

OPERATION: INNER SPACE™

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For Help using the Help System, Press F1

Your Mission

Inner Space is a world within Windows and inside your imagination. Your computer has been invaded and all the programs set loose to feed on your systems' resources. Your mission is to go inside your computer and capture or destroy all icons before facing the final challenge and returning from Inner Space. The world of Inner Space is dynamically generated from your hard disk as you play. Hazards, competitors, and an Inner Demon get in your way, but there are friendly ships to help you out. Although icons are the central goal, interacting with other ships and facing the demons are increasingly important challenges to face as you go deeper into Inner Space.

Installing

General

To install Inner Space, insert the master disk in the floppy drive and Select the Run.. option from the File Menu in File Manager or Program Manager under Windows. Type "A:INSTALL" on the command line if the master disk is in the A: drive or type "B:INSTALL" if the master disk is in the B: drive. After selecting the options to install and clicking the 'OK' button, the Inner Space files will be decompressed onto your hard drive.

For a valid installation, install from the master disk (not a backup) and do not write-protect the master disk.

The master disk can be validly installed to only one computer. To install to a different location, see 'Moving Inner Space' below. Once Inner Space is installed, you can make one valid backup with the Inner Space backup utility.

Making A Backup

Once Inner Space is installed, you will find Inner Space Backup (BACKUP.EXE) in the Games group of Program Manager. A backup disk will not install correctly unless the backup is created by the Inner Space Backup utility. Before running Backup, make sure you have the master disk and a blank, high-density floppy disk (formatted by DOS 4.0 or higher) ready to be the backup. Please label the backup disk immediately with the version of Inner Space that you have installed.

Moving Inner Space To Another Computer or Hard Drive

Once installed, if you wish to move Inner Space to another computer or hard drive, you must first deinstall Inner Space from the first location. Otherwise, the new installation will appear to be pirated and the game will not work properly. To move Inner Space:

- 1) Insert master disk in currently installed computer and run INSTALL.EXE.
- 2) Choose DeInstall option.
- 3) After DeInstalling, insert master disk in computer for new location and run INSTALL.EXE.

As long as you deinstall each time, you can move Inner Space as many times as you like.

Deinstalling & Reinstalling

Once Inner Space has been installed, if you wish to later remove it, run INSTALL.EXE from the master disk and select the DeInstall option. If parts of your Inner Space installation on your hard drive get damaged or erased, run INSTALL.EXE and select the ReInstall option. The Installer will know where you previously installed Inner Space and will install to that location.

Hard Drive or Computer Failure

If your computer or hard drive fails and you need to install a valid copy of the game on a new computer or hard drive, follow these instructions:

- 1) Insert master disk and run "A:INSTALL FORCE". Run "B:INSTALL FORCE" if on B: drive.
- 2) Install as usual.

You can use this procedure only once to install to a new computer or hard drive. Therefore, if the hard drive where the game is currently installed is still working, use the instructions in 'Moving Inner Space' to deinstall and reinstall.

As long as you deinstall first, you can move Inner Space as many times as you like.

QuickStart

Learning From the Demo

Inner Space can be played with just 4 keys, so you can just jump in and play, but we suggest that you watch the demo to see how the game works. The computer demo pilot will describe what he's doing and why, so watching the demo is a good way to see how to play.

Each time the demo runs, the demo pilot continues his previous game so that he eventually shows advanced play and different scenes that appear. Pressing 'S' during the intro will allow you to start a new demo and choose the ship you will see. Press 'C' during the intro to see a continuation of the most recent demo game. At the end of the intro, the demo plays for a few minutes and then returns to the intro again.

While watching the demo, press F1 to investigate the online help system which describes everything in Inner Space. You can press ESC to stop the demo and return to the intro at any time. When you are ready to start playing, press ESC from the intro.

Your First Game!

When you start playing Inner Space, just get used to flying around and capture or destroy the icons and fuel cans. If you don't like an application, enter its directory and blast its icons. Later in the game, other ships show up to compete for the icons and more hazards get in your way. Press 'ESC' from the intro to start a new game. On the Restore Game dialog, select "NEW GAME" and press 'OK'. On the New Game dialog, select a ship to fly and press 'OK' to start the game.

To make the game easier:
Set Difficulty to Easy
Slow the game down
Set to 1/2x graphics
Turn on Game Menu

Alt-G opens the [Game Settings](#) dialog where you can set the difficulty, game speed, and scale level. Press the '[Display](#).' button on the Game Settings dialog to show or hide the game menu. The game menu shows all commands you can give during the game.

Although ship interactions are an important part of the game, you can initially just play Inner Space as a shoot-em-up. It is easy to get damaged in Inner Space, but you can call the Inner Space ambulance to get repairs or buy weapons. The more icons you acquire, the more invincible you can make your ship. The basics of the game are turning, thrusting, and shooting. In your first game, just get used to flying around, capturing icons (by flying into them), avoiding rocks, and shooting at things.

Thrust	UP ARROW
OverThruster	CTRL+UP ARROW
Turn	LEFT/RIGHT ARROW
Shoot	SHIFT or SPACE

After playing for a short while, you will probably get your ship damaged, requiring repairs from the ambulance. Icon resources are used to pay for repairs and purchasing more weapons, so getting good at capturing icons is an essential part of playing.

Brake	DOWN ARROW
Fire Weapon	Z or RETURN
Call Ambulance	H
Online Help	F1
Change Target	T
Exit Game	Alt-X

The main keys to use are in two clusters: (Shift, Z, Ctrl) and (Arrow keys). There are also key commands for communicating with other ships and targeting various types of objects, but the keys listed above are all you need to get started. For a full description of all key commands, see the [Keyboard Command Reference](#) at the back of this manual.

Playing Inner Space: General

New Game

On the New Game dialog, you can specify your pilot name for use in the game, as well as the ship you wish to fly and the drive you wish to enter. The directories on your hard disk form the game world of Inner Space, so the drive you choose to play on determines what will be in Inner Space. Once you select your New Game options and click 'OK', you will see your ship come up on a launch pad and fly into Inner Space through a computer monitor. You will then be presented with the navigation window where you can select a directory to enter.

Navigating

The Navigation window shows the directories available for you to enter. Each directory is described as you scroll the directory list, indicating how many icons are available and whether you have visited that directory before. Most programs have just one icon, but some programs contain many icons to capture or destroy. After choosing a directory and clicking on the 'Enter' button, your ship appears through a gate into the directory you chose. Inside each directory are the icons from programs in that directory, various hazards to avoid, and possibly other intelligent ships to deal with.

Completing the Game

There is more than one way to complete Inner Space. Since all the programs on your hard disk are running free, the straightforward way to finish the game is to capture or destroy all icons in all directories. When all icons have been dealt with, you can enter the directory called "Demon's Gate" to face your [Inner Demon](#) and return from Inner Space.

A less obvious way to complete the game is to collect all 4 Noble Weapons, which can be used in the "Demon's Gate" directory to complete the game without capturing or destroying all icons. Noble Weapons are only attainable from struggle with the Inner Demon who periodically sucks you into a black hole to do battle. Since you cannot control when the demon will pull you into his black hole, it is difficult to finish the game this way. See [Inner Demon](#) for more detail.

Window/ Full Screen

The game defaults to playing full-screen to create a more involving game experience, but you can switch to playing in a window by double-clicking in the middle of the screen. Double-clicking again in the Inner Space window brings it back to full-screen. There is no performance difference between playing full-screen or in a window.

Status Displays

The status display is the lower portion of the screen or Inner Space window that shows your score, targeting information, radar view, damage status, play time, and the current weapon.

Targeting

The Target display shows the direction from your ship to targeted objects such as icons or other ships. A ship which is not close enough to be visible is easier to follow when it is targeted. Also, you can direct other ships to act upon the object you have targeted (see Sending and Receiving Commands).

For example, if an icon is targeted and the direction arrow points to the upper left, you would need to fly to your upper left to get to the specified icon. If your detail level is set to High or Highest, you will also see a small starfield in the target display indicating the direction and speed that the targeted object is moving. If you target a ship, the target display shows the ship's team and what it thinks about you (friend/neutral/enemy). The text is colour coded so that blue means friendly, gray means neutral, and red indicates an enemy.

By pressing 'T', you can change the current target. Below are a list of keys to target specific objects. *Pressing Ctrl+ a targeting key will target the closest object of the specified type.*

T	Any target
R	Ship target
I	Icon target
V	Virus Target
Y	Hazard Target
U	Defender Target

Messages

The Target display can also show messages from other ships or the Inner Space ambulance. As you play the game, the ambulance will send status reports on your performance and warnings about imminent danger. You will also receive messages from other ships asking for help, reporting their progress, or challenging you to a fight. When messages appear, they are shown for a few seconds and then the display switches back to targeting information. If a message is shown, you can switch to targeting by pressing 'T'. If a target is shown, you can flip back to the most recent message by pressing 'M'.

Radar Screen

The radar screen allows you to see a miniature picture of the Inner Space game world. Even cloaked ships appear on the radar display, and the objects are colour-coded as follows:

Grey - Rocks and Hazards	Ships
Yellow - Entry/Exit Gates and Ambulance	Blue - Friendly
Blue - Icons	Grey - Neutral
Red - Fuel or Missiles	Red - Enemy

The radar display can be zoomed to show more or less of the world at once.

Damage Display

The damage display shows the status of your ship's Engine, Guns, and Thruster systems, as well as your wings and/or cloaking system if the ship is so equipped. When your ship's Engine is completely knocked out, your ship blows up. Each system can show the following states:

Green - Excellent condition
Amber - Damaged, but fully operational
Red - Seriously damaged
Blinking Red - The system is almost completely destroyed
Grey - The system is completely out

If your ship has wings or a cloaking system, it will show up as the 4th system on the damage display. If your ship has both wings and a cloaking system the 4th display will show cloak, although it will apply to both the wings and the cloak.

Weapon Display

If the current weapon is a missile, the weapon display shows how many are left. Most ships have an initial weapon that they start with in the game. By trading icon resources for credit in the ambulance, you can reload existing weapons and buy new ones. If you have more than one weapon, pressing 'TAB' will allow you to change the current weapon.

Wave Time Clock

The Wave Time Clock shows how long you have spent (min:sec) in the current wave. The wave time will match real time when played at 36 frames/second. If you set the game speed to be faster or slower than 36 frames/second, wave time will progress faster or slower as appropriate.

Online Help

Inner Space comes with a context-sensitive online help system that describes the game world and everything in it. There is a dynamic help system with live information about the game world and a static help system with the information in the manual. The dynamic help system will have a description of the ships, teams, hazards, and other objects in that wave. You can also look up key commands in the help system. Two pages of dynamic information are available on each ship currently in the game showing it's technical statistics, damage levels, current behaviour and attitudes to others.

While playing, the F1 key (or double-clicking on the status displays) brings up the help system. If you press F1, the help system will guess at the most logical topic. The Search dialog allows you to browse for a subject in the help system. The topic and subtopic lists can be used to navigate the help system and the 'See Also' list links related topics.

Double-clicking on the status display opens online help as follows:

Score - high-score list.
Target Display - shows information about the targeted object.

Radar Screen - shows an overview description of the current game.
Damage Panel - shows detailed information about your space ship.
Weapon Display - description of the current weapon and how to use it.

Icons

Capturing

Capturing icons is your main task since all icons must be captured or destroyed before you can return from Inner Space. Also, captured icon resources can be exchanged for services and weapons in the Ambulance. In later waves, icons protect themselves with defenders (See Defenders). Other ships also compete with you for the icon resources.

To see a list of all icons in the wave, open the Icon Watch window (Alt-I). Pressing Alt-I again will close the Icon Watch.

Destroying

Destroying virused icons is legal, but destroying non-virused icons is considered criminal vandalism (See ['Laws'](#)). Methods of destroying icons include burning, cracking, smashing, freezing, and melting using various weapon systems.

Icons which are frozen have icicles on them and cannot be captured unless first thawed. Icons can be thawed by shooting them with fire or otherwise heating them up.

Icons which are covered by a green slime have been infected by a computer virus! If you capture a virused icon, you do not gain any resources from the icon and your ship will fly out of control and bash into things while your auto-repair system purges the virus. Normally it is illegal to destroy icons, but virused icons have no value and are legal to destroy.

Defenders

Defenders are small high-speed ships that are created by icons as a defense against attacks. At higher waves, more defenders are created by icons and they are more aggressive in their defense of their icon. Just flying through the defenders to capture an icon can be tricky, but if you attack the icon, the defenders will also come after you. Defenders are relatively weak and simple-minded, but they can easily get in the way and a swarm of them are dangerous.

If you capture an icon with defenders, the defenders become yours and they will now orbit and defend you! Once you have defenders, you can just let them orbit you as a shield, or you can order them to attack or defend targets. The following commands apply to defenders you have acquired:

Alt-A - Attack my target
Alt-D - Defend my target
Alt-E - Exit the Wave
Alt-H - Help me (defenders will come back and defend you)

Hazards

Viruses

Computer viruses look like plasma balls and lurk in some directories of Inner Space. Viruses infect icons with lightning bolts and strike any object that gets too close. After striking an object, the virus's charge is depleted, making it less dangerous to approach. Over time, they recharge to a dangerous level again. The amount of charge in a virus is indicated by how fast the electricity moves inside the virus.

All ships oppose viruses and even your enemies might help to destroy a virus. Destroying virused icons is a legal action. See 'Destroying Icons' for more detail on destroying virused icons.

Turrets and Blocks

Aside from viruses and rocks, blocks and rotating turrets are the two main types of hazards in Inner Space. The blocks shoot either fire or snow periodically in random directions. Blocks are relatively easy to avoid, but very difficult to destroy. Turrets come in various varieties, but they all turn to aim at the closest ship and shoot fire, snow, or a projectile at it. Some are relatively benign (such as Doughnut Launchers) and some are extremely dangerous (such as Gun Turrets and Battery Launchers). It is legal to destroy *most* hazards that you find in Inner Space.

Resource Management

General

It is easy to get your ship damaged in Inner Space, but the Ambulance is only a keypress away 'H'. Repairs aren't free though. Inner Space Command wants you to capture icons, so icons are traded in for credit towards repairs. If you have extra credit, you can buy new weapons for your ship. Some weapons are offensive, some defensive, and some have special tactical advantages.

The most essential services (repairs) can be bought even if you have no credit left, but it is up to you to get some icons to build up your credit or eventually the ambulance will cut you off and no longer do even basic repairs. Although it is possible to initially ignore the resource management part of the game, eventually you will need repairs and therefore need to go after icons to stay well-stocked.

Ambulance

All ships make use of the Inner Space ambulance service. Icon resources are exchanged for credit when you land in the ambulance. Credit can be used to buy repairs and new weapon systems. Only items that you can afford can be purchased, except for basic repairs and refueling, which can be purchased even if you are in debt to the ambulance. If you go far enough in debt, the ambulance will not come at all, so it is essential that you collect icons as you play.

The ambulance lets you both buy and sell weapons. If you are in desperate need of repairs or find a weapon not very useful, you can sell one or more of the weapons you have acquired. To avoid the cost of repairs, you can use your ship's auto-repair system to fix some damage. Your ship uses fuel to slowly repair damage over time while you are playing. If your fuel runs low (15%), the auto-repair system shuts off.

If you come into the ambulance while your ship is on fire (almost dead), you will be forced to buy a new body to continue playing the game. A new body is costly, but you will always be allowed to purchase a new body if you get into the ambulance when your ship is dead. If you have enough credit, you can buy a new body at any time. When you buy a new body, you can choose any ship body, even those from other teams or enforcers. Purchasing a different body does not change your team or who you are in the game, just appearance and flight characteristics.

Powerups

Handling characteristics for all ships are set in the [Ship Factory](#), but those features can be improved by buying powerups in the ambulance. Armour for each ship system (Engine, Gun, Thruster, Wings) can be improved and the ship's gun can be made more powerful with powerups. There are 4 stages of powerup available for each system, each more expensive than before.

Dealing With Other Ships

Sending and Receiving Commands

Although capturing and destroying things is the basis of Inner Space, sending and receiving commands allows you to be more efficient and have more interesting interactions with other ships. Almost anything that you can do yourself, you can command another ship to do for you. If there is a friendly ship around, you can command him to Capture, Attack, or Defend a target, to come Help defend you, to Exit the wave, or to report on his current activity. You can also challenge other ships to fights. Any command that you send out is really a request. If there is a ship that is friendly enough and is not too busy, he will do as you ask.

Similarly, other ships will send commands to you that will show up in the Target window on the Status display. Other ships might ask for your help to defend them or to do other things for them. If you do what a ship asks of you, he and his team will like you a little more. Over time, you can actually turn enemies into allies, although it may take a while.

The following commands can be given to ships:

Ctrl-A	Attack my target
Ctrl-D	Defend my target
Ctrl-H	Help Me (defend me and/or attack my enemy)
Ctrl-F	Challenge the targeted ship to a fight
Ctrl-E	Exit the wave
Ctrl-S	Self-preserve (directs the ship to do what it thinks is appropriate)

Strategy Mode

Inner Space can be played in either Action or Strategy modes. The default is Action mode, where you do all the flying, shooting, weapon selection, etc. In Strategy mode, you simply give commands and your ship does them for you. For example, if you wanted to attack an icon in Strategy mode, you would target the icon and press 'A' to start the attack. Your ship will attack the icon until it is destroyed or you give another command.

Strategy mode is an easy way to get used to the game if you aren't used to playing action games or would simply rather give commands. Press F12 to toggle between Action and Strategy modes while you are playing. The Strategy mode commands are listed below.

Strategy Mode	Meaning
Q	Capture my target
A	Attack my target
D	Defend my target
G	Refuel (get gas)
S	Self-Preserve (defend oneself)
E	Exit the wave

Watching Ships

There are often occasions when it is useful to keep a watch on another ship so that you can tell where it is and what it is doing. For example, if you give a teammate a command to attack another ship, you can open a watch on your teammate to monitor his progress. When fighting with an enemy, it is useful to keep a watch on your enemy's movement, direction, and actions.

To open the watch window, press 'W' or Ctrl-W. Each time you press 'W', the watch changes to a different ship. Pressing Ctrl-W while the watch is up will bring down the watch window. To watch one of your defenders, press Alt-W.

Teams

The intelligent ships are organized onto 8 teams, each with unique characters and behaviours. Whatever team the user decides to play on, there will be teammates, allies, and enemies to deal with. These relations aren't fixed, but depend upon the player's actions. Ships are governed partly by their own behaviours and attitudes, but also by team behaviours.

The ships on a given team do not look identical, but they generally look like what they are. For example, duck-billed Platypuses and Teddy Bears are both Fuzzy Ones, whereas the Jaguar is a Predator and the Screaming Rod is a Speed Demon. When you target a ship, the targeting display shows their team and how friendly they are to you.

Avengers
Predators
Fuzzy Ones
Pirates
Enforcers
Knights
Speed Demons
Renegades

Violence & Consequences

There are friends, enemies, and neutral characters in the game, but these relations are changed by what you do. For example, if you attack a ship, his friends start to not like you and a ship you have never seen before could come after you for revenge. Conversely, if you defend a ship from attack, he and his friends are more likely to help you the next time you are in trouble.

Inner Space will be as violent as you make it. There are always enemies to deal with and many ways to destroy things, but the game's violence depends on you. If you are violent, the game responds with violence, but if you don't try to kill anyone, the game gets less violent. Since users often get annoyed with their programs, it is fun to go and blast the icons for Excel, Word, or any other program you use often. Icons can be torched with fire, frozen with snow, cracked with shots, blown up with missiles, zapped with lightning, and melted by hot rocks.

While you can be as violent as you want in Inner Space, there are consequences to deal with. The most obvious result of violence is that ships you attack don't like you anymore and their friends won't like you either. In fact, if you kill a ship, a teammate of the victim may eventually come seeking revenge against you. Potentially more serious are the Inner Space police force, the Enforcers who enforce the [laws of Inner Space](#).

Responsive Difficulty

The more you play the game, the more attuned the game becomes to you. As you play, the game analyzes what you are doing and how well you are doing it. As you play, it determines how you treat friends and enemies, and tries to anticipate your next move. The game adjusts itself based on this information. If you are a very good player, the game will get harder more quickly. If it looks like you are trying to capture something, an enemy might sweep in and steal it just to annoy you.

Avoiding Death

The easiest way to avoid death is to not make too many enemies and always get healed when severely damaged. However, this isn't always possible. If your ship's engine is knocked completely out, your ship catches fire and will blow up. Therefore, it is a good idea to keep your engine in good shape. When a ship dies, a resource pack is released with one of the ship's weapons and all of the ship's resources. Another ship can capture the resource pack to acquire the dead ship's resources and weapon. In fact, Pirates attack other ships with just this tactic in mind. Picking up a resource pack is illegal because Enforcers use it as homicide evidence.

If you catch fire, there are two ways to escape death. If you call the ambulance and it arrives in time, you can purchase a new body and continue the game. Keep in mind that the ambulance usually won't arrive in time to save you.

Another way to evade death is to perspective shift to a teammate. If there is a teammate in the wave, you can hit 'P' to trade places with his ship! If you hit 'P' again, you come back to your own ship. When your ship is almost dead, perspective shifting allows you to continue the game in another form. It is therefore helpful to defend your teammates and make sure they stay in good condition. Since you can perspective shift at any time, you might want to trade places with a teammate just for the variety.

Special Ship Systems

Auto-Repair

Most ships have an auto-repair system that will repair ship damage over time. If a wing is torn off, your ship cannot repair that, but anything else can be repaired by the ship itself.

The auto-repair system is always in operation and uses fuel to slowly repair damage while you are playing. When a damaged system is fully repaired, a message appears on your target display indicating the completion of that repair. If you wish to use the auto-repair system to avoid paying for repairs from the ambulance, make sure you have plenty of fuel and that you avoid further damage while waiting for repairs to occur. If your fuel runs low (15%), the auto-repair system shuts off, since basic ship operations take priority.

Weapons

If you have enough credit, you can purchase new weapons in the ambulance. Some weapons are purely for offensive or defensive use. For example, the Wildcard weapon turns the nearest threatening missile into a random harmless fruit. This is a powerful defense against all forms of missiles, but it does nothing for offense. Some weapons, such as lightning, are easy to target at a specific object but others, such as the Heat Seeker Missile, can come back and blow up in your face. There are also special Noble Weapons that can only be attained through battle with your Inner Demon (see Inner Demon and Noble Weapons). You will have to experiment to find out how to best make use of the various weapon systems, some of which can be used for other things besides destroying things.

Cloaking

Cloaking is a ship characteristic, set in the [Ship Factory](#) Handling dialog, that some ships have and can use to tactical advantage. When a ship is cloaked, it is invisible to other ships giving it a big advantage. The downside of using the cloak is that objects cannot be captured and weapons cannot be fired (other than the gun) while cloaked. Also, the cloaking system uses fuel.

The cloak is activated or deactivated with the CAPSLOCK key. To make effective use of the cloak, you must be careful to be sneaky. If you fire your gun or run into an object, other ships will be able to guess where you are. A good way to use the cloak is to sneak up on something, then uncloak when you are very close. If your ship gets damaged, it may drop out of cloak spontaneously.

Shielding

Shielding is a ship characteristic, set when a ship is added to the [Factory](#) list, that can be used to protect a ship from damage. Only ships (such as the Transformer) drawn with multi-frames for shielding can be set to have the shielding attribute.

The shield is activated or deactivated with the CAPSLOCK key. When shielded, the ship can withstand much more damage than normal, but it cannot capture objects or fire weapons (other than the gun). Unlike the cloaking system, the shield does not use fuel.

Perspective Shifting

If there is a teammate in the wave, you can hit 'P' to trade places with his ship. Hit 'P' again to come back to your own ship. When your ship is almost dead, perspective shifting allows you to continue the game in another form. Perspective shifting is useful for avoiding death, using different ships for different situations, and just for the variety of trying a different ship body. For example, you might want to perspective shift to a teammate that has cloaking or a weapon that you need to combat a specific enemy. Perspective shifting can be done anytime there is a teammate in the wave with you.

High Scores

Scores

As you play Inner Space, you accumulate a score based on your performance. Your score is shown in the lower left of the status display while playing. You can see how you rank compared with all other recorded games by double-clicking on the score, bringing up the score list in the online help. A description of the associated game accompanies each high score. Double-clicking on a score in the score list brings up a description of that game.

Saving and Restoring Games

You can save and restore games that may go on for days or months. You can hit Alt-S during a game to save it, bringing up a dialog that allows you to name the game. Alternatively, you have the option of saving a game in progress when exiting the game (Alt-X-S).

Even if you do not manually save your game, the current game is saved at the end of each wave in a game file called LASTGAME. For example, if you happen to die and forgot to save your game, you can always choose LASTGAME in the Restore Game dialog. The demo pilot will save his continuing game as DEMOGAME. Therefore, when choosing a name for your game to save as, do not use LASTGAME or DEMOGAME, since these will be overwritten.

Aborting Games

While playing Inner Space, you can abort the current game and get back to the intro. This allows you to quickly get out of the current game and restore or start another. To abort the current game, hit the ESC key while playing. A dialog will give you the option of saving the current game before leaving it. Switching between games in this way is efficient not only because Inner Space does not need to be closed and restarted, but also because most of the game graphics are already loaded.

Race Courses

Overview

The Inner Space race tracks pose a completely different challenge from normal game play for players and ship designers. Since the goal is to complete a race course as fast as possible, racing provides an interesting diversion from going after icons and fighting with other ships. The Inner Space race tracks also let you practice flying a ship in Inner Space is a relatively safe test area before going into real directories.

Racing as a Player

Getting good at racing is useful in the game since some of the directories you will encounter in Inner Space contain race courses. In directories with race tracks, several ships compete in a multi-lap race where the winning ship gets all the icons in that directory. It is illegal to take the icons if you don't win the race. Since racing involves more finesse, speed, and precise handling than normal game play, you may want to practice your skills on test tracks before racing against other ships for the icons.

On higher waves, hazards make the race tracks more difficult. Another side to racing is combat. Since weapons are still enabled in race courses, ships can attack hazards or each other while racing. As a racer, you have to find the best compromise between speed, finesse, and combat in each race.

Test Tracks

In order to practice racing on the various courses that appear in Inner Space, you can go to special test track directories. The test track directory names all end in '- RACE'. When a race track is selected on the the Navigation window, you can select the number of competitors, difficulty level of the course, length of the race, and the speed of the competitors, relative to your ship. For convenience, your ship is automatically refuelled at the beginning and end of any race. Normally, the race continues until all ships have finished the course. If you hit 'ESC' while in a race track, the current race will be aborted, allowing you to leave the wave.

Keeping Track of Other Racers

The Ship Watch window is particularly useful while racing because it shows how far any other ship is ahead or behind you in the race. Every time any ship passes a flag, the amount of time that separates that ship and yours is updated. As long as both ships keep flying around the course, the time separating them will be accurate. If either ship stops moving, the time will be somewhat inaccurate.

Zen and The Art of Inner Space Racing

While navigating the race tracks is relatively easy, mastering the art of racing requires dexterity, timing, guts, and an affinity with the track you are on. You need to keep a close watch on your fuel level, since this is critical to winning races longer than one lap. Fuel is often difficult to get without slowing down and wasting time. You must also consider your competitors when racing. If you can keep another ship from passing you or refueling, you can gain a major advantage. True mastery of racing requires the judicious use of turbo-thrust. When timed correctly, turbo-thrust can allow you to defeat even ships that are faster than yours. You must be careful with turbo-thrust, since it consumes a lot of fuel. The only way to develop your racing skill is to race on all tracks until you know exactly how to take each curve and how to get fuel without losing much time. Overall, the most important thing to a good race is smoothness. When you know the track well, you can anticipate each curve as you approach it. If you can cut a smooth line around the course, keep your speed up, and not hit too many walls, you will improve your times considerably.

Racing as a Designer

As a player, racing is an interesting challenge, involving both dexterity and strategy, but it is an equally interesting challenge as a ship designer. You can use the Inner Space screen saver module to set up races between specified ships on any race track. See 'Screen Savers' for detail on setting up races.

If you design your own ship for the game, you can then test your ship against any other ship on race courses. See '[Ship Factory](#)' for detail on designing ships. Considering that racing is a combination of speed, finesse, and combat capabilities, there are many possibilities that you can consider when designing a ship. Small, fast, and agile ships will perform the best, but will run low on fuel quickly and are not tough enough for combat. On the other hand, heavy-duty combat ships are very slow and have poor agility. The most desirable characteristics in a racing ship depend on the layout of the race course, the length of the race, and the other ship(s) you are racing against.

If you design your own ship, we encourage you to enter your ship in the yearly Inner Space Design contest. Ships will be judged based on esthetic appeal, combat capacity, and racing agility on various tracks. Winners will be

selected in each category and the ship with the best overall score will be crowned 'Best Ship of The Year'. All winners will receive prizes and will have their ships featured in an 'Awards' file to be made available on CompuServe for all users. Since the Inner Space screen saver interface will be used to officially compare the ships, all users will be able to duplicate the racing and battle parts of the competition for themselves.

Race Records

The best times for each ship on each race course are stored in the Inner Space GAMES sub directory by default. To easily compare times with users on other machines, you can change where the race records are stored to a common network drive. To change where race records are stored:

1) Open INSPACE.INI with Notepad (or any text editor)

2) On the line that reads "RacePath=(path)", replace (path) with the directory path where you want race records to be stored. For example, if you wanted to store race records on network drive E:, change the RacePath line to read 'RacePath=E:\'.

Duelling

Overview

The Inner Space duel directories are places you can go to practice fighting other ships or to settle a dispute with another ship in the game. Unlike ordinary directories, duel directories have no icons and no ship can leave a duel until all opponent(s) are defeated. Since different rules apply in duel directories from the rest of the game, no ships will come in to help a ship in trouble and no Enforcers will come in, no matter what crimes might occur. All duel directories end with '- DUEL'.

Ship Factory

Overview

The Ship Factory allows you to see all the ships that inhabit Inner Space and make your own customized ships for use in the game. You can see each ship fly around a figure-eight course to get an idea how it handles and looks in motion. The speed and handling of the ship going around the flags in the Factory is representative of the handling you can expect in the game. The Handling and Behaviour windows show technical specifications for each ship and the attitudes that control its behaviour.

Customizing Ships

The colours, handling, behaviour, and sound effects can all be customized for ships. You can even draw your own ship design for the ultimate in personalization. The easiest way to make a custom ship is to make a variation on an existing ship in the game.

If you hit the 'New' button, a copy of the ship you are looking at will be made for you to edit. You can rename the ship, choose a different body or paint job for it, and set all the other options. Use the Handling and Behaviour dialogs to make the ship exactly as you like.

Repainting Body, Trim, Thrust

The Paint, Trim, and Thrust options allow you to recolour the current ship. Many different colours are available for Body and Trim, and Thrust can be either red or blue. The thrust colour also controls the colour of the ship's shots. If you recolour a ship in 256 colours, you will see the ship smoothly morph to the new colours. If not in 256 colours, the ship will simply be redrawn with the new colours.

Sound Effects

You can change the sound effects associated with your ship. The sound list lets you pick one of the Inner Space sounds to be played when the ship is hit. If you press Alt-S, a rock is thrown at the ship to create the proper context for the sound to be played. You can also add your own sounds to the list of sounds. Put any valid .WAV sounds that you want to use in the game into the SOUNDS sub directory (where you will find SOUND_FX.DLL and VOICE_FX.DLL) and they will appear in the Factory's sound list.

Handling

The Handling window allows you to change technical aspects of a ship, such as the strength of its thruster, its armor level, and the size of the fuel tank. With more armor or a stronger thruster, the ship is more massive and uses fuel faster. If a ship has a cloaking system, it can use the cloak to hide from other ships, but the cloak also uses fuel. As handling characteristics are changed, you can see an immediate change in the handling of the ship going around the figure-eight course and a text overview of the ship on the right side of the Handling dialog.

Behaviour

The Behaviour window allows you to set the team that a ship will belong to, its initial weapon, and its attitude to friends and enemies. The combination of these factors determine how a ship will react to others in the game. For example, any ship on the Pirates team will act like a pirate (stealing and looting), but Attitude settings are equally important. A ship which is Loyal to Friends will stick its neck on the line to defend its allies, while a ship which is psychopathic to enemies will relentlessly pursue adversaries, even if it is close to dying. What actually happens in the game also depends on circumstances and the history of interactions between the various ships.

The weapons are all rated according to their cost if bought in the ambulance. The value of a weapon depends on how skillfully you use it. Some weapons are extremely powerful if used at the right time, but useless otherwise. Other weapons have defensive functions that increase their usefulness beyond destroying things.

Drawing Your Own Ship

The ultimate in personalization is to have your own ship design. If you draw a ship (using the .DIB extension) for use in the game, it can be added to the Factory body list. The Add button allows you to add new bodies based on .DIB files in your SHIPS sub directory. The graphic for a ship should show the ship pointed straight up, and be between 25 and 45 pixels square. If you want a ship that thrusts by moving its body (wings, fins, etc.), simply draw each frame of the animation beside each other. For example, the Duck has 3 frames showing the wings opening and closing.

Designing the ultimate ship should appeal to both the engineer and the artist. All ship characteristics are either user-

configurable or derived from the physical appearance of the bitmap. Engineering principles can be applied to draw a ship with optimal drag, mass, etc. All improvements to ship characteristics come at some cost. For example, increasing the size of the ship makes it more massive. A massive ship is stronger, but will be slower and use fuel faster.

There is no 'best' ship or design, because it all depends on what you want from a ship. If you like speed, you will want a streamlined design. For a strong ship, you will want a massive design. For maneuverability, you want a light and moderately sleek design. Every design is a compromise between speed, strength, maneuverability, fuel consumption, and esthetic appearance. See 'Racing As a Designer' for information about the Inner Space Design Contest.

Game Settings

Setting Dialog

There are a number of audio, speed and detail options that you can change on the Game Settings dialog.

Sound Effects

The volume level for the game can be set if you have a sound card that supports volume control. The sound system list shows the options that are possible. If you have a volume-capable stereo sound card, all options will be available. If you do not have a sound card installed, Inner Space will not try to play any sound or music. Inner Space will not use a PC Speaker sound driver because such drivers slow the game to an unacceptable level and have unsatisfactory audio quality for the sounds in the game.

NO SOUND - No sound effects.

STANDARD SOUND - All sound effects are played at the same volume, no volume control.

DYNAMIC SOUND - Sound effects are louder when they come from objects closer to the user's ship and the sounds change volume as the associated object gets closer or farther away.

3D DYNAMIC SOUND - Sound effects track with the objects that emanate them and also come from the position to the left or right of the user to correspond with the object's position.

The effect of 3D Dynamic sound is that you can hear missiles, fireballs, and other sounds approach or go away from your ship as they move. When you hear a distant explosion or missile launch, you can use the direction of the sound to determine where it came from.

Sound and Music Control

You can toggle on or off the sound effects, voice effects, and the background music for the game on the Audio dialog. You can also set the relative volume levels of music versus sound effects. When setting the relative volume, sound effects refers to both voice and non-voice sound effects.

Mixing Channels

You can select from 1-8 mixing channels for the sound effects to be played. The more sound channels you select, the denser the sound world of Inner Space. For example, with 8 sound channels, you can hear up to 8 different sounds playing simultaneously, but with only one channel, only one sound can be heard at any time. Sound mixing does impact on game speed, so you should use less channels if you are concerned about performance. Sound mixing is available for STANDARD, DYNAMIC, or 3D DYNAMIC SOUND.

Difficulty

The overall game difficulty can be set to Easy, Medium, or Hard. On Easy difficulty, the game is somewhat less violent and challenging. Your ship has an auto-braking system on Low detail that will slow your ship as soon as you stop thrusting, making it easier to control. On Medium and Hard difficulty, when you stop thrusting, your ship will drift in whatever direction you were travelling, although drag will tend to slow you down gradually. You will encounter more challenges on Medium difficulty than on Easy, and even more hazards and potentially violent situations on Hard detail level.

Detail Settings

Display Options

Skipping Sequences

The Skip Sequences option on the Display Options dialog allows you to have Inner Space automatically skip some sequences. If set to 'Skip Some', the intro after the company credits and the pre-wave description of object are skipped. If set to 'Skip All', 3D landing scenes in the Ambulance and Hall of Justice are also skipped.

Alternatively, you can control sequence skipping yourself. Hitting 'ESC' during the intro or pre-wave descriptions jumps that section and hitting 'SPACE' will jump a minor section. For example, pressing 'ESC' jumps the entire pre-wave description, but 'SPACE' jumps from the description of icons to ships. Holding down the 'Ctrl' key while entering the Ambulance or Hall of Justice will make it skip the landing sequence.

Play Speed

The Play Speed scrollbar allows you to change how fast the game plays. Inner Space is calibrated for 36 frames/second. If you run Inner Space faster or slower than 36 frames/second, time speeds up or slows down in the

game (see Wave Time Clock). You can slow it down to 4 frames/second or speed it up to maximum speed. Maximum is as fast as your computer can go full out. On a moderately fast computer, you can do a background task like downloading a file while playing the game at normal speed (36 frames/second).

To see how fast the game is playing, press 'B' and the Targeting Display will show the game speed. You can change the game speed while playing by pressing Alt+ or Alt -.

Scaling

Inner Space can be scaled to 1/2x, 1x, or 2x graphics with dynamic rendered images for each scale level. 1/2x scaling allows much more of the world to be seen at once, but the graphics are less detailed. 2x scaling has large graphics with enhanced detail, but less of the game world can be seen at one time. The Game Setting dialog allows you to change the game scaling, but the game can also be rescaled while playing by pressing Ctrl+ or Ctrl -. You will probably find that seeing more of the world at once makes 1/2x mode easier to play in, but the higher quality graphics of 1x and 2x are the tradeoff.

[Special Times of Day](#)

Screen Savers

General

Included with Inner Space are interface modules that allow you to use Inner Space as a screen saver display. When run as a screen saver, Inner Space will show a continuing live demo when your computer is unattended. If 'Allow Game Play' is checked, Inner Space allows you to play the game when it comes up, but will run a demo if you do not play. When 'Allow Game Play' is not checked, Inner Space goes directly to a demo and 'wakes up' on any user input. If Inner Space is busy loading graphics or has the Navigation window showing, it may take a few seconds for it to 'wake up' on user input. When game play is allowed, you must exit Inner Space normally (Alt-X or using the menu).

Interfaces to both the Windows and After Dark screen savers have been included. The Windows screen saver is accessible from the Windows Control Panel. Select Control Panel from Program Manager or run CONTROL.EXE from File Manager. In Control Panel, open the Desktop settings to access the screen saver. Push 'Setup..' to configure Inner Space screen saver settings. On the Setup dialog, push 'Config' for more settings.

If you are using After Dark as a screen saver, select 'Inner Space' from the module list to make Inner Space the current display. Click on 'Config' to fully configure Inner Space's screen saver settings.

Demo Options

The Configure dialog allows you to set Inner Space to show a continuing demo, a race, or a battle. If set for 'Random Demo', Inner Space will randomly choose a demo, race, or combat to show each time. You can also select the ship(s) to use in the demo. If set for a continuing demo, Ship #1 will play the game and show what he is doing as he goes along. Each time the continuing demo runs, the demo pilot will continue his previous game and eventually show advanced play and scenes that come in higher waves. If you change Ship #1, a new demo game will be started.

The race option allows you to see the specified ship(s) compete against each other on the specified race track. You can choose 1 Ship as a racing option to see how fast the specified ship can navigate a race track on its own. Select 2-4 ships is more interesting because it shows not only how fast each ship is, but how they compete with each other using speed, finesse, and possibly combat. If Ship #2 is set to '.Random', the 2nd ship in a race will be chosen to be roughly comparable in performance to Ship #1. Ship #3 and Ship #4 cannot be manually selected and will always be roughly comparable to Ship #1. See 'Racing As a Designer' for more detail on designing ships for Inner Space racing.

The battle option puts Ship #1 in a fight against Ship #2 in Dodge City (a duelling area). Any 2 ships can be set to fight each other, even ships that would normally be friendly.

Optimizing for Your Computer

General

Although most graphics applications for Windows are slow, Inner Space has been designed to be fast on relatively slow computers. Any 386 or better computer should be able to run Inner Space at calibrated speed (36 frames per second), although the game can do more and is more enjoyable the faster your machine is. If your computer is fast enough, you can play Inner Space while background tasks are running, with neither Inner Space nor the background tasks slowed down perceptibly. Typical background tasks are sending and receiving faxes, downloading files on a modem, and compiling programs.

Testing Your Computer's Speed

Even if you have a fast computer, the speed that it runs Inner Space is subjective. Use the following table to determine if you should take steps to improve the performance of Inner Space on your computer. First, run INSPACE.EXE and close it after the intro has run for at least five seconds. In your Windows directory will be a text file called INSPACE.INI. If you open it with Notepad, you will see a line that reads "Calibrate=xxxx", where xxxx is a number to use in the table below.

Calibrate value

> 1300	Your computer is very fast and you can easily use HIGHEST Detail.
800-1300	HIGHEST Detail is probably OK, but you might want to use HIGH Detail level.
520-800	Your computer is moderately fast, but you might want consider the optimizing options and use MEDIUM or HIGH Detail.
<520	Use LOW or MEDIUM Detail. Consider the other optimizing suggestions.

Optimizing

The following suggestions can improve how fluid the animation looks in Inner Space and how well it can multi-task with other programs. If Inner Space seems fast enough on your computer, you can disregard the following suggestions. Most users with a 486-class computer or better will have no speed problems, but if the game seems too slow, please try the following to improve performance.

Use LOW or MEDIUM Detail setting. The higher the Detail setting, the more work the game does to animate everything. If the game seems too slow, you should use the LOW or MEDIUM Detail setting. The performance improvement by switching from HIGHEST to LOW Detail is big, although the game will look very similar.

Use 1x or 2x game scaling. Inner Space can be scaled for 1/2x, 1x, or 2x graphics. On some computers, 1/2x scaling is slow compared to 1x and 2x graphics.

Play in a smaller resolution. The bigger your play area, the more objects the game must draw each frame. The game can play faster if you change to a smaller resolution or play in a window smaller than full-screen.

Do not use the Ship Watch windows or turn off Animated Ship Watches. The Ship Watch windows can slow the game down if not playing in 1x graphics mode. Optionally, you can turn off 'Animated Ship Watches' (on the Display dialog) so that Ship Watches take less processing time.

Upgrade your video card or driver. A slow video card makes Windows crawl and a fast one makes it fly. For optimal speed, we suggest 256 colour graphics mode.

Get more memory. Windows itself and Windows applications use a lot of memory. If you don't have enough physical memory, Windows will page to the hard disk and slow down all applications, including Inner Space. If memory is low, the game might be slowed down.

Troubleshooting

Common Problems

The following are answers to common technical questions. Please read these and look in the rest of this manual before calling tech support.

Q: Why does the game sometimes seem to slow down?

A: Inner Space is probably yielding time to another application running on your computer. If you are printing, faxing, or running some other background task, Inner Space will slow down, if necessary, to allow other tasks to execute quickly. See the Optimizing section of this manual if the game seems too slow generally.

Q: I was playing for a while and died without saving my game. Can I get back into that game?

A: Inner Space saves your game at the end of each wave in a game called LASTGAME. Select LASTGAME on the Restore Game dialog to get back into that game.

Q: After installing Inner Space with sound effects and music, why don't I hear any audio from the game?

A: Inner Space requires that you have a Windows-compatible sound card (with accompanying Windows sound driver) to play its audio. To hear the music, your MIDI mapper must be configured correctly for your sound card (in the Windows Control Panel). We do not support PC speaker sound drivers because they have poor quality and would make the game pause during each sound.

Q: Why do the audio effects sound garbled or hissy?

A: The Windows wavemixer may not be compatible with your sound card. Therefore, try setting the mix channels to 1 channel in the Game Settings dialog. When set to 1 channel, Inner Space plays audio without using the wavemixer.

Q: While playing, why can't I hear sounds from other apps such as Chat's ring sound?

A: The Windows wavemixer that Inner Space uses does not allow sounds from other apps to interrupt it. To hear sounds from background apps, set the mix channels to 1 channel so that the wavemixer is not used.

Q: When I install Inner Space on another computer, why does it ask me to pay for it again?

A: Your license agreement allows you to install Inner Space on one computer only. To install on another computer or hard drive, you must first deinstall Inner Space from its current installation. See 'p1. Installing Inner Space' for further install information. If Inner Space is installed on more than one computer, you must either pay for the additional copy or stop playing it.

[Tech Support](#)

Tech Support

If you can't find the answer to a technical problem with Inner Space in this manual, you can direct questions to Inner Space Tech Support in the following ways:

(24 hrs)

Compuserve: 71621, 1163
INTERNET: 71621,1163@compuserve.com
fax: 403-240-0105

(9AM-6PM Mon-Fri MST) (8AM-5PM Pacific Time)

voice: 403-240-0103

If reporting a bug, please provide enough information about your game and computer so that we can reproduce the problem.

see [Credits](#) for more info about SDI.

Keyboard Command Reference

BASIC ACTION KEYS

UP ARROW	Thrust
Ctrl+UP ARROW	Overthrust
DOWN ARROW	Brake
LEFT/RIGHT ARROW	Turn
SHIFT/SPACE	Fire Gun
Z/ RETURN	Fire Weapon System
H	Help (Call Ambulance)
TAB	Weapon Select
CAPSLOCK	Shield/Cloak (if applicable)

STRATEGY KEYS

Strategy Mode	Other Ships	Defenders	Meaning
C	Ctrl-C	n/a	Capture my target
A	Ctrl-A	Alt-A	Attack my target
D	Ctrl-D	Alt-D	Defend my target
G	Ctrl-G	n/a	Refuel (get gas)
S	Ctrl-S	n/a	Self-Preserve (defend oneself)
W	Ctrl-W	Alt-W	Watch a ship (get reports)
E	Ctrl-E	Alt-E	Exit the wave
n/a	Ctrl-H	Alt-H	Help me
n/a	Ctrl-F	n/a	Challenge to a fight

TARGET KEYS (Ctrl+target key to get closest target)

T	Any type of target
R	Ship target
I	Icon target
V	Virus Target
Y	Hazard Target
U	Defender Target

OTHER KEYS

F1, F2	Online Help
F12	Action/Strategy toggle
P	Perspective shift
M	Show Messages
Alt-G	Game Settings
Alt-X	Exit Game
Alt-B	Boss Key
Alt-S	Save Game
Alt-I	Icon Watch
Alt-R	Watch all ships
Ctrl-Alt-X	Self-destruct
+/-	Radar zoom
Ctrl +/-	Rescale game
Alt +/-	Speed Control
B	Show Game Speed

INTRO KEYS

ESC	Start Playing
SPACE	Next section of intro
S	Start New Demo
C	Continue Demo

D

Random Demo

Avengers

This team likes to gain resources and will fight if the odds favour them or if vengeance is called for. Otherwise, they avoid conflict and keep to themselves. ex. Sky Talon, Transformer, Biplane.

Predators

Fighting is a way of life for this team. They are interested in resources, but the call of battle is hard for them to resist. Their determination makes them good allies and tough opponents. ex. Jaguar, Tiger, Shark

Fuzzy Ones

The members of this team are non-violent by nature, but will attack if provoked. They are more of a nuisance than a threat, but you do not want them as enemies. They are good at annoying others by stealing what they are going after and are hard to kill. ex. Rubber Duck, Teddy Bear

Pirates

These free-spirited outlaws do their own thing and make a point of opposing the law. They would rather loot others than make gains on their own and enjoy fighting. However, if the odds turn against them, pirates are quick to retreat. ex. Rogue, Grim Reaper, Scoundrel, Lackey

Enforcers

This team patrols Inner Space, looking for anyone breaking the law. See "[Laws of Inner Space](#)" for more detail. Offenders may be warned, attacked, and/or destroyed, depending on their crime(s). This team is the best armed, so tangle with them at your own risk! ex. Patrolman, Interceptor, Terminator

Knights

This is a proud and tightly-knit team of honorable characters. They are great allies because they are always ready to help a friend. They only kill opponents when there is no other choice. ex. Samurai, Excalibur, Dolphin, ZenMaster

Speed Demons

This team has a need for speed! They are apathetic to the troubles of others, but support each other. They are hard to attack due to their superior flying performance. ex. Screaming Rod, Viper, Thunderbird

Renegades

These vandals have no regard for others and enjoy destroying things. They kill icons and randomly attack objects for the fun of it. Renegades usually won't help others or even their teammates. Avoid conflict with these ruthless loners! ex. Outlaw Falcon, Midnight Dragon

Credits

Inner Space Development Team

Director

Bill Stewart

Programming

Bill Stewart & Brad Scheurman

Music Composed by

Doug 'The Thin Man' Blackley

Voice Effects

James Stewart & Nancy Berlett

Space System

Brad Scheurman

Graphics

Bill Stewart

Additional Programming

Garrett Gallant

Box and Manual Graphics Design

Idea Machine (Kelly Thompson & Jason Delichte)

Manual

Bill Stewart

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Dedication

For Michaela Jayne, the love of my life, whose arrival in this world coincided with the release of Inner Space to the world at large.

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Laws of Inner Space

Laws of Inner Space

Inner Space is patrolled by a team of Enforcers who make sure everyone follows the laws. You can do whatever you want in Inner Space, but if you keep breaking the law, the Enforcers will eventually come after you. If an Enforcer catches you breaking the law, you can be warned, arrested, or destroyed, depending on the circumstances. An Enforcer has to see the crime being committed, so many crimes go unpunished. If they don't see the crime, they can't take action.

Some teams are very lawful and some go out of their way to break laws. For example, the Knights are relatively law-abiding and the Pirates take delight in flouting the law. If arrested, you will be handcuffed and forcibly escorted out of wave to the Hall of Justice. Enforcers will respond with force if you resist arrest. Below is a list of Inner Space crimes:

- Stealing Doughnuts from an Enforcer
- Destroying Doughnut Launchers
- Attacking a Fleeing Ship
- Taking a Dead Ship's Resource Pack
- Attacking a Good (Non-virused) Icon
- Unsportsmanlike Conduct
- Resisting Arrest
- Attacking An Enforcer

Types of Enforcers

There are three classes of Enforcers that you can encounter. Patrol Class Enforcers (Patrolman, Constable) are small and most often to be seen in the game. Patrol officers come in to the game from time to time, looking for criminal activity. If they see crimes being committed, they warn the offender and call in an Intercept Class (Interceptor, Lethal Weapon) Enforcer if an arrest should be made. Intercept officers are tough, well armed, and fast. They will try to handcuff the offender and take him out the gate to the Hall of Justice. If a criminal resists arrest, a Terminator Class (Terminator, Eliminator) Enforcer may be called in to destroy them. Terminators have a large array of weapons and heavy armor, but are slow to maneuver.

Hall of Justice

If you are caught breaking the laws of Inner Space, the Enforcers will arrest you and bring you to the Hall of Justice. If you resist arrest, the Enforcers will rough you up before bringing you in. A description of the crimes you are charged with and the event that lead to your arrest is read to you, followed by the punishment to be handed out. The punishment will depend on your prior arrests, the severity of your current crimes, and how many resources and weapons you have. You can try to run away from an officer trying to arrest you, but sooner or later another Enforcer will come after you because of the pending arrest warrant.

Inner Demon

General

The Inner Demon is a dark reflection of you that lurks in a black hole in Inner Space. The demon opens a portal and sucks you into his world from time to time. Like a dream, fighting the demon takes place outside of Inner Space, and no permanent damage will be done to your ship from such battles. However, by successfully facing the demon and the dragons that guard his lair, you can attain special weapons for use in Inner Space. There are 4 noble weapons that the demon will use against you. You can acquire these weapons if you figure out what to do. By using all the Noble Weapons, it is possible to finish the game without going through every directory.

If you acquire a noble weapon or the demon destroys you, your ship will return to Inner Space as it was when you entered the black hole. While in the black hole, you can hit 'ESC' to return to Inner Space. The key is to keep moving and feed energy to the dragons. Each dragon is curled around an energy ball that flickers with sparks to show its energy level. The dragons increase in energy as they are fed. A miniature version of the Inner Demon challenge can be played in the Inner Space ambulance. The ambulance Inner Demon is a simplified game that allows you to practice for battle with the real demon and figure out how to survive against him.

Noble Weapons

The Noble Weapons allow you to master Inner Space and finish the game without completing all directories. These weapons are only attainable through struggle with the Inner Demon. The Noble Weapons let you affect other ships and space itself using the power of the mind.

The Noble Weapons are Enlightenment, Uncertainty, the Attractive Force, and the Repulsive Force. Unlike ordinary weapons, Noble Weapons cannot be bought or sold in the ambulance. The Attractive and Repulsive Forces are two sides of the Inner Force that controls all objects in Inner Space. Unifying the forces into the Inner Force allows you to use the Attractive and Repulsive Forces simultaneously. The "Unify Forces" ambulance option will be available if you acquire both forces. You need all Noble Weapons to defeat your greatest enemy in the "Demon's Gate" directory and conquer Inner Space. Without the Noble weapons, you need to capture or destroy all icons on the drive before you can finish the game in the "Demon's Gate" directory.

Detail Settings

Inner Space has a number of speed and detail settings that allow you to trade off game speed for more or less detail. The game's speed control system will do its best to keep the game playing the same speed, regardless of the detail settings. A lower detail setting allows a slower computer to play faster and smoother. The game looks almost identical at LOW and HIGHEST detail levels, but the effect on performance is significant. When the game is installed, the computer's speed is tested and a reasonable detail level is chosen, although you can change this setting later.

The QuickLoad option allows the game to load ship graphics faster. Ships are loaded 4 times faster when quickloaded, but will not look as detailed. QuickLoad can be set to ALWAYS, MID-WAVE, or NEVER. If QuickLoad is set to MID-WAVE, only ships that are loaded in the middle of a wave will use quickloading for a faster load. An example of a mid-wave loaded ship would be an Enforcer who enters the wave to apprehend a criminal. The Enhanced Graphics option affects the quality of the most time-consuming graphics rendering. If Enhanced Graphics is checked, the game takes more time doing precision rendering as it loads, but produces better graphics.

Display Options

The Display Options dialog allows you to control the overall appearance of Inner Space. Enhanced Brightness makes stars and some effects brighter. This option is useful if playing Inner Space on a laptop computer with an LCD screen. The Menu option allows you to have a menu at the top of the Inner Space window. The Game Border option turns on a 3D border for the game. Turning the menu or game border off gives you more play area. The Animated Ship Watches option allows any targeting or watch display of other ships to show the motion and velocity of the ship, as opposed to a static image. If Inner Space seems to run too slow, try turning Animated Ship Watches off.

Special Times of Day

The world of Inner Space depends not only on what you do, but also when you are playing. At certain times of day, fuel tanks are replaced with other items that might be appropriate. The special times are Breakfast, Coffee, Lunch, and Tea Time. For example, at Breakfast time (8-8:30 AM), fuel tanks are replaced with juice and croissants. You can customize these special times to coincide with your life. In INSPACE.INI (in the Windows directory), enter the special time followed by the time you want it to occur. For example, to set Lunch time to 1PM, type "Lunch=1300" under the [Inner Space] section of INSPACE.INI.

