Space Exploration Help Index

Space Exploration - Mission Bravo   (Preview and Ordering information)

Space Explorer - An Overview

The object of Space Explorer is to visit each planet, land and collect samples, take off and join back up with the orbiter, and finally return to, and land safely in, the mother ship.   You will start each planet by falling from the orbiter.   You are constantly falling, being pulled down by the planet's gravity.   Each planet has a different gravitational pull.   You must use your main thrusters to <u>control</u> your rate of descent.   You <u>control</u> your horizontal speed with left and right thrusters.

You must land with your horizontal speed less than 1.00 units.   You must touch down with a vertical speed of less than 12.00 units, unless otherwise advised in your <u>Mission Briefing Update</u>.   However, for a perfect landing your vertical speed will have to be less than 4.00 units, otherwise you may incur damage to your ship.

You will have a mass of 12,000 pounds when you first fall from the orbiter.   You will be carrying 5,000 pounds of fuel.   As the thrusters burn off fuel off your weight will decrease accordingly.   When you land, you will collect 1,589 pounds of samples.   On planets with high gravity, you may be too heavy too take off if you land with too much fuel, although you may also land without enough fuel to fly back and dock with the orbiter.

After you land, you must take off and dock with the <u>orbiter</u>.   You will not receive any points until you successfully dock.   When you do dock, the planet is completed and thus will be reflected in the Ships Log, accessible form the Game menu.   The menu item for this planet will also be grayed at that point.   You may take the planets in any order you prefer, and you may switch from one to the other as you desire in a game.   Once you land and then take off, you can not land again.

When you have successfully completed all planets, the Mother Ship menu item will be enabled.   You must then return to the mother ship and land in her hangar to successfully complete the mission.

You may save the game at any time.   It saves your score and your ship's log.   If you are in the middle of a planet when you save the game, you will still have to start that planet over again.   It only saves completed planets.

You may press the escape key at any time to immediately minimize and pause the game.   You can press the pause key to just pause the game without minimizing.   If you access a menu item or press the Alt key, the game will pause.   Anytime the game is paused, press the pause key to continue.   Whenever the game is paused, it will reflect it in the title caption.

Controlling Your Ship

Use the **Ctrl key** for your Main Thrusters.

Use the **Right Arrow** and **Left Arrow** keys for your right and left thrusters.

The thrusters will burn as long as you hold down it's key and as long as you still have fuel.

Docking with the Orbiter

After you land on a planet, you must fly up and dock with the orbiter, as shown here in the photo:

Very carefully match your horizontal speed with that of the orbiter and align the nose of your ship with the docking ring of the orbiter, then touch the nose of your ship to the docking ring.

The orbiter is not accessible at all times.   If it goes off the screen then you will have to wait for it to complete it's orbit around the planet before it comes back into view.   It will be out of view for the same amount of time as it is in view as it crosses the screen, which depends on how fast it is traveling.

You will break up the orbiter   if you if your ship touches it anywhere other than the docking ring, or if you touch the docking ring too hard.   If you do crash into the orbiter, you will lose all of your fuel in the accident and fall back to the planet's surface and crash!

Mission Briefing Updates

The first time you switch to a planet you will be given a Mission Briefing Update.   This will be information about the planet you are in orbit around.   It will generally give information about the planet's gravitational force and any other information that you may need to successfully complete your mission at the planet.

Scoreing

Your score is determined by several factors.

When you <u>dock with the orbiter</u>, the number of pounds of fuel you have remaining is added to your   score. However, this value may be decreased depending on the tolerance settings you choose in the <u>Skill</u> dialog.   The easier you make the game, the less points you will receive.

If you crash you will lose 100 points.

If you collide with the orbiter you will lose 100 points.   You will then fall to the planet's surface and crash, therefore losing another 100 points.

If you start a new game on the same level you will lose 100 points.   (You can not start a new game just before you crash to save the 100 points!)

You will be rewarded with extra points for good landings!

Mission Bravo - Preview and Ordering

To order Mission Bravo (and also receive a free 3D-view game for Windows), or to register this mission, Mission Alpha, please see the information below, after the following sneak preview of Mission Bravo.

Here are just a few scenes from your next mission - Mission Bravo:
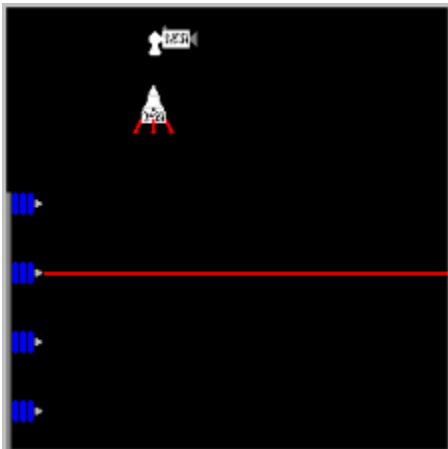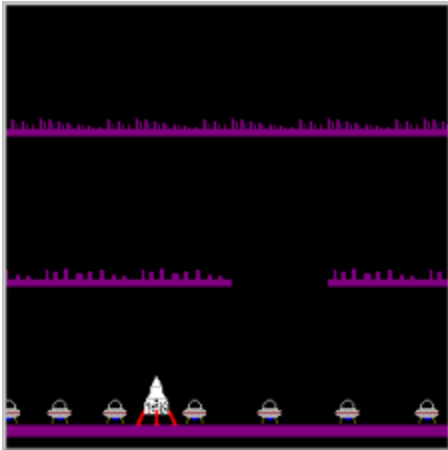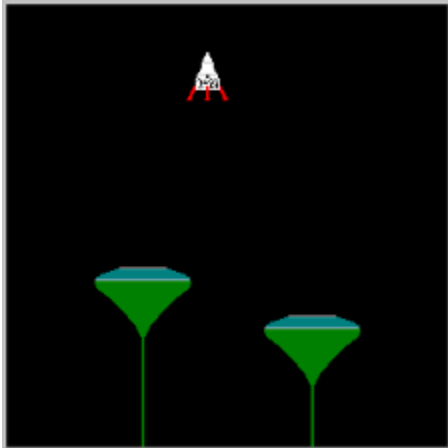
Mission Bravo takes you to a system in another galaxy.   You are landing inside old and deserted space ships and stations as well as on a few planets.   Some of the systems are still functioning, so you must beware of laser beams and space mines.   You will also land on the surface of a fiery star, where flames are sweeping across so that you will have to get in and out before the flames engulf your ship.   Mission Bravo offers you your most challenging mission yet!

You can get Space Exploration - Mission Bravo for just **$15.00,** plus **$1.75** Shipping and Handling.

Send your order to:

Jeffrey R. Marken
P.O. Box 842
Englewood, Co. 80151-0842

You may print out and complete the order form form if you wish, or just write.

You will receive a 3.5" diskette with Space Exploration - Mission Bravo.   Also on the diskette will be a catalog of other games available for Windows.   You will also be registered so that we may notify you of upgrades and new products as they become available.

If you enjoy Space Exploration - Mission Alpha and would like to register only and receive immediate information about other games I have for Window's, please write and send $10.00.   You will be placed on the mailing list and it

will help in developing new games.

YES,   Send me Space Exploration - Mission Bravo!
Enclosed is a check or money order for **$16.75**, payable in U.S. dollars.

Name: _____

Address: _____

Address: _____

Address: _____

Send your order to: **Jeffrey R. Marken**
                       P.O. Box 842
                       Englewood, Co. 80151-0842

Custom Skill Levels

The difficulty or ease of Space Explorer Mission Alpha can be completely customized in the Custom Setup dialog box, which is accessed by selecting the Skill menu item.

Vertical Landing Speed Tolerances
In the Vertical Landing Speed Tolerance group, you set the speed under which your vertical decent must be when your ship touches down.   There are three different speeds to set, Great, Good, and Poor.   When you touch down and your vertical speed is less than the Great setting, you will receive 2000 bonus points.   When you touch down and your vertical speed is between the Great setting the Good setting, you will receive 1000 points.   When you touch and your vertical speed is between the Good setting and the Poor setting, you will not receive any bonus points and will lose fuel in the hard landing, but you are still alive and able to continue the mission.

Docking Speed and Range Tolerances
The speed setting here is the vertical speed under which you must be ascending in order to dock successfully.   If your vertical speed is exceeding this setting and you make contact with the orbiter, you will crash and the orbiter will be destroyed, while your ship falls down to the planet's surface and itself is destroyed.

The Range setting is the distance from the docking ring of the orbiter which your ship must be within to successfully dock.   With a very large number set here, you could just get close and you will be rewarded with a successful dock. When you dock, a message box will appear to notify you of your success.   The game is paused and you can view your position in regards to the orbiter.   This is to help you see how close you got.   When you press OK in the message box, the game resumes and the ship is positioned at the perfect docking alignment on the orbiter.   This is the alignment you need to strive for as you make the tolerances smaller.

Beginner, Intermediate, and Advanced Buttons
These buttons just set some pre-defined tolerances.   You may want to use them or set your own levels with the scroll bars.

OK, Cancel, and Help Buttons
Press the OK button to accept the setting displayed in the dialog box.
Press the Cancel button to ignore any changes made and return to the main game window.
You can press the help button to display this section of this on-line help reference.

Summary
These skill settings are saved to an ini file and are restored the next time you run this game.
The score of your game can be affected by the tolerance settings you make.   The easier you make the game, the less points you will receive.   As you progress, keep bringing down your tolerance settings to achieve the maximum score.