

WARGAMESTAR



WingStar.

THE ACROBAT MANUAL

by

PAR.





Welcome to WingStar.

Firstly we would like to thank you for purchasing our product. Every effort has gone into making WingStar, and we hope that you will enjoy all the time that you spend using this product.

This manual serves as both an **installation guide** and a **guide to the product**.

Please read on and ultimately

Enjoy.





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Using This Manual.

Well first things first. This is an Acrobat manual. There are three basic ways to use this manual:-

1. The first is to use the Acrobat controls located on the tool bar (for details please read the Acrobat help which was installed with the Acrobat reader).
2. The second is to use the bookmarks on the left of the screen. Just click on the relevant page name with the mouse.
3. Finally by using the hyper-links. All hypertext is coloured red, and the hyperlinks are assigned to the navigation icons on each page (The arrows take you forwards or backwards one page, and the "C" icon goes to the "Contents" page).





System Requirements.

Required

Processor - 486DX-33 or better.
Memory - 4 Mb ram.
Media - 2X speed CD-ROM.

Recommended

Graphics - Local bus VGA
Sound - Sound-card (Supports Soundblaster Pro, Gravis Ultrasound, & Pro Audio Spectrum).
Control - Joystick.





Installation.

The following pages detail the installation procedures for installing WingStar to an IBM compatible PC computer.

There are separate guides for the relevant different formats, which include:-

DOS,
Windows,
and Windows 95.

First things first: Insert the WingStar CD into your CD-drive.
Then refer to the correct section below.

Please note that if your CD drive letter is not "D" then you should substitute your own CD drive letter where we have designated "D" during the installation texts.





DOS:

If your CD-drive is "D" then, once the WingStar CD has been inserted into your CD drive, type "D:INSTALL", from the DOS prompt, and then press enter.

This will start the installation procedure.

During the installation procedure you should follow the on-screen instructions to successfully install WingStar.





Windows 3.1 or 3.11:

With Windows you should first have Windows running on your machine.

Go to the "File" menu and choose the "RUN" menu-item from this menu.

Type "D:SETUP" at the Command-line entry, and then press enter.

This will start the installation procedure.

You should then follow the on-screen prompts to successfully install WingStar.





Windows 95:

The installation will Autorun when the WingStar CD is placed into the CD drive.

A requester will appear that will allow you to enter the installation procedure.

All that is required is to select "Yes" at the prompt.

Once the installation procedure has started you will just have to follow the on-screen prompts to successfully install WingStar.





Background Information.

The trial was a quick affair, it was as though they had already decided that I was guilty before they had even clapped eyes on me. The speed at which the case was heard almost left no time for the evidence to be presented.

Well the result was, as you may have already guessed, that I was found guilty of crimes against the empire.

This covered a multitude of sins, but we will not go into my misdemeanours for now.

I was given a simple choice; I could either spend the rest of my life in a penal colony, a rather un-endearing prospect, or become a front-line warrior in the quest to conquer new planets, for the empire. From the rumours on this subject this would appear to be a somewhat suicidal option. Some choice.

Well here I am on my way towards the front-line.





So now, when the going gets tough, guess who gets expendable. Well at least I can go out in a blaze of glory.

The mother-ship is rapidly approaching the target planet and is now entering the outer atmosphere, so it is time to launch the WingStars to prepare for the forthcoming invasion.

The strategy is simple, get as many of them as I can before they get me.

Well at least I don't have to worry about being killed - there is no-one to miss me anyway.

So here we go then...





A Bit About The Game Itself.

WingStar is a classic-arcade-style shoot-em-up. That in the traditional vertically-scrolling format, allows you to experience that classic arcade feel as you penetrate ever deeper into the alien world. Not forgetting the added atmosphere of full CD-quality music.

Watch your WingStar turn into a formidable fighting machine as you constantly upgrade to exciting new weapons (from the 56 different weapons available throughout the game).

Be amazed at the graphical quality, and variation, as you progress through the levels, with different graphics for each level.

Now, of course, the levels will vary according to each of the five skill levels that are on offer.



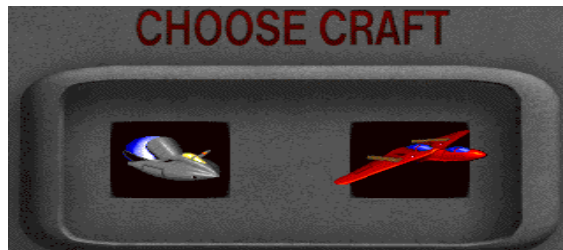
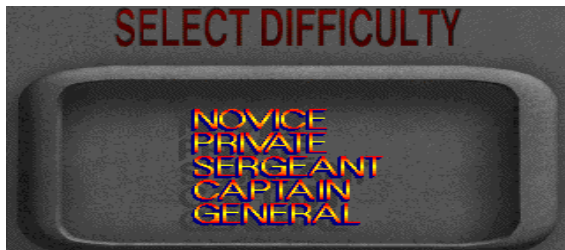


In-game Menus.

There are two simple in-game menus. Each of these will need to be used before you start each game.

The first menu allows you to select the desired difficulty, the second allows you to select the desired ship.

The difficulty affects the gameplay itself (by making the game harder, or easier to complete). The ship selection allows you to choose between speed-of-movement and destruction capabilities. One ship being faster and less heavily armed than the other.





Controls.

You can control WingStar with either the keyboard or a joystick.

Control	Key	Joystick Function*
Forwards	Up cursor arrow	Forwards
Backwards	Down cursor arrow	Backwards
Left	Left cursor arrow	Left
Right	Right Cursor arrow	Right
Fire	Ctrl or Alt	Fire Button 1
Super shot	Space	Fire Button 2
Pause	P	N/A
Quit	Esc	N/A

* To calibrate a joystick from the DOS prompt, go to the Wingstar directory and then type "Joystick". This will allow you to go through the calibration routine.





Credits.

Concept
& Programming

Heinrik Steen

Graphics

Michal Bendtsen

Sound
& Music

Allan Kirkebye

Game Testing

Asger Henriksen
Richard Skinder
Jannick Johansen

Background Story

Heinrik Steen

Acrobat Manual

Pete Rundle

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