the reconstructionists meticulously examined assembled space debris from near and far galaxies. The object: Identify and analyze likely spaceships of the Ur-Quan Hierarchy.

Each team was assigned the reconstruction of a particular Hierarchy race and its vessel. Their members relied upon a set of networked computers running state-of-the-art graphics and post-animation software. Working in consort, they painstakingly gathered fragmentary evidence of Hierarchy beings and their ships.

The Division of Synthetic Special Reconstruction has assembled a detailed portrait of the civilization, structure, and technological attainments of each subject race:



RACE: UR-QUAN

The Ur-Quan race is the oldest in known space. Ur-Quans are a slaving race with a rigid social order that includes the numbering of each Ur-Quan unit. Such structured classification reveals the hierarchical essence of this ancient species. SSRII's attempts to quantify the specifics of Ur-Quan ranking were in vain.

Ur-Quan technology is very advanced, and the Ur-Quan temperament is expressed in the careful cultivation and exploitation of squads of interstellar agents funneling intelligence to their masters.

The Ur-Quans' appearance is interesting, given the races essentially predatory disposition. Resembling a giant caterpillar, a fully-grown

Ur-Quan is formed of a segmented body-tube ten meters long and two meters in diameter. The Ur-Quan equivalent of a face is rich in sensory organs. The tubed creatures are clawed, which allows them to cling tenaciously to the roped ceilings of their dreaded Dreadnought craft.

The Ur-Quan uses a particularly striking means of trans-species communication. The "Talking Pets", an Ur-Quan invention genetically engineered for the purpose, telepathically interpret Ur-Quan commands into the spoken languages of subordinate species, and reverse the procedure when receiving extra-special transmissions.

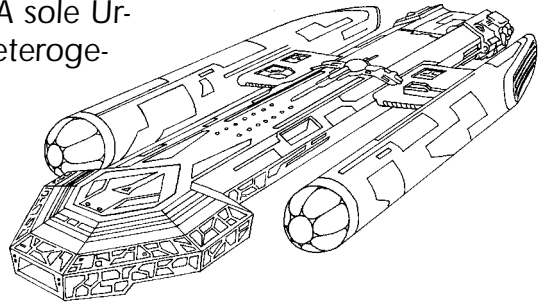


The Ur-Quan live to subjugate lower species; war is their *raison d'être* and their inspiration. They treat the other members of the Hierarchy as serf-races, bowed to the master's will and fearing his predictable wrath.

SHIP: THE UR-QUAN DREADNOUGHT

The Ur-Quan Dreadnought is the single most devastating ship in known space. Alternately

termed "Planetary Siege Units", a single specimen of this feared ship has succeeded in subduing and enslaving entire worlds. A sole Ur-Quan commands each Dreadnought, manipulating heterogeneous crews assembled from the Hierarchy's slave races.



The central Dreadnought weapon is a long-range fusion bolt of immense destructive capability. A ship may fall to a single well-aimed bolt.

The Dreadnought can also launch a small squadron of self-motivated fighters, which systematically seek out enemy vessels and autonomously fire short-range lasers. These special fighters are of limited range, however, and return to the mother ship after each sortie. Left in space, they expire.

The Dreadnought's chief liability is its mediocre turning speed - a chink, not a fatal flaw, in its awesome armor.



RACE: MYCON

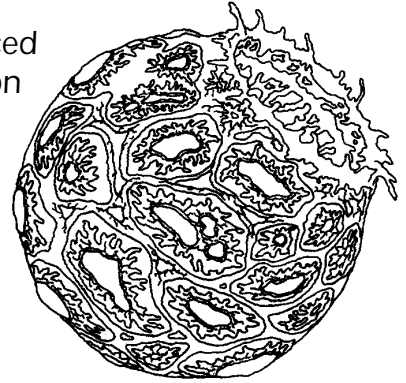
Our researchers were partially baffled when confronting the fragmentary remains of Mycons. The Mycons are bright fungus men possessing an obscure set of behavioral aesthetics and motivated by unknown factors.

Mycons reproduce by belching clouds of minute spore particles into the atmosphere; when the particles come to rest on a living being, they affix themselves and start to grow. When the DNA dust lands on a Mycon, the genetic materials are mixed; otherwise, a clone of the Mycon sporer is created. By bathing themselves in concentrated radiations, the creatures induce collective budding and the replacement of lost crew members. Hence the term: Mycon Regeneration.

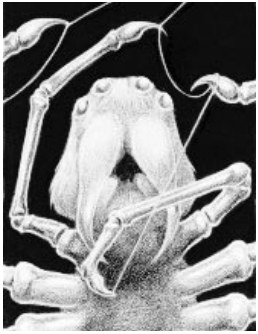
No doubt exists as to the slavish loyalty of the Mycons to their Ur-Quan masters. Having joined the Hierarchy in an act of free will, the Mycons show fungal fanaticism in their wholesale adoption of Ur-Quan aims.

SHIP: THE MYCON PODSHIP

Mycon Podships rely upon a tracking Plasmoid, a ball of coalesced energy which uses a highly-developed tracking system to lock on to, and home in on, a target. Deadly at close range, the Mycon Plasmoid is diffused as it travels longer distances.



The Mycons have the amazing ability to regenerate their crew. A podship must have full power to begin regenerating crew, however; completion of the regenerating act adds four furious fungal fighters to a podships crew.

**RACE: ILWRATH**

This Hierarchy race epitomizes evil. The Ilwrath are spiderlike creatures committed to an absolute religion. Ilwrath piety dictates a devotion to a frightening higher calling. An Ilwrath crew receives spiritual endorsement in the accomplishment of vicious surprise attacks. Moreover, Ilwrathian faith opposes the taking of prisoners.

Given the race's devotion to war, the alliance with the Ur-Quans is entirely natural. However, fragmentary reconstruction of one Ur-Quan - Ilwrath summit dialogue shows that even Ur-Quans show restraint in the face of a belligerent faith. One multilingual Ur-Quan Talking Pet inscribed the following note in shorthand, deciphered by SSRII's interstellar linguist:

"Ilwrath hospitality best accepted in small doses. Dinner fit for a spider. Entertainment a grisly TELEVDR recap of annihilation of Chenjesus. Most enjoyable."

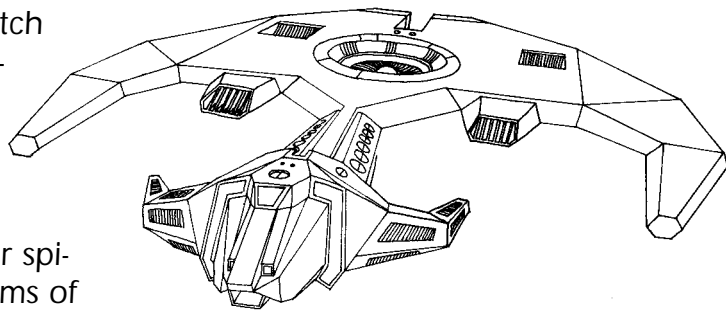
SHIP: THE ILWRATH AVENGER

The Ilwrath Avenger maneuvers effortlessly. The Avenger relies upon the deadly HellFire Blast, which is potent at short range.

The Avengers unique cloaking powers render the ship invisible. Combined with the Avengers aggressive instincts, this stealth capability makes the Avenger the ideal attack

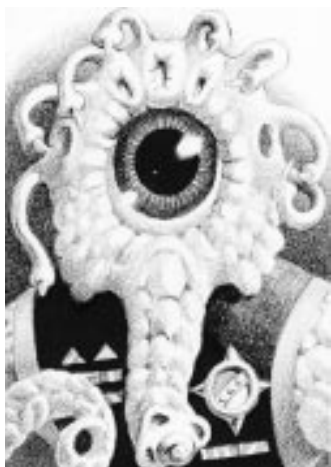
weapon.

The Avengers maximum speed doesn't match that of the Alliance's best ships. This weakness is concealed, however, unless enemy vessels remove themselves from the Hellfire Blast's effective range. Rumors suggest that Avenger crews chant a death spell after successful battle, contorting their spidery forms into joyful frenzies and paroxysms of unearthly pleasure.



RACE: VUX (Very Ugly Xeniform)

The process of synthetic reconstruction of the VUX produced evidence of a plodding, homely race whose dedication to duty is matched only by its temperamental outlook. The VUX is a bipedal assemblage of an octopus and a slug, and has inherited the least appealing features of both. With its single, unblinking eye, the VUX is sensitive to wide-spectrum EMR, and well-adapted to the low-light environment of its home world.



The VUX's physical repulsiveness is matched by technological advances and enormous linguistic-perceptive powers. This language translation ability allowed one VUX ship to intercept the communications of one Cruiser's commander, who had just sighted the VUX on his laser display. The Captain's offhand remark about VUXian looks led to a severe Xeniform backlash. The offended VUX, nursing a sense of collective insult, soon attached itself to the Hierarchy.

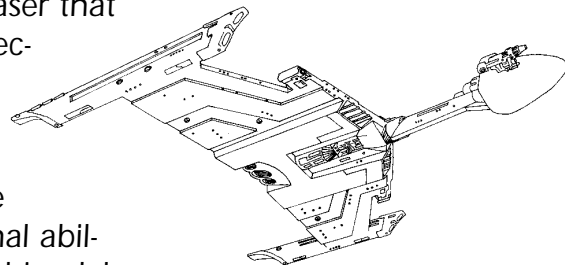
To this day, the VUX find pleasure in repaying the Earthling insult; their crews' unblinking eyes glisten in unison at the sight of a sizzling Cruiser which has taken the force of a VUX laser full-bore.

Nonetheless, SSRIs resident Socioanthropsychs claim that the VUXs hostility may not be

engraved in duralloy. They urge future overtures towards the VUX once the Alliance smashes the Hierarchy threat.

SHIP: THE VUX INTRUDER

The VUX Intruder carries a sole, monstrous optical laser that burns through several meters of duralloy in a few seconds. The craft's stasis-pulse battery, with its enormous capacity, powers the optical laser.



The Intruders are capable of appearing in Truespace adjacent to any enemy vessel; the crews' navigational abilities make the sneak attack a favorite tactic of these bipedal nasties.

An additional Intruder offensive weapon is the "Limpet", which launches inside a protective cocoon which automatically targets enemy vessels. Upon nearing a target, the cocoon cracks, releasing the limpet to clamp down upon the enemy vessel's hull. The combination of inflicted damage and added mass decreases a starship's maneuverability. Only after battle can a damaged ship remove the offending limpets.



RACE: ANDROSYNTH

SSRII employed a special team of Socioanthropsycho to analyze the Androsynths, which are humanoid clones. This race of renegade clones has been a thorn in the side of Star Control since it "emigrated" in the year 2535, shortly after physics experiments in which a team of Eurasian scientists subjected the clones to a series of cruel experiments. The resultant Hamburg revolt — in which the captive clones seized effective control of the Baltic port for a time — collapsed, spurring the Androsynths to seek haven in space.

Androsynth "animosity" towards Earthlings is well-documented; the clones' wellspring of emotion has fueled seventy-seven years of hostility. They adhere to Ur-Quan discipline gladly, as the Hierarchy's warmongering sates the Androsynth's lust for revenge.

Many an Earthling cruiser with an uncluttered laser display has flown on full-alert in regions

where Androsynth Guardians have occasionally been sighted. The thought of an undetected, glittering Guardian in the neighborhood has spurred some cruiser captains to pulverize asteroids in hallucinations known in the flying fraternity as 'clone fever'.

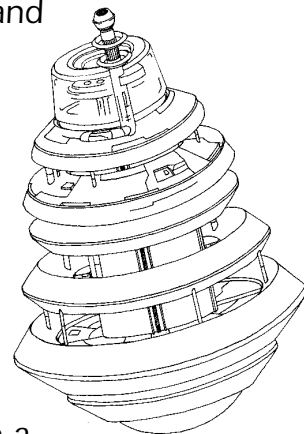
SHIP: THE ANDROSYNTH GUARDIAN

The Androsynth Guardian consists of a strange layering of blue glass and platinum metal alloys. Its structure reflects the clones' obsession with aesthetics; in the words of one of the SSRII team, the Androsynths are the "fashion design engineers of space warfare." The ship's design may be intended to lull an opponent into fatal complacency.

The ship's main weapon is a molecular acid-based blob, which is released in multiples and follows an erratic homing pattern to an enemy vessel. The chaotic tracking path baffles opponents' defensive measures.

Guardian commanders can give orders in battle to collapse a ship into a solid ball, simultaneously engaging a set of powerful thrusters. The transformed vessel then hurls itself at an enemy at terrifying speeds, causing enormous damage if impact occurs. An Androsynth vessel in 'comet' form and carrying full fuel can hold its curled shape for a substantial period; a Guardian low on fuel returns to its normal shape more quickly.

The principle Guardian flaw is its slothful speed in normal configuration. The ship cannot easily escape a fleet pursuer; this defect probably explains the evolution of the Androsynth's special power.



RACE: SPATHI

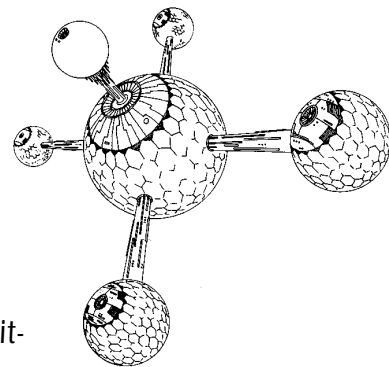
The Spathi is an odd creature, resembling a panicked mollusk. These naked space clams have leathery skin, and a slimy interior which is known to ooze through their pores when a Spathi is alarmed (a frequent occurrence). Stubby pincers and bulging, unblinking eyeballs mounted on multiple stalks complete the makeup of this timid creature.

Socioanthropsychs frame a stark portrait of the Spathi outlook: creative, committed cowardice. The Spathis joined the Hierarchy only to escape the Ur-Quans chilling threat of annihilation.

The Spathis' aversion to combat may explain why their spacecraft are so crowded with crew members. Our combat experts assure us that a Spathi perishes from fright for each slain in combat.

SHIP: THE SPATHI DISCRIMINATOR

The Spathi spacecraft, the Discriminator, is designed with fear in mind — Spathi fear, that is. The vessel is heavily-armored, and built to decoy enemy fire away from the crew-containing sections. The latter swarm with frightened Spathis.



Nonetheless, the Discriminator is fast and agile, a characteristic which led one Earthling crew to nickname the craft the “space jiterbug.” Discriminators dodge most enemy weapons.

The Spathi crew fires a small missile when flying towards an opponent. The Discriminator preference is the worthy B.U.T.T. (Backwards Utilizing Tracking Torpedo), a powerful missile that fires directly backwards.



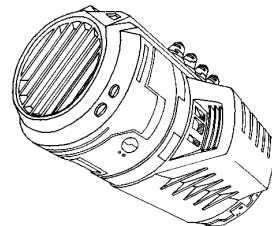
RACE: UMGAH

The Umgah are blobbish creatures consisting of three main body parts: mouths, eyes and tentacles. Their heightened sensory appendages do not compensate for an appearance which, in the words of a tired SSRll syntho-reconstructionist, “gives the VUX a run for their starbucks.”

The Umgah are marked by an unusual sense of humor, a cosmic wittiness fitted to their bizarre appearance. Umgahs regard their participation in the Ur-Quan Hierarchy with bemusement, and the conflict between the Hierarchy and the Alliance as an ongoing intergalactic prank. Boredom, as ever, motivates all creatures to feats of deadly purpose.

SHIP: THE UMGAH DRONE

The Umgah fly an anti-matter cone whose profile, when analyzed, projects forward. The Drones navigational attitude can be maintained indefinitely without loss of power, and lets the ship be both weapon and shield against incoming missiles.



Enemy vessels entering the Umgah Drones anti-matter cone take immediate, often fatal, damage.

The Umgah rely on a phenomenal retro-propulsion system which hurls the ship backwards with terrific force, endangering any enemy vessels sucked into the anti-matter cone. Retro-propulsion drains great amounts of energy; however, the Drones power is unilaterally restored after a prolonged delay in which the Umgah are noticeably vulnerable.

Commence Retrodigestive Data Disposal — Security Experts, Division of Special Synthetic Reconstruction, Intergalactic Intelligence.

DECRYPTION OF AN UR-QUAN TRANSMISSION: AN ESTIMATION OF THE CAPABILITIES OF ALLIANCE WARSHIPS

JUNE, 2612.

Ur-Quan Dreadnought Report, Talking Pet Transcription

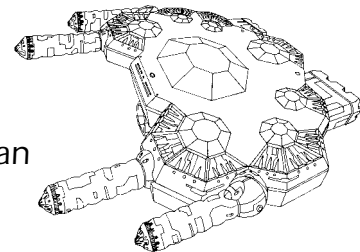
A review of the abilities of Ships of the Alliance of Free Stars demonstrate an inferior capability — underpowered vessels of primitive technology lacking in armor, and commanded by specimens of inferior races.

Of all the Alliance races, only the crystal-based culture of the Chenjesu Broodhome offers a serious test to Hierarchy commanders. Dreadnoughts are hereby instructed to obliterate the upstarts at every opportunity, sparing none. Associated Hierarchy members: Your well-being depends upon the faithful execution of Ur-Quan directives. Failure to eliminate Alliance ships will result in severe and immediate censure!

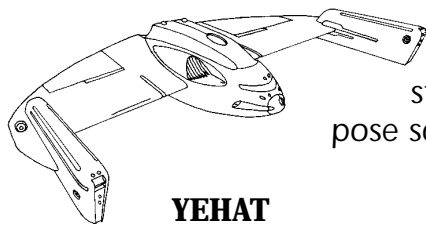
CHENJESU

The Chenjesu are the most potent of the Alliance races. Crystalline in substance, existing on electric energy, they control both electrical and crystalline life forms. The Chenjesu is a philosopher-race; their highest achievement is "The Book of Bzzbezzu Kzaaz," no better than a fourth-eon Ur-Quan Quardmaster's ruminations.

The Chenjesu operate a marginal defense establishment by Ur-Quan standards. In Alliance terms, the crystal-producing creatures are wizards, their Broodhome warship the proof of an advanced society. The Broodhome fires large crystalline life forms, a large crystal which fragments upon Chenjesu command and the D.O.G.I., which home in on a target and endeavor to steal its energy by sucking it out through the hull. Broodhome crew manufacture D.O.G.I.s on board.



Though its maneuverability is limited, the vessel is relatively powerful. The Chenjesu Broodhome carries a sizable crew and a plentiful supply of fuel.

**YEHAT**

The Yehat are peculiar arboreal creatures who pride themselves on their association with the wild Shofixti. Yehats operate out of energized nebula which Dreadnoughts have rarely entered. Unlike most of the cowards of the Alliance, Yehats will not unilaterally flee at the sight of a Hierarchy vessel.

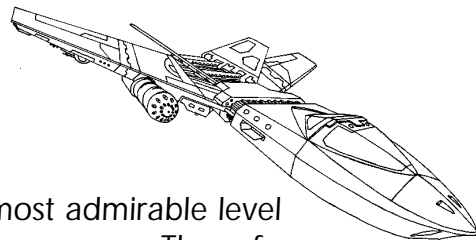
Yehats fly a strange, darting ship, the Terminator, carrying a high-energy force shield to provide immunity against enemy attack. The Terminators' shield derives from the race's electro-nebular origins.

When activated, the shield reduces the effectiveness of the ship's main weapon — an ener-

Summary: A race of rudimentary accomplishments, by the standards of Ur-Quan society. Still, Chenjesu Broodhomes may pose some threat to lesser Hierarchy vessels.

gy missile released from a pulse cannon. Astonished Dreadnought commanders have reported the absorption of moderate damage from the vine-climbing-Yehats' vessel. The Terminator is usually dispatched by the actions of a pair of Dreadnought fighters on special mission.

Summary: Primitive but proud, the Yehat violates the basic rule of the Alliance: turn tail when a worthy Hierarchy vessel blips onto a laser display. Beware of the Terminator's pulse cannon.



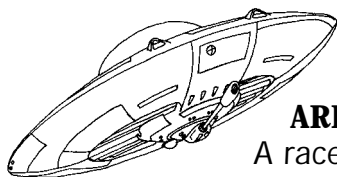
MMRNMHRM

The Mmrmhmr are a consonantal, robotic race with an almost admirable level of technological attainment — for a member of the Alliance, anyway. These fragments of metal disks fear vowels nearly as much as they do a Dreadnought closing in at full-bore.

ProtoQuotoSynthetic assembly of a captured, splattered Mmrmhmr indicates evolution from a technologically competent progenitor. This ancestral imprint may explain why a member of an essentially laggard confederation has developed a nearly clever ship. The "X-Form" appears in one of two guises: a blocky, slow vessel which fires a laser, and a quick, fighter-profile form which tries to counter Hierarchy weapons with a missile. Mmrmhmr captains switch forms to save their craft, or, occasionally, to mount a surprise charge.

Summary: An almost interesting robot race offering a modest technological challenge.

Still, Mmrmhmr X-Forms are fodder to Dreadnought commanders who observe carefully their metamorphic tricks.



ARILOULALEELAY

A race of space elves, the Ariloulaleelay are mischievous creatures.

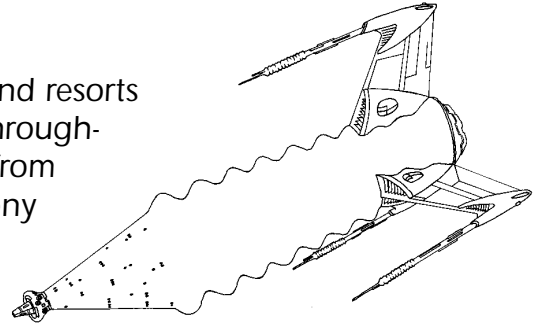
Previously tormentors of the human race, they fly the Skiff, a small vessel with respectable turning speed. The Skiff's propulsion system features a novelty among Alliance crafts, inertia-less drive. Skiffs accelerate with infinite thrust, and cease forward motion upon command.

The Arilou ships fire auto-aim lasers, and can teleport out of danger. The resulting hyper-jump whisks a threatened Skiff randomly out of contact with an enemy. Occasionally, the hyper-jumps result in the spectacle of a Skiff's instant destruction upon collision with an unexpected astral body.

Summary: The Arilous will attempt to avert inevitable doom by utilizing inertial-less drive and multiple teleporting. Hierarchy commanders, eliminate Skiffs before they resort to these devices.

SYREEN

This race of humanoid females lacks a home world and resorts to the cultivation of garden-like starbases scattered throughout space. Since Syreens are barred from recruiting from colonies, they resort to seizing "volunteers" from colony worlds which they conquer. Syreens rely upon weapons of allure and hypnosis to achieve their wicked Alliance aims.



Syreens fly a rocket ship, the "Penetrator", powerful by Alliance standards, and rated QT1+ by the Hierarchy's Offense Analysts. The Penetrator carries a full complement of wily Syreens; though the Penetrator fires a puny missile, it prefers the Syreen Song. A Penetrator's Captain activates the Song at close range, setting up a hypnosis field designed to lure enemy crew from their ships via airlocks. When successful, this nefarious ploy depletes nearly all an enemy's crew — but for a sole holdout. The Syreens then attempt to kill the undermanned ship with a rapid missile strike.

Talking Pets recorded this exchange of an unsuccessful crew transfer between an Earthling Cruiser and a Syreen Penetrator:

Earthling Cruiser Zybernaught loaned a Syreen Penetrator six crew members in an exchange approved by the Alliance's Commander-in-Chief. This experiment used the flexible humanoids as a test for possible multilateral crew exchanges between Alliance races. Zybernaught's Captain Zeke Ziniovic reported no difficulty recruiting volunteers for the exchange program. 'They

lined up to board the transfer vessel. I had to separate a few of the boys who got caught up in hormonal overload'. The transfer was effected, and after a few days, a strange thing occurred: Volunteers began to send distress calls from the Penetrator hostess ship. Requests to return were issued almost hourly, until the Cruiser's Space Dinghy was sent to take three volunteers back to the mother ship. When the dinghy docked, the returned lads entered the main crew compartment gingerly. Unshaven, bleary-eyed and staggering, they immediately sought out the Cruiser's dispensary. Captain Ziniovic immediately radioed the Penetrator hostess ship, demanding the return of the remaining volunteers. The Penetrator's response: 'Volunteers happy here, talk to you tomorrow'.

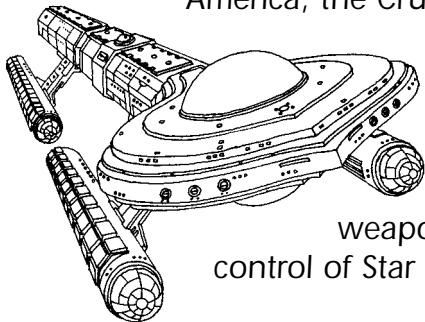
Summary: Commanders, you are hereby instructed to reject the melodic inducements of the Syreens. Keep a reasonable distance from the Penetrator and destroy.

EARTHLING

Ur-Quan ProtoQuotoSynthetic reconstruction enjoyed the process of assembling a profile of this amusing creature. Earthlings are erect hominids who believe themselves to be technologically advanced. In fact, the human race is mired in the mentality and tools of the early post-Atomic age. Its representatives alternate between threat and appeasement. Its art is post-primitive, its system of government a model of inefficiency featuring an archaic system of organization — "bureaucracy," believed to induce submission in defiant individuals.

The human ship, the Earthling Cruiser, is a ponderous vessel. The Cruisers are a product of 20th Century American technology. Still manufactured in Detroit, Michigan, in Middle America, the Cruisers are one part Soviet booster, one part Star Wars gadgets, and one part discarded automobile parts. Powered by surplus Proton boosters, the Cruisers are slow and vulnerable (Androsynths enjoy picking them off for sport).

The Earthling Cruiser employs heat-seeking tactical nuclear weapons. Its crew is multinational and operates under the direct control of Star Control, Earth's military defense organization.



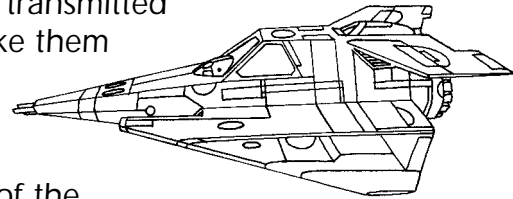
The Cruiser favors its Point Defense Laser, adapted from antiquated U.S.A. Star Wars technology. The P.D.L. auto-targets and destroys incoming missiles at short range; our missiles should evade this primitive laser easily.

The Alliance commanders keep Star Control under close watch, having witnessed disasters such as the Earthling-Syreen crew exchange and the accidental detonation of a tactical “nuke” near an unsuspecting fleet of Arilou Skiffs.

Summary: Hierarchy commanders, dispense with Earthling Cruisers without mercy and without delay.

SHOFIXTI

This primitive species of marsupial samurais has been raised from the bottom by Yehat tutoring. The Yehats, out of perceived kinship for a wild race, transmitted some basic technologies to the Shofixti — enough to make them worthy of Alliance membership. The Shofixti practice Yehat Ancestor Worship.



The Shofixti possess a quality noticeably lacking in much of the Alliance: bravery. Whether the Yehats imprinted this attribute on the Shofixti personality — or whether it is a result of the beasts’ inherent state — it serves them well in battle. Shofixti captains reveal a fearless samurai attitude in combat, zipping in and out of action like an Ur-quan in a sky full of Syreens.

The Shofixti fly Scouts, tiny vessels which deliver an energy dart capable of inflicting minor damage at a reasonable range. When faced with failure, Shofixti frequently activate a “Glory” self-destruct weapon which may destroy an enemy vessel when activated at close range.

Summary: Do not underestimate the Shofixti Scout. Loyal creatures willing to pay the ultimate price for the Alliance.

FULL GAME

Full Game combines strategic play with arcade-action combat. You develop resources, build colonies, purchase ships, fortify stars, and plot moves through space while your opponent is carrying out a similar set of actions. Both sides compete to achieve superior strategic position, so that combat occurs on advantageous terms.

Play is divided into turns, alternating between Hierarchy and Alliance. On a player's turn he can perform three (3) actions, such as moving a ship, building a new ship, or developing a mine or colony.

The game ends when one player fulfills his side's victory conditions. Total destruction of the enemy always results in a victory, though not necessarily the easiest victory.

Selecting a Scenario

To play Full Game, select Full Game from the Main Activity Menu. When the Scenario Selection Menu appears, highlight and select one of the nine pre-set scenarios that come with the game.

Wait until the Fleet Command View appears. The first player is then prompted to begin his or her move. (For a more detailed description of scenarios, see **Appendix 1**).

Loading a Saved Game

To load a saved game, highlight and select Load Saved Game from the Scenario Selection menu. When the Saved Game Selection menu appears, highlight and select one of the currently saved games to play. Wait for the Fleet Command View to appear.

Note: Loading a saved game does not alter player settings. Establish these settings before loading a game.

Fleet Command View

Once you have selected a Full Game scenario, you move to the Fleet Command View. In the center of the screen, you view a rotating starfield.

At screen right, you view a commander's display: **Fleet List**, **Orders Window** and **Status Display**.

The Fleet List

The Fleet List displays the ships presently in your fleet, their type and name. When it is your turn, the first ship in the Fleet List is highlighted and flashes in the rotating star cluster. The Ship Icon which appears next to each ship's name illustrates its shape and provides a visual identity. The name of each ship captain is displayed next to each ship.

Orders Window

The Orders Window, which appears beneath the Fleet List, shows you the move options in your present turn. To select an active, colored, orders option, highlight and select as you would any other menu item.

When an exciting event occurs, such as establishing a mine or destroying a colony, this window displays an animated reenactment of the event.

Remaining Actions

The three-buttoned Actions Indicator at the bottom of the Orders Window indicates the number of actions available in the present turn.

Commission Window

The Commission Window, which appears when you highlight the starbase in the Fleet List, shows you how many Starbucks you currently have — as well as available ships to buy, their names and cost.

Status Display (Review)

The Ship Status Display appears during combat, and is the same as that visible in Practice and Melee.

Note: You can interrupt any animation in Full Game simply by pressing a

key. You can interrupt the graphic even during an opponents turn.

The Rotating Starfield

The rotating starfield is a spatial world, multi-dimensional and moving about a vertical axis. It takes some time before your eyes adjust to this environment, as your view constantly changes.

Stars

Stars are colored according to the kind of planets which orbit them. Unexplored stars are indicated in blue. When you move a ship to an unexplored star it changes color. A purple star indicates a mineral planet, a green star a colonizable planet, and a gray star a dead planet.

Mineral Worlds

Mineral worlds are hot, heavy, dense planets and contain metals, ores, sulphurs and other compounds which may be exploited for mining. When these minerals are processed, they generate starbucks which allow you to build and power new ships.

Life Worlds

Life worlds are green and temperate planets resembling the Earth. They contain plenty of water and oxygen, and are ideal locations for a race to build colonies.

Dead Worlds

Dead worlds are rocky wastes which never possessed atmospheres - or had them obliterated in some cosmic calamity. A dead world can be fortified by a resourceful planner.

Ships

The number of ships each player starts with depends on the scenario chosen (see **Appendix 1: Scenario Descriptions**). If you have a starbase, you can buy new ships, and can have up to seven ships in your fleet.

Starbases

A starbase is a large, slow-moving space station at which you can build new starships.

Note: We recommend that you guard starbases with at least one combat vessel. An undefended starbase is automatically destroyed if any enemy ship reaches it.

Installations

A primary activity in the Full Game is building installations which aid the player in conquering star clusters:

Colonies

A colony, established on a life world, provides a place for a ship to recruit new members to replace those lost in combat. Colonies also speed ship movement, since moving from a colony world does not cost an action. This benefit does not apply to Starbases.

Mines

Mines, established on mineral worlds, earn the side developing that world's resources Starbucks at a rate of one per turn (your starbase also generates one Starbuck per turn).

Fortifications

You establish fortifications as a defensive web through which no single ship can pass or easily destroy (with the exception of the Arilou Skiff and the Ur-Quan dreadnought).

Fortifications protect colonies and mines, and may block an attack route to a starbase.

Should a single ship move into a fortification, it is stuck. To free it, it must successfully besiege or be joined by a second ship which will automatically destroy the fort at the end of the turn.

Destroying Enemy Installations

You destroy an undefended enemy colony, mine or fortification by moving onto it with any ship. Alternately, if you defeat all enemy ships in battle which are guarding an installation, you automatically destroy it. In some scenarios, complete destruction of one type of installation may result in the victory of your side.

Going to Combat

When a player completes his turn and has moved ships to stars containing one or more enemy ships, a battle ensues for each star under contention. For each battle, the Combat Transition Screen appears (shown below). Press any key to begin the battle.

Note: In battles with multiple ships, the attacker's ships fight in the order they land on the star, while the defender's ships are selected to fight at random.

Selecting a Ship to Command

To select a ship to command in Full Game, highlight that ship's name and select it. Now use the ship to build fortifications, establish a mine or colony, or move to another star.

Giving Orders

When you want to give orders, scan the orders which apply to the currently-selected ship in the Orders Window. Highlight one of the active Orders options (the word's color indicates if it is available), and select. To cancel the order option, press the **Spacebar**.

Some orders are carried out in one step; others, such as Build or Move, require additional steps to complete the command. Orders "in progress" are specially colored.

IMPORTANT NOTE: If you choose to build an installation (colony, mine or fortification), but interrupt during construction with a new order, all work on that new installation will be lost.

Moving a Ship

To move a ship, follow these steps:

- 1 Highlight the ship in the Fleet List that you wish to move, then press **Enter**;
- 2 Highlight **Move** in the Orders Window, then press **Enter**;
- 3 When the Space Spines appear, observe the direction that each extends, then move the Cursor keys or the joystick to highlight the Spine extending in the desired direction;

- 4 Press **Enter** to confirm the selection.
- 5 If you have actions remaining in your present turn, you may select **Move** again to jump to another star.

Note: As with all other commands, Move uses only one action, except for moving a starbase, which requires that you use all 3 moves in a turn.

Colonize

To colonize, you require a life world and two turns. Then select the ship you wish to build the colony with, and select Colonize from the Orders Window. Once a colony is established, friendly races may recruit from it.

Mine

You can build a mine only in a purple, mineral star system. To do so, select a ship, then select **Mine** from the Orders Window. A mine's construction require two turns. A mine, once established, generates one starbuck per turn.

Build

You can build a new ship at your starbase. When you choose **Build**, a highlight appears in the Commission List at the top of the screen. Move the highlight to the ship desired, and press **Enter** (but only if you have the required Starbucks).

Ships whose expense exceeds your current funds, or which are not available in a given scenario, are marked N/A or shaded and are not selectable.

Note: A fleet can hold no more than seven ships and a starbase at any given time; see the section on Scuttling for replacing ships when the limit has been reached.

Recruit

You can recruit to replace crew members lost in combat. Select **Recruit**, and your ship will regain its maximum crew level. Syreen ships are not permitted to recruit.

Fortify

You can choose Fortify from the Orders window to build a defensive web through which a typical enemy cannot pass. As with colonies and mines, the raising of a fortification requires two turns.

Besiege

You can besiege enemy fortifications, and if successful, the fort is instantly destroyed. Your vessel can then move on. To besiege, highlight and select **Besiege** from the Orders menu.

Note: When a vessel besieges a fort, it has a 10% chance of destroying it. An exception is the Ur-quan Dreadnought, which has a 33.3% chance.

Scuttle

You can scuttle one of your fleets ships (useful when you wish to replace one vessel in a full fleet) by highlighting the ship to be scuttled, then highlighting and selecting **Scuttle** in the Orders menu. You can only scuttle when you already have seven (7) ships.

Passing A Turn

Passing ends your turn. Highlight and select **Pass** in the Orders Window.

Precursor Relics

In Full Game, you can discover Precursor* knowledge tablets containing the imprint of valuable technological relics. These are age-old, still-functional devices left in stasis cubbies by the Precursor cultures.

There is random chance you may find a Precursor tablet each time that your ship lands in an unexplored star system. When your ship finds a relic, it is added to the ships structure. The vessel immediately improves in an area of ship performance.

* The Precursors inhabited space approximately 300,000 years ago. Both their origins and subsequent demise are shrouded in mystery.

Whenever you gain a precursor tablet, the relic is indicated by a silhouetted letter which appears on the discovering ship. The letters and improvements are:

- F** Fuel Packs Attached. Your ship's maximum fuel is now increased.
- C** Crew Pods Added. You now have increased crew capacity, but to gain more crew you must recruit at a colony.
- D** Dynamo Attached. Improves fuel regeneration.
- T** Thrusters Added. Improves acceleration and maximum velocity.
- J** Control Jets Attached. Improves turning.

Strategic Ship Powers

Four of the 14 vessels in the game possess special strategic powers:

Ur-Quan Fort Destruction

A single Ur-Quan vessel is able to destroy fortifications by itself, without besieging. To do so, an Ur-Quan must simply end its turn at an enemy fort.

Mycon Crew Regeneration

Mycon ships regenerate crew after each battle. Once a battle is concluded, and play returns to the Fleet Command View, a Mycon ship regains its full crew complement.

Arilou Fortifications Immunity

The Ariloulaleelay have the remarkable ability to use their Skiff's hyperdrive shunt to pass through enemy fortifications.

Syreen Crew Replenishment

The Syreen, barred from recruiting normally, can nonetheless add crew to their Penetrators by conquering enemy colonies and seizing residents. Doing so raises the Syreens crew complement to its maximum.

WINNING THE GAME

You win a Full Game when you fulfill any one of the victory conditions outlined in the Scenario Descriptions in Appendix One. You always win a game by destroying the enemy's starbase and ships. When you win, you are awarded a musical fanfare, a victory screen, and a summary of your remaining forces. You then return to the Main Activity Menu.

Saving a Game in Progress

To save a Full Game in progress (while in Fleet Command View only):

- 1 Press **F7**.
- 2 Select a number from 1-9 to identify the saved game, and type it.
- 3 Type a name for the saved **game**, then press **Enter**.
- 4 When the save is complete, you return to the Fleet Command View.

APPENDIX ONE: SCENARIO DESCRIPTIONS

Scenario One: Beginner's Luck. An introductory scenario in which you learn to establish forts and mines; few ships and stars are found. Either side is victorious when its forces completely destroy the enemy.

Scenario Two: First Encounter. The two sides square off with modest, evenly-balanced forces. A moderate number of stars populate space. You colonize and build ships, and win by achieving total destruction of enemy forces.

Scenario Three: Exterminate! The Shofixti — starting with a few colonies, a starbase, and six ships — confront an Ur-Quan foe with a sole fortified colony and a single Dreadnought. The Hierarchy player wins by destroying all enemy colonies or eliminating all enemy forces; the Shofixti must kill the Ur-Quan Dreadnought.

Scenario Four: Escalation. Each side starts with a single starbase, 25 starbucks, and no ships. Use your cunning, expanding slowly and building fortifications. Also possible: a "blitzkrieg" against the opponent's starbase. You win by completely destroying the enemy.

Scenario Five: The Art of War. Both players begin with a limited number of ships. An overall balance of forces exists; however, Art of War features a series of individual matchups that contrast individual ships' strengths and weaknesses. Win by destroying the enemy's

starbase.

Scenario Six: Onslaught. A Dreadnought Armada, unattached to any starbase (thus without ship-building powers), rampages through an Alliance stronghold. The Ur-Quans capitalize on an initial advantage to destroy Alliance ships, mines and colonies. If Alliance forces survive to build new ships, they try to tilt the odds against the Dreadnoughts. Alliance victory occurs with the destruction of all Ur-Quan ships.

Scenario Seven: Total War. An enhancement of Melee mode, Total War pits the seven Hierarchy vessels against the full roster of Alliance ships. There are no starbases, so neither side can build new vessels. The player who colonizes, explores and fortifies most effectively gains the upper hand. Win by total destruction of the foe.

Scenario Eight: Spathi Lesson. Their Ur-Quan masters have sent the Spathi to destroy a Mmrmhmr mining outpost. The Hierarchy side wins if the Spathi pulverize all Mmrmhmr mines; the Alliance must eliminate all Hierarchy ships to triumph.

Scenario Nine: CounterAttack. This time, the Hierarchy is on the defensive as Alliance vessels invade Ur-Quan space. The Alliance has money and a lone Chenjesu ship. The Hierarchy have ships and income from mines, but no money. You must destroy the enemy to win.

APPENDIX TWO: UTILITIES

Star Control comes with two separate utility programs to allow you to customize game play even further. You cannot use these utilities on the original disks. If you want to change scenarios or the keyboard configuration, use these utilities on your hard drive copy of **Star Control**.

Keyboard Configuration Utility

The Keyboard Configuration Utility — `Keys.exe` — lets you reconfigure the keys you'll use as the control keys in **Star Control**.

Note: This utility works best if you have **Star Control** installed on your hard

drive.

- 1 Boot your computer as normal.
- 2 Type **CD\Starcon** and press **Enter**.
- 3 Type **keys** and press **Enter**.

F1 Select a new keyboard layout.

F2 To experiment with the different keyboard combinations.

F3 To bring up a general information screen.

F10 To exit the program.

When you press **F1** to change the keyboard layout, you are given the option of changing the Hierarchy or the Alliance controls. Press the corresponding function key to select your option.

After you've selected your keys, you'll be prompted whether to redo them. Press **N** to keep them, or press **Y** to change them again.

To save the new keyboard configurations, press **F7** at the control keys menu.

Scenario Editor

The Scenario Editor Utility — `Edit.exe` — allows you to modify the scenarios which came with the game, and even create new scenarios entirely of your own design.

Note: This utility works best if you have **Star Control** installed on your hard drive.

- 1 Boot your computer as normal.
- 2 Type **CD\Starcon** and press **Enter**.
- 3 Type **Edit** and press **Enter**.

There are four (4) screens of settings. You can change to a new page of settings by high-

lighting **Menu** and pressing **Enter**. To change any setting, highlight it and press **Enter**.

If the setting has multiple options, such as a selection of ships, each time you press **Enter** the selection will change to the next option.

If the setting is a number, you are prompted to change the value when you press **Enter**. Pressing **Enter** again confirms the new value. Pressing **Esc** cancels your changes and restores the setting's original value.

If the setting is a block of text, you may overwrite the text when you press **Enter**. Pressing the **arrow keys** moves the cursor within the block of text. Pressing **Insert** inserts a blank space in front of the cursor. Pressing **Delete** deletes the character at the cursor. Pressing **Enter** a second time confirms the new text. Pressing **Esc** cancels your changes and restores the setting's original text.

F1 Pressing F1 at any time will prompt you to load a pre-existent scenario. There are only nine (9) usable scenarios at any one time. If you wish to restore the scenarios to their original condition, copy the scenario files from your original Star Control disks.

F7 Prompts you to save the current settings as one of the nine (9) current scenarios.

F3 Clears all settings.

F10 Quits to DOS.

Descriptions Menu

Title: Add your own title here.

Blurb: A one line description of the scenario

First Move: Toggles between Hierarchy and Alliance

Random Events: If yes is selected, Precursor relics will be distributed randomly.

Description: Here you can enter a full blown description.

Hierarchy Menu

Fleet Composition is composed of several fields which can be changed.

Starbase: Toggles between Yes (the hierarchy starts with a starbase) and No (they

don't have a starbase).

Starbucks:

Enter the amount of Starbucks to begin with.

Ships 1-7:

Select the ships for the scenario. For each ship, pressing Enter toggles between the seven possible for the Hierarchy.

Near, Intermediate,

Far, Anywhere:

Placement of the ship in relation to the their end of the star cluster.

Value XX:

This field cannot be changed. It is for informative purposes only, and lists the cost of all the selected ships.

To Win:

Determines what the goals of the scenario are, if any, in addition to total destruction.

With the following 3 conditions for victory, remember this: Even if you set all 3 at Yes, you only need to fulfill one to win the game.

Destroy

Starbase:

Yes or No

Destroy

All Colonies:

Yes or No

Destroy

All Mines:

Yes or No

Available

for Purchase:

Determines what ships can be bought in this scenario using Starbucks.

For each ship, press **Enter** to toggle between **Yes** (the ship can be purchased) and **No** (the ship cannot be purchased).

Alliance Menu

Same features as listed above for the Hierarchy.

Star Cluster Menu

Stars in each Hemisphere: For each of the types, enter the number of stars to begin the scenario with. Notice that you can begin the scenario with colonies or mines already

started (as well as being fortified). At least 2 stars are required for play. The maximum number of stars in a scenario is 50.

Note: If you select zero life or mineral stars, you cannot colonize or mine within the scenario (unless you begin with colonized or mined stars).

AUTHOR BIOGRAPHIES

When Fred Ford left high school, he aspired to be a science fiction writer. He also wanted to eat regularly. Fred's first programming job was developing neat games of which you've never heard for neat Japanese computers of which you've never heard.

Then, Fred unpacked his box of office stuff. This may not sound threatening to the uninitiated, but within a month Fred's employers had gone out of business. Fred packed up his box and moved on. Each time that Fred and his box arrived at a new office, things went well until he unpacked his box. Then a Gypsy curse was activated, and the company and Fred soon parted ways. Sometimes the company survived, and sometimes it did not. About the time Fred unpacked his box at Island Graphics Corporation (where he authored award-winning UNIX software), Paul Reiche III signed with Accolade to develop several original games. Paul had previously authored Archon, Archon II — Adept, World Tour Golf, and other games for Electronic Arts.

Perhaps the curse of the box of office stuff is caused by the flat dead lizard-on-a-stick which Fred keeps in his box. It might be something deeper in the box, something more sinister...or it could be related to Fred's tendency to breathe through his eye.

One week after Fred had unpacked his box at Island Graphics, the dreaded Gypsy curse returned. So he joined Paul Reiche at "Toys for Bob", a software cooperative located in Marin County, California, bringing the box with him. In the eighteen months of development of Star Control, Paul has checked daily to be sure that nothing — not one thing — has left that box.

Greg Johnson (Starflight I & II, Caveman Ughlympics) and Robert Leyland (Murder on the Zinderneuf), who share the Toys for Bob office, contributed loads to help Star Control evolve into its present form. So, if you don't like the game, blame them!

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