

07903408-0

Tyson Zwicker

COLLABORATORS

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REVISION HISTORY

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Chapter 1

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1.1 WARSTAR Documentation

WARSTAR V1.0

Conceived and Written by Tyson Zwicker
Graphics and Sound by Vance Schowalter

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REQUIREMENTS~~~~~
What you need to play..

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1.2 About

ABOUT

WARSTAR is a cross between an arcade style shoot-em-up and a simulator. While the brunt of the game involves shooting at the opponent, in order to win you have to master the various functions of your ship, from routing power to the various onboard systems to assigning repair crews to deal with battle damage. As well, Warstar incorporates a degree of strategy to the battle. Fast reflexes won't get you as far as a well thought out plan of attack and a thorough knowledge of your ship.

REGISTRATION

This version of warstar can only load the missions which have been included with the original archive. The Registered version is capable of loading other missions, which will be released at the rate of about a dozen a month.

As well, registered users may receive the MISSION EDITOR (when I make it a little more easier to use) by giving me their Internet address, or sending me a disk and return postage (remember this is coming from Canada).

To register send a cheque or money order worth \$15 Canadian Dollars to:

Tyson Zwicker, 117 Archerhill Court, Fort Mc Murray, Alberta, T9J-1C8,
CANADA

If you include your internet address you will receive it the day I receive the letter. It will arrive in UU encoded format so you'll need a UU decoder to "descramble" the code. If this doesn't sound like your cup of tea, stick to the snail-mail. DON'T FORGET THE RETURN ADDRESS!!

1.3 Requirements

SYSTEM REQUIREMENTS

Must have:

-Workbench 1.3, 2.0, 2.1, or 3.0 (won't display it properly on 3.1)

-1 MEG of CHIP RAM and at least 1 MEG of FAST RAM

Suggested:

-Accelerator (at LEAST 28Mhz 68000 or 14Mhz 68020). Anything less will be PAINFULLY slow.

-Hard Drive or 2 Floppy Drives (HD definitely recommended!)

1.4 HD Install

HD INSTALLATION

Installing Warstar on your hard drive is should be a snap

1. Create a drawer called WS1
2. Create a drawer called WS2
3. Create a drawer called WS3
4. Copy DISK ONE (named WS1) to the WS1 drawer on the HD.
5. Copy DISK TWO (named WS2) to the WS2 drawer on the HD.
6. Copy DISK THREE (named WS3) to the WS3 drawer on the HD.
7. Append the following two lines to your Startup-sequence (1.3 users) or your User-Startup (for 2.0 and above).

```
ASSIGN WS1: XXX
```

```
ASSIGN WS2: YYY
```

ASSIGN WS3: ZZZ Where XXX is the path name to the drawer WS1 on your hard drive. Example:

```
ASSIGN WS1: DH0:GAMES/WS1
```

and where YYY is the path name to the drawer WS2 on your hard drive.

Example:

```
ASSIGN WS2: DH0:GAMES/WS2
```

and finally ZZZ is the path name to the drawer WS3 on you HD. Example:

```
ASSIGN WS3: DH0:GAMES/WS3
```

User with a good understanding on CLI may wish to create a script that accomplishes the same task without altering the Startup-Sequence.

When the 5 steps are finished, your ready to play!

WARNING: If your FONTS: directory contains more than 5000 different font/size combinations WARSTAR may not find the fonts it needs. In order to make WARSTAR run on such as system you must open a CLI or SHELL window and type the following:

```
ASSIGN FONTS: WS1:FONTS
```

This will cause the computer to look at the font directory included with your WARSTAR disks rather than your normal font directory. When your finished type

```
ASSIGN FONTS: SYS:FONTS
```

to use your normal font directory again.

Note this step only needs to done if you have a really big FONTS: directory. If the font problem does occur, it will cause the screen to stay blank for anywere upto two minutes (depending on the speed of you processor and HD/Floppy). It will then notify you that it cannot find one of the fonts it wants.

1.5 How To Run

HOW TO RUN WARSTAR

FLOPPY USERS:

If you have 2 drives, insert both disks. If you have a single drive system then insert the DISK ONE (WS1:). Double click to open the disk, then double click on the WARSTAR icon. The game should then load and run.

If you wish to run it from CLI, simply type WS1:WARSTAR, and the game will load.

HARD DRIVE USERS:

Assuming you've followed the Hard Drive Installation procedures outlined in this manual, all you need to do is go to the WS1 drawer and double click the WARSTAR icon. The game should then load and be running withing a few seconds.

1.6 How To Play

HOW TO PLAY WARSTAR

When Warstar has loaded it will display its title screen. To proceed past this screen press either mouse button. This will bring you to the mission selection screen. There should be a list of thirty missions (or more if you or someone else has used the included Mission Editor to create new missions).

To play a mission, move the mouse overtop of the one you want and click the left mouse button. The mission will then load and a brief mission overview will appear on your screen, usually with instructions on how to finish the mission. When you have read these click anywhere on the screen with either mouse button and you will be deposited directly into the game.

For more specific instructions on how to control the ship refer to the various HOW TO sections.

1.7 How To See

HOW TO SEE: THE SENSOR/SCANNER SYSTEMS

The most common method of surveying surrounding space is by using the main view screen (below the control panel). The range of this viewer can be altered allowing you to "zoom" in and out, though the centre of the screen will always be your ship.

To change the range of the main view screen, use the IN and OUT buttons, located around the center of the control panel. The numbers located at the ends of the cross hairs on the view screen will change, showing you how far you are seeing. The view screen can be "zoomed out" a magnitude of 15 times, providing sufficient long range viewing for most situations.

The two red numbers at the top of the view screen display your coordinates, in the usual X,Y format. Moving in the direction of the top of your screen will cause the Y coordinate to decrease, while moving towards the bottom of the screen will cause the Y coordinate to increase. Likewise, moving toward the left of the screen will cause the X coordinate to decrease while moving toward the right side of the screen will increase the X coordinate.

Below the OUT button is a button labelled SCAN. This button activates the scanner, which can be used to find out information about other objects. To use the Scanner, press the SCAN button (which temporarily freezes the game) then click on any object on the main viewer. A small screen will pop up at the the bottom of the viewer. It will continue to monitor the object and give you information on it until you cancel the SCAN function by pressing the SCAN button again.

The Scanner can provide three distinct types of information. The first is Navigation Data, dealing with the objects velocity, heading, range and bearing. The second is Tactical Offensive Data, which deals with the weapons systems of the object (if it has any) and their state of readiness. The third scan type is a Tactical Defensive Data which details the state of

the objects shields (if any) and hull (if any).

THE SCANNER CONTROL SCREEN

The controls for the scanner and various other sensor functions can be accessed by pressing the SET button (below the IN button). This will bring you to the SENSOR CONTROL screen. The top row of buttons on the right side of the screen allow you to select between the three scan types detailed above. The second row allows you to change the function of the IN and OUT buttons:

Slow Linear—Causes the IN and OUT buttons to change the viewers range by an magnitude of 1.

Fast Linear—Causes the IN and OUT buttons to change the viewers range by a magnitude of 2.

Exponential—Causes the IN and OUT buttons to alter the magntiude exponentially, that is doubling it or halving it (as in a change from a magnitude of 1,2,4,8, and then 16)

Below that are three buttons which can be used in conjunction with the extended range sensors. The extended range sensors (activated by the row of large buttons at the bottom right of the screen) must be active for these functions to work:

FULL SCAN - Lists all available data on an the current object.

COURSE PROJECTION - Overlays the projected course of the current object on the extended range sensor screen.

INTERFERENCE SCAN - Highlights regions of space which cannot be penetrated by the scanners and sensors due some steller phenominon.

The next row of buttons, NEXT and PREVIOUS, allow you to cycle through all the objects. As with the above buttons, the extended range sensors must be active. Note that the current object will have a box around it. These buttons are used in conjunction with the last row to get details about the correct object.

Lastly, the extended range sensor buttons are the large buttons on the bottom row. They allow you to see for a much greater distance than the viewer can accomidate. Unfortunately they lack the level of information conveyed by the main view screen, and are therefore only used to locate objects far away.

While you are on this screen the game is paused.

To return to the main control panel press the HELM button.

1.8 How To Maneuver

HOW TO MANUEVER: THE HELM CONTROLS

The main screen will always be centered on your ship. This means that even at top speed, your ship will appear not to move. The stars in the background, however, will be moving in the direction opposite your heading. The faster you go, the faster the stars appear to be moving.

Likewise with other objects. If you see a clump of asteroids creeping slowly across the screen, chances are it's you that's moving, not the asteroids. The asteroids only appeared to be moving because you are moving relative to them. If all this sounds a bit confusing, don't worry, you'll get the hang of it once you start playing.

Your ship always heads in the direction it is pointing. To turn your ship, locate the NAVIGATION buttons on the left hand side of the control panel. Turning is accomplished by using the: Hard Port Button -
Spins your ship left many degrees. At lower speeds the turn produced by using a HARD turn is the same as that produced with a normal turn (see PORT and STARBOARD buttons below). At high speeds the HARD turns produce significantly tighter turns. Because the engines have to be overloaded to produce these turns, HARD turns sometimes cause engine damage as well as a steady amount of hull stress which can become a danger at higher speeds.

Port Button - Turns the ship 10 degrees to the left. No damage occurs from the use of this button.

Starboard Button - Turns the ship 10 degrees to the right. As with the port button, no damage is incurred.

Hard Starboard Button - Spins the ship right many degrees. As with the Hard Port Spin, this can cause damage to
the ship's hull and impulse engine.

At higher speeds you will notice these buttons becoming less responsive. This is due to the higher turning radius required at high speeds. Using the HARD turns, the usual tight turns are possible, but using the normal PORT and STARBOARD buttons at high speeds will produce the slower, wide turn.

Directly below these buttons are the Drive control buttons. There are two forms of propulsion used on your ship. The first, the Impulse Drive, is the more commonly used. It is controlled by either increasing or decreasing its thrust. The Velocity being attained by your ship is displayed by the bar at the far left of the control panel. It is important to remember that your impulse drive is capable of burning itself out. During normal operations you should not exceed a speed of 8 units. Anything above this limit will cause the engine to slowly begin overheating. The faster you go, the faster the engine will overheat. The heat can be monitored in the ENGINEERING section. As well, when the engine has reached 90% heat tolerance, a warning will begin to flash beside impulse drive's control buttons.

The Impulse Engine can also be used to generate power, which is handy when you've sustained damage to the reactors and auxiliary reactors, or when you just need a lot of power. Tapping the impulse engine is done from ENGINEERING and more detailed instructions for this procedure are included in the ENGINEERING instructions.

The second form of propulsion is the JUMP drive. It causes the ship to Jump into Hyperspace, where it attains speeds that would give Einstein a major case of indigestion. The JUMP drive requires a tremendous amount of energy to operate. Before it can be used the ship's Batteries (see ENGINEERING) must be charged to full power. When activated there is a bright flash, and the next thing you know you've travelled a distance that would have taken hours using the impulse drive. This method of travel is not really practical in battle situations as you are required to shut down all high energy systems (such as Shields and Weapons systems) before the JUMP drive will engage. Note: Very long distance journeys may require several jumps.

JUMP - This button activates the JUMP drive, which sends your ship a very long distance in which ever direction the ship is pointing when you pressed the button.

INC - This button increases the amount of thrust being emitted by the impulse engine. It may be limited by damage or by a power tap (see ENGINEERING) placed on the engine. You can hold this button down if you wish for increases of more than 1 unit.

DEC - This button decreases the amount of thrust being emitted by the impulse engine. As with the INC button, this button can be held down for large reductions in speed.

Full Stop - This button will cause the ship to come to a complete stop much more quickly than using the DEC button. Its affect is more noticable at high speeds.

1.9 How To Fight

HOW TO FIGHT: THE TACTICAL SYSTEM

TACTICAL SYSTEMS OVERVIEW

Your ship is equipped with several systems which allow it to carry out its role as an enforcer of the Coalition's wishes. Four independant variable rate high-capacity shields generators provide protection for your ship (to an extent) while a variable-capacity meson emitter and four high yield torpedoe tubes allow your ship to inflict damage on anything that threatens its well-being.

The first order of business in any fight, no matter what, is SHIELDS. Without them, the only thing standing between you and cold airless space are the thin and relatively weak walls of your ship's hull. Shields can absorb tremendous punishment, far more than your ship ever could.

There are four shields around your ship. One for the front (SHIELD #1), one for the right hand side (SHIELD #2), one guarding the aft (SHIELD #3) and one for the left side (SHIELD #4). They work independantly of each other. This means that if your forward shield has taken a beating and looks about ready to fail all together, you can turn your ship and expose the undamaged right or left side shields to the enemies weapons, giving your forward shield time to regenerate.

All shields regenerate at the same rate, but not all the shields are equally

as strong. Your forward shield is roughly twice as powerful as your rear shield, while the two side shields are about 2/3 the strength of the forward shield. A shields rate of regeneration may drop if the shield generator sustains damage (see DAMAGE CONTROL).

The shield emitters have two modes: Nominal and High Output. Nominal mode is the standard shield setting. It provides a high degree of protection and only consumes 2 Megawatts of energy. The High Output mode causes the shields to regenerate twice as fast, but the energy requirement trade off is very bad: twice the regeneration of three times the energy cost, which can often be too much for even a lightly damaged ship to handle.

The meson emitter allows you to channel a highly focused, extremely high amplitude wave of electromagnetic energy at your opponent. The exact strength of this beam will depend on two things. First, your distance from the target has a large effect on the amount of damage the beam will do. The closer the target, the more the damage. The second factor is directly controlled by you. It is the weapon's yield setting, which can be set from 0 (turning off the meson cannon) to 16 (Maximum power) and anywhere in between.

The meson cannon draws its power from a high capacity battery bank. When the level of power in the meson bank matches the weapons yield setting, the cannon is able to fire. If the bank does not contain enough power, the cannon will not fire. This allows you to make frequent, low power shots at smaller targets, or save up all the energy for less frequent, more powerful bursts. The Meson cannon can fire in any of 360 degrees, making it an excellent weapon for close-in fighting.

After the meson and shield systems is the torpedoe system. There are four tubes on your ship. Each can fire a single antimatter/matter torpedoe which detonates upon reaching its target coordinates releasing a great deal of damage (much more than even a full power meson cannon shot). This damage is spread over a wide area, allowing more than one target to be damaged by the same detonation. It also means that firing torpedoes at targets near the ship is a bad idea, as it can also cause damage to your own ship.

Unlike the Meson cannon, which operates off the ship's power grid and can be used many times, there is a limit to the number of torpedoes your ship can carry. In most cases, that limit will be 16, so don't go crazy with them, save them for when you really need them.

SHIELD OPERATION

The shields can be activated by pressing SHIELDS button on the right side of the control panel. As long as enough power is supplied to them, they should all begin to regenerate. The level of each shield is shown in the bars surrounding the SHIELDS button. When they are first activated they will be in nominal mode. To bring them into high-capacity mode, you must click on the display bar of the shield you wish to alter. In high-capacity mode, a blinking box will appear around the display bar of that shield. To change it back to nominal mode press on the bar again, and the blinking box should be replaced by a solid yellow one. To deactivate the shields simply press the SHIELD button again.

THE TORPEDOE SYSTEM CONTROLS

he meson cannon controls are located just to the left of the Shield systems controls along the bottom of the panel. They can be activated by pressing the button which, when undamaged, should read "TORPEDOE SYSTEMS READY".

When this button is pressed the four indicators the right of the button should turn from blue (OFF) to red (ARMING). It takes about a minute for the torpedoes to load. Once they are loaded the indicators should change to green (READY). To fire a torpedoe, place the mouse over the location you want to the torpedoe to detonate at (on the main view screen) and press the left mouse button. As the torpedoe is launched it's indicator will become amber (IN FLIGHT).

Note that each of the torpedoe tubes acts independantly of the other. You may launch them singly or in a volley.

Unlike the meson cannon, the torpedoes cannot be fired in any direction. The target coordinates must lay within a 30 degree arc of the ships current heading in order for the the launch to occur, though once the torpedoe is in flight you may alter your course in any way you like.

MESON CANNON SYSTEM OPERATIONS

Directly above the torpedoe control systems are the meson cannon controls. They consist of two bars. The top bar show the amount of energy stored in the cannons bank, while the bottom bar is weapon yield control. To activate the cannon you just set the yield to one or higher, by clicking inside the yield bar. The further right along the bar you click, the higher the yield. The cannon is ready to fire when the energy displayed in the top bar is equal to or greater than the yield shown on the bottom bar.

To fire the cannon, place the mouse over the target (on the main view screen) and press the right mouse button. Note that after firing the energy level of the bank drops by same amount as the yield setting.

FLIGHT MODE AUTOMATION

Of course, if you are suddenly confronted by an emergency situation where you need all of your tactical systems activated immediately, the quickest way to do that is by changeing your flight mode. There are two flight modes: the first, CRUISE, is the standard mode of operation. The second, RED ALERT, automatically places all defensive and offensive systems on-line. As well, going to red alert brings the ships auxillary reactors on-line, providing extra power to supply the sudden energy demands caused by all three systems going on at once (see ENGINEERING).

Flight mode can be toggled between CRUISE and RED ALERT by pressing the FLIGHT MODE button located between the SCAN and SET buttons in the sensor control area of the control panel.

1.10 How To Fix

HOW_TO_FIX

Your ship has eight repair crews. These crews can fix almost anything that should go wrong in any of the 28 systems, as well as repair hull damage. The

repair crews can be assigned to repair damage by entered the DAMAGE CONTROL screen. This screen is accessed by pressing the button of the same name in the upper right side of HELM/TACTICAL (Main) control panel.

The DAMAGE CONTROL screen is arranged with all the ships systems listed at the left of the screen, and the repair crews listed on the right. By clicking on the repair crews, you can cycle through the systems until you reach the one you want fixed. Notice that the repair crew appears to move up and down on the left hand side of the screen, as well as display its current system on the right.

Using the left mouse moves the repair crew up the list. The right mouse button moves the repair crew down the list. Assigning more than one repair crew to a single system will speed up repairs (good to remember when life support systems take a direct hit).

The status of the systems can be determined by the colour of the system as it appears in the left hand list. Green means the system is on-line. Amber shows light damage to the system, while red shows heavier damage. If the system is shown blinking, there is a POWER FAILURE in that system. Power Failures are discussed at length in the ENGINEERING section.

1.11 Troubleshooting

WHAT WRONG WITH...: RECOGNIZING SYSTEM FAILURES AND POWER SHORTAGES

In most cases failure of a system is accompanied by both an error sound and a failure of that system to perform its function. As well, some systems indicate damage by changing their activation buttons appearance. In all cases, the problems can be diagnosed directly from the DAMAGE CONTROL screen. This can be accessed by pressing the button in the upper right of the control panel by the same label.

However, because it is tedious to always check in damage control first, and because it isn't listed anywhere else, here is a list of all the ships 28 systems, including what they do and how to recognize if they aren't working.

NOTE: "DAMAGE" refers to physical damage caused to a system. It has the same affect as a "POWER FAILURE", but the two are different in both cause and treatment. If a system shows no damage but is offline, it is probably experiencing a power failure. Power failures are explained in detail in ENGINEERING.

Your ship has 28 different "Systems" all responsible for various vital operations. They are (with symptoms):

1..View Screen: Damage to this system causes the main viewer to display either a blank screen or flickering bars showing the actual view only in infrequent flashes.

2..Viewer Range Changing: This system controls the sensor calibration software and hardware responsible for changing the range of the sensors. Damage causes a failure to

respond in both the IN and OUT buttons on the main control panel. 3..Extended Mode Sensors: This systems is responsible for all extended range scanning functions. Damage to this system will cause the Short and Long range scanners to fail.

4..Scanners: This system is responsible for all scanning functions, including Maser Cannnon targetting and active scan window. Damage is signalled by a change in the SCAN buttons appearence, as well as failure of the SCAN function. It may cause Meson cannon misses as well.

5..Scanner Range: The energy regulator responisble for feeding the scanning system was so frequently the cause of scanner failure in earlier ships that it has become a system in its own right. Failure of this system causes the scanning systems to work within a diminished radius of the ship.

6..Meson Cannon: This incorporates both the battery Bank and the actual emitter. Failure of this system will cause the yield and bank to fall to zero. It will not be possible to raise the yield above 0 until the damage is repaired.

7..Torpedoes: The torpedoe system can be damaged in numerous ways and is one of the slower systems to repair. Failure in this system causes the indicators of the individual tubes and the activation button to go to "off-line" Torpedoes inflight may explode or simply dissappear.

8..Impulse Engine: This system can be damaged to varying degrees. It is one of the more slowly repaired systems, as it accumilates damage more extensively due to its relatively fragile fusion components.

9..Jump Drive: A good hit to this system will cause irreparable damage. The nature of the JUMP engine prevents ship board manufacturing to replace its components. If this system goes off-line the button to activate it will go to "off-line" status.

10..Shield Generator 1..Responsible for running the forward shield array, damage to this system causes sporatic shield failure, resulting in a momentary lack of regeneration in the forward shield. Two successive hits to the shield could easily penetrate to the hull and do series internal damage. It can only be diagnosed by observation (the shield's status bar will stop climbing toward maximum) or by going to the DAMAGE CONTROL SCREEN.

11..Shield Generator 2: As above, but for the starboard (right) shield.

12..Shield Generator 3: As above, for the aft (rear) shield.

13..Shield Generator 4: As above, for the port (left) shield.

14..Reactor 1: The reactor is the ships primary power source.
Failure

of these systems is the most frequent cause of any system power failure. They can be damaged completely, or in part. A good hit to a reactor will shut it down for good. Clues that a reactor has been hit are non-damage related system failures, or the reactor output meters in ENGINEERING.

15..Reactor 2

16..Reactor 3

17..Reactor 4

18..Reactor 5

19..Reactor 6

20..Auxillary Power Reactor 1: These systems can be used to supplement

the main power supply during crisis situations, although both APR1 and APR2 together generate only 2/3 of a main reactors output. Failure may be surmised by directly observing the damage in ENGINEERING, or by noticing system failure not due to damage.

21..Auxillary Power Reactor 2:

22..Auxillary Impulse Engine: This system can only be accessed through

engineering. It is capable of producing 4 units of thrust. Damage can be read from the output meter in ENGINEERING.

23..Batteries: This systems stores the tremendous power needed to run

the JUMP drive. If the JUMP drive goes offline or the indicator in ENGINEERING shows no "rate" and a dropping charge level, chances are its damaged or expereincing a powr failure.

24..LIFE SUPPORT: The most important system on the entire ship,.
Though

some Captains have been known to shut them off for short periods to divert the power to shields or weapons systems. Failure in this systems causes death to crew memebers in less than 2 minutes. It is indicated by

the large red flashing "LIFE SUPPORT FAILURE" warning which appears on the main viewer. It will appear even if the main viewer is not functioning properly.

25..SIF (Structural Integrity Field): The SIF is a systems of active

re-enforcements which compensate for the incredible stresses incurred by the ships maneuvering. Any Hard Turns or Full Stops while this system is out will cause extensive hull damage. Normal maneuvers may incur slight damage as well. SIF failure can be seen only by using the DAMAGE CONTROL panel.

26..Helm Control (CONN): This system controls the ships maneuvers (turns).

Failure in this system is indicated when the buttons turn unreadable on the screen.

27..Drive Control Functions (IPD CONN): This system controls the thrust

produced by the Impulse Propulsion Drive. Failure causes they INC, DEC and FULLSTOP buttons not respond. Damage can also be displayed at the right of the buttons where it usually says "HELM ONLINE".

1.12 Engineering

ENGINEERING

Your ship's systems need energy to function. All energy production facilities fall under the ENGINEERING heading, as does power distribution.

There are 6 Main Reactors which, under normal CRUISE mode, supply 100% of the power to the ships systems. They produce 6 Megawatts of power per 1/5 second (6 MW per 1/5s) each for a total of 36 Megawatts per 1/5 second (36MW per1/5s).

During crisis situations when defence systems have been brought on-line, it is standard procedure to activate the 2 APR's (AUXILLARY POWER REACTORS). These smaller back-up reactors supply 2 MW per 1/5s each, for a total of 4 MW per 1/5s. Though it is a small amount in comparison to the main reactors, there are many situations where power demands made by shield fluctuations can cause total system load to exceed 36 MW per 1/5s.

All reactors are shown in Engineering along the left hand bar in the center of the screen. To the left of the reactor displays are a series of large and small bars. The small bar to the left of a reactors display icon show the CHARGE of the reactor. CHARGE is bad. When the CHARGE reaches maximum the computer will override the system and shut it down. The CHARGE of a reactor can be reduced by leaving as many reactors as possible off-line during CRUISE mode flight, and allowing the reactors to "take turns" powering the ships systems.

Reactors can be brought on and off-line by pressing on their individual icons located on the left-most of the two bars at the center of the screen. If the icon changes to amber, that means that the reactor is off-line due to charge.

The larger bar (under the CHARGE bar) shows the power output of the reactor. If undamaged and on-line, the power output should be 100% (the bar should appear solid green). If damaged, a portion of the bar will blink. When

off- line the bar will appear solid red.

NOTE: APR's have a much shorter CHARGE time then the main reactors and therefore cannot be left active for too long.

In addition to the reactors, there is one other energy production facility onboard the ship. The IMPULSE PROPULSION DRIVE (IPD) is actually nothing more than a series of fusion breeders linked to a magnetic expulsion coil. It is therefore possible to tap power from the IPD to feed other systems. The IPD system is located beneath the APR's on the left side of the screen. By pressing the TAP button, you can bleed energy away from the IPD's Fusion units and into the ships other systems.

The Bars to the left of the TAP button show the status of the IPD. The smaller bar shows the heat level of the IPD. If the heat level reaches the maximum position shown on the bar the FUSION units sustain damage, which can cause drastic reductions your IPD system's power output. It is important to note that ANY power usage of the IPD over 8 units, either by going faster than 8 units, or by tapping more than 8 units, or a combination of both, causes heat accumulation. The harder the IPD is worked, the hotter it gets. Heat can be reduced by bringing power consumption from the system below 8 units.

The larger bar shows the power usage of the system. Blue denotes unused power. Green shows the amount of power been vented by the IPD to produce thrust to move the ship. Amber denotes power being bled off by the TAP. Blinking red shows damage to the IPD system (see DAMAGE CONTROL).

Below the tap is the Auxillary Impulse Drive. This is a smaller version of the main IPD. It cannot be used to TAP energy, but it can produce a small amount of thrust, which can be used together with the main IPD to increase speed. The smaller bar to the left of the Auxillary Impulse Drive icon shows the heat level. The AID heats up much faster than the IPD. Pressing the icon will increase the thrust to the maximum of 4 units. Pressing it beyond this will bring it back to zero units again.

On the right side of the screen there are two displays. The upper one shows the power production over view. UNUSED shows power which could be tapped but isn't (reactors off-line and unused IPD tap power). REACTOR shows the amount of power being generated the 6 main reactors. APR shows the power from the Auxillary Power Reactors and IPD TAP shows the power being drawn from the IPD.

Below this display is the power distrubution display. All systems which draw power from the ships power network are shown here, by PRIORITY. The left most (its "tag" appears lowest down on the screen) system has the highest priority while the right most has the least. The amount of space taken by that system on the bar shows how much power it is consuming when compared with the total power demand of all systems. The color of the system shows its power status. Green shows that the system is receiving enough power, while amber shows a power failure in that system. When this occurs you must either produce more power (by activating APR's or TAPPING the IPD) or you must lower the power demands being made on the system. There are times in battle when neither is an option, thats were PRIORITY comes in.

The PRIORITY can be changed by clicking on the systems BAR (not its labelling TAG) and then doing the same for another system. The two systems you selected will then change positions of the PRIORITY list. By doing this you can allow certain systems to experience power failures while giving other more important systems the power they need to function.

It also allows you to squeeze a little more power out of the ship, but doing so can be dangerous. For Example: Several captains have reported placing their ships life support system at the bottom of the priority list just so they could gain that one extra unit of power they needed to arm a torpedo or re-enforce a shield. If timed correctly, power can be re-diverted back to the life support system just before a failure occurs, if timed incorrectly, the entire crew will suffocate!

At the bottom of the left hand side is the FUEL bar. All energy production uses fuel, whether it be energy in the power net or thrust from an engine. Reactors are the most fuel efficient units, producing 1 unit of energy for every unit of fuel. The impulse engine is twice as inefficient, burning 2 units of fuel for every 1 unit of velocity (or power if tapped). The Auxiliary impulse engine is the most fuel inefficient energy producer on the ship. It burns 4 units of fuel per unit of velocity produced. Because of this, for long trips, it is most fuel efficient to make use of the JUMP drive (because it can use the cheap energy produced by the reactors).

1.13 The Coalition

Sorry. Unfinished doc... *8^(

1.14 The Xyntaan

Xyntaan Ships

We know little about the Xyntaan, save what we have learned from the Khulani and from examining a few captured Xyntaan ships. Biologically the Xyntaan resemble large spiders, but with endoskeletons instead of exoskeletons. Their technology is very curious. Some of the systems used in Xyntaan ships are centuries more advanced than our own, but all of their advanced systems are wired together in a make-shift fashion.

This has led to speculation that the Xyntaan have acquired their technology not through scientific pursuits, but by forcefully taking it from those who had already figured it out. In many cases it appears as though they didn't get instructions along with the technology, for the devices they employ are usually only used to a fraction of their potential. Others argue that the construction of the ships is based on a philosophy much different than our own, and that the ships were designed like that on purpose.

Xyntaan ships are usually slightly slower than Human ships, but they possess weapons and defensive systems that fairly match our own.

There are several different classes of Xyntaan warship ranging from the large Battle Ships to the small Scout ships, with several types in between.

There have been reports of an even larger Xyntaan ship, which has been given the tentative designation "Dreadnought". Little is known about these vessels as all encounters with them have resulted in total and very quick destruction of the observing ships.

1.15 The Khulani

KHULANI VESSELS

While a treaty does exist allowing a certain number of Khulani warships to enter Human Territory (to shorten travel time to systems which lay on the other side of Human Space. They are infrequently seen. They can be expected to ignore your ship completely, but do occasionally respond to distress calls from human ships.

Most Khulani ships are much slower than their human counterparts. They also carry much advanced shield generators, which makes up for the lack of speed in their ships. While Khulani vessels are usually armed about as heavily as their human counterparts, their advanced shields make them, in general, a lot tougher in a fight. Fortunately we have been at peace with the Khulani since the first contact over fifty years ago.

1.16 To Do

The infamous TO DO list!

- Communications - Integration of the Warstar combat system into a larger adventure game engine. - FASTER CODE!!!

1.17 Bugz

This is the first version of Warstar. There is no doubt in my mind that it has bugs I never noticed during its somewhat brief playtesting period. If you are REGISTERED, and you find a bug please report it to:

viking@freenet.edmonton.ab.ca

And we will send you a "fixed" version the minute the bug is tracked down and squashed (the version you receive will also have fixes for bugs that others noticed). All files sent over the internet will be UU encoded, so you'll need to track down a UU decoder (not difficult).

If you don't have internet access, write to:

Tyson Zwicker 117 Archer Hill Court T9J 1C8 Fort McMurray, Alberta
Canada

include a disk, and I'll cover the return postage.

Keep an eye out for announcements concerning version 2.0, which should be

out in the spring of 1996. See TO DO for details..

LAST MINUTE NOTE:

Two problems in v1.11:

-Don't fire at steller objects (especially with torpedoes)

-Sometimes running out of fuel causes a crash.

1.18 New In 1.1

NEW FEATURES IN WARSTAR 1.1

-Key Input: The arrow keys can now be used to control some of the helm functions:

UP ARROW:	INCREASE VELOCITY (SAME AS INC BUTTON)	DOWN
ARROW:	DECREASE VELOCITY (SAME AS DEC BUTTON)	LEFT ARROW: TURN
COUNTER CLOCKWISE 10 DEGRESS	RIGHT ARROW: TURN CLOCKWISE 10	DEGREES

-Tracking Beacon: This option is available from the sensor control screen. Use the NEXT and PREVIOUS buttons to select the object you wish to track, then press the TRACK OBJECT button beside the HELM button. The object selected will have a red square around it (you must be in one of the extended sensor modes to do this).

Once activated the beacon will flash on the main view screen in the direction you must travel to reach the object being tracked. When far away (over 2000 units) the beacon is blue/green. When within 2000 units (but not too close) it is green/yellow. When the distance is very close (under 300 units) the beacon will be yellow/red.

The beacon can be deactivated by clicking on the TRACK OBJECT button a second time. It can be reassigned by first shutting it off, then using the NEXT and PREVIOUS buttons to select a new object. Pressing the TRACK OBJECT button again will select the new object.

-Emissions scans: This sensor option will now overlay not only "blind zones" where sensors are ineffective, but also any areas of space affected by a Steller Object. The range of effect is indicated by a red circle around the object. As before, the extended range sensors must be active for this option to work.

-Steller Objects: These now have affects ranging from the mildly annoying (like sensor interference) to the outright dangerous (strong gravity or radiation). A FULL SCAN should be performed on any steller object before approaching it.

-Starbases: Hanging around a starbase will now result in a communication from the starbase asking you if you want to dock. If you do press the acknowledge button on the communications screen. If you do not want to dock, press the ignore button.

NOTE: Version 1.11a is now using the correct Coalition ships.
