

Stellar Spy

This is an early version of a space war program I have been working on for a while. If you have any comments or suggestions send them to my CompuServe account (72437,3132), CONNECT MACnet account (CEBESS) or via paper mail to:

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I will be moving to a new address October 21st though

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As I stated earlier this program is still under modification. I am losing motivation, so if you have any encouragement or improvements please let me know. I would gladly accept any small donations for incentive.

This program is currently only usable on a Mac Plus or SE. I have yet to add the portion that would make it run correctly on a Mac II (it will run now, but you better like your games real fast).

There are three files associated with this distribution:

stellar spy
stellar spy documentation
stellar_spy_sounds

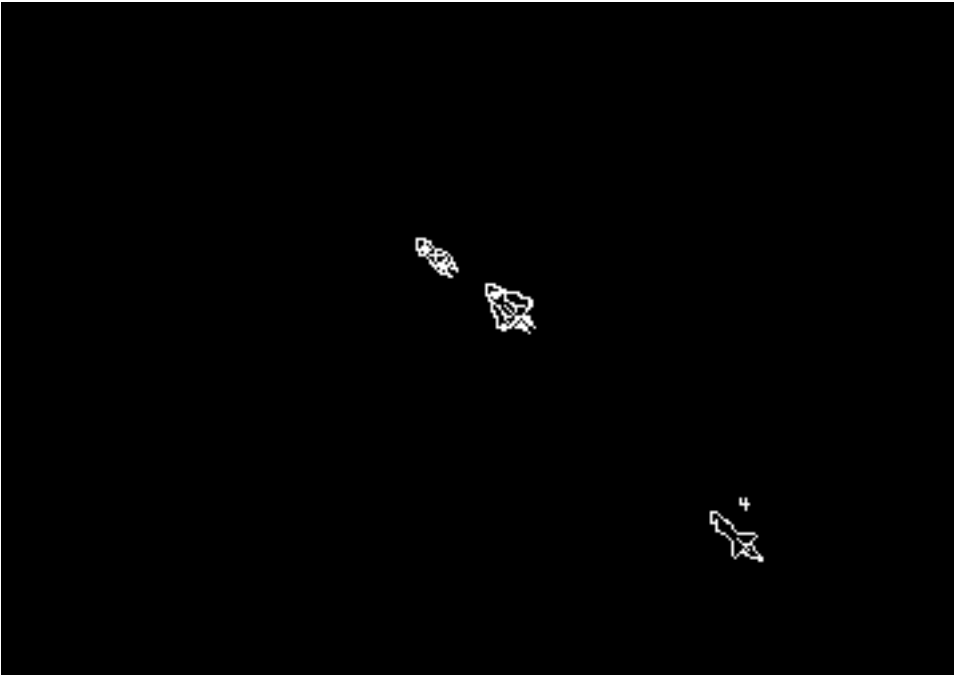
The game will still work if the sounds file is not present. However it will not be as exciting. Stellar Spy and the sound file need to be in the same directory or the program will not find it. The files also need to be named correctly (as shown).

The program begins by asking you the number of ships to fight (the default value is four) and what you would like to call your ships. After these questions have been answered it will then build a universe for you to fight in.

The pretext of the game is that you were spying on an opponents home base and have been caught in the act. The goal is to escape from the other ships (run away), destroy all the enemy ships, or a combination of the two.

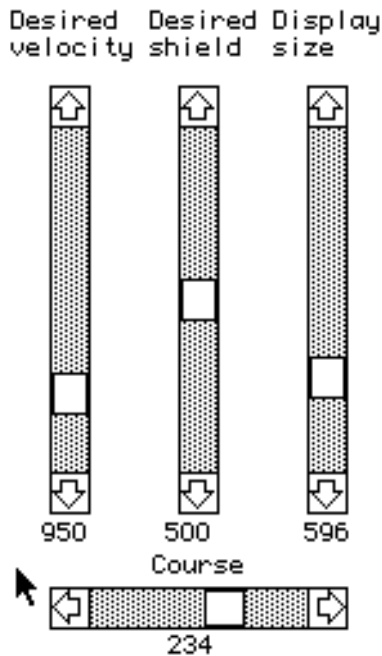
There are three main windows on the screen - the Universe, Control and Status windows.

The Universe Window



The Universe window looks similar to the above window. The display is slightly different based on the viewing distance you have set up. With the closer display sizes you can see an outline of what the computer thinks the ship looks like as well as a computer assigned number for the ship. With the larger display sizes only the computer assigned number is displayed (the New York font needs to be installed in all the sizes Apple provides for this to work correctly). The window will also contain any torpedoes or stars that happened to be in the display region. The ships direction is relative to your ship. If you see a ship pointed in the opposite direction it could mean that it is slowing down or just going the other way.

The Control Window



The Control Window is where you control the size of the Universe window and the ships desired course, speed and shield level. These are "desired" values because depending on what is happening. It make take a little time before we can turn the ship, restore the shield level ...

The scrolling bars work as a normal Macintosh scrolling bar works. Values below the bars display the current control settings.

The shield energy comes from the same source as your propulsion, so if you use all of your energy on the shields, there will be none left to move around (or vice versa). The ship's computer will automatically do course correction to compensate for the gravitational pull for stars. It is a good idea to use the Status menu command to verify how you would like your energy spent after you have been near a star.

The Status Window

```
ship 3 launching torpedo 5 at Empire 1  
ship 1 launching torpedo 6 at Empire 1  
Empire 1 launching torpedo 7 at ship 4  
ship 3 launching torpedo 8 at Empire 1  
*** ship 4 firing force ray ***  
26 unit hit on Empire 1
```

The status display is located on the bottom of the screen and displays information about how the battle is going. These messages are displayed very quickly at times, so you need to keep tabs on them. Once they scroll off the top, you can not get them back. As in a real war situation, information overload is sometimes a way of life. Damage information is given on all ships involved. Fuel usage, collisions, and the ship that is currently firing is also included.

The Menu Commands

The top level commands are:

File	Commands	Help
Quit	Status Ship Information Heat ray Disruptor ray Force ray Torpedo launch Tractor beam Pressor beam Debug	Empire Overview Menu Commands Display Area Command Bars Message Window

The only command under file is Quit. This command exits the game.

Under Commands there are the offensive and informational commands:

Status : provides information on all ships position and speed.

Ship Information: displays the current damage levels of your ship

Heat Ray: These three commands allow you to fire your short range

Disrupter Ray: weapons on the opponents ships (Hint check the ship info

Force Ray: to see which is most effective).

Torpedo launch: will launch a slightly guided missile at your opponent.

Tractor beam: These two commands allow you to alter the course of

Pressor beam: your opponent (if you are close enough).

Debug: this command is only here because this program is not quite ready for a true release yet.

The Help submenu contains online help for the various portions of the program. Look through these when you start playing for the first time. The game continues to play while you are looking. Keep this in mind once you are ready to begin.