

TABLE OF CONTENTS

Before You Play.....Hi

PART ONE

Getting Started:

System Requirements.....1

Installing to a Hard disk.....1

PART TWO

Playing The Game:

An Overview.....2

Using The Control Panel.....3

The Ship's Crew.....5

PART THREE

Fighting The Mancer Fleet:

Combat.....7

Using Your Weapons.....7

The Ship's Damage.....8

PART FOUR

Starbase.....10

PART FIVE

Neublinn Galaxy Information Log:

The Different Races.....11

The Neublinn Solar Systems.....12

The Black Hole.....13

PART SIX

Tips and Hints:

One Last Note.....	15
Technical Support.	15

PART SEVEN

<i>Other Game Formats.....</i>	<i>17</i>
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BEFORE YOU PLAY

Amiga Owners - The loading instructions for the Amiga program are at the back of this manual under the "AMIGA USERS" section. Please refer to this section for a list of minor differences between the Amiga and the PC version.

Atari ST Owners - The loading instructions for the Atari ST program are at the back of this manual under the "ATARI ST USERS" section. Please refer to this section for a list of minor differences between the Atari ST and the PC version.

Commodore C-64 Owners - The loading instructions for the Commodore C-64 version of the program are at the back of the manual under the "COMMODORE C-64 USERS" section. Please refer to this section for a list of minor differences between the Commodore C-64 and the PC version.

PC Users - This manual was written for the PC version of *SPACE CONQUEST:A Galactic Odyssey*. You may begin reading at the Getting Started section.

SPACE CONQUESTS Galactic Odyssey
Concept by John Kinhead
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Part One: GETTING STARTED

System Requirements

Here is what you need to run *SPACE CONQUEST:A Galactic Odyssey*.

- IBM XT,AT,PS/2 or 100% Compatible
- DOS 3.0 or higher
- 640K RAM Memory
- Hard Drive
- A CGA, EGA or VGA color monitor

Installing To A Hard Disk

To install *SPACE CONQUEST:A Galactic Odyssey* to your hard disk, please follow the directions below.

1. Place the program disk in either Drive A or B: and make sure that the drive you are using is the default drive (i.e. if you are using Drive A, you need an "A>" prompt or if using Drive B: a "B:>" prompt).
2. Type "INSTALL C:" and press the ENTER key. If you want to install *SPACE CONQUEST-A Galactic Odyssey* to a hard drive other than "C:" simply replace the "C:" with the letter of the drive you wish to use.
3. When finished, the installation program will tell you how to access and run *SPACECONQUEST:A Galactic Odyssey* from the hard drive.

Before you can play *SPACECONQUEST:A Galactic Odyssey*, you will be presented with an initial list of setup options. You will then be asked if you wish to change this setup. Simply type the letter "Y" or "N" and press the <Enter> key. Once you have finished with the setup menu, the program will automatically calibrate to your computer's speed and begin the game.

Part Two: PLAYING THE GAME

An Overview of *SPACE CONQUEST: A Galactic Odyssey*

The year is 2112. Your ship has just arrived at the Neublinn Galaxy. The Association of Solar Systems (AOSS) has given you orders to colonize a section of nine solar systems to their specifications. As a veteran captain of over 12 years, you sigh at the thought of yet another routine mission.

Suddenly your senses come to attention as a transmission from your commanding officer begins scrolling over the communications screen. You slowly stand to your feet as you read the transmission. A powerful enemy vessel known as the Mancr, commanded by Admiral Necro, has just entered the Neublinn Galaxy with intent to populate the very planets that you were ordered to colonize. The AOSS sees this as a threat to our race, and wants the Mancr eliminated. But How?

The Mancr is far too powerful a spacecraft to be taken by your colonization ship. You will need the support of the surrounding solar systems in order to assure a successful mission.

The game begins by entering your name. You are then subjected to a retina scan to verify your identity. Once positively identified, you are beamed onto your ship and Captain Omega welcomes you with a briefing of your orders. A few seconds flash by and you now have full control of your ship. Stationed in Bay One at Starbase, you are now ready to begin your mission. There are two steps to your mission:

1. Colonize a majority of the planets in a majority of the solar systems.
2. Seek out and destroy the Mancr ship.

In order to complete your mission, you must accomplish both of these tasks in the order listed above.

Using The Control Panel

Before leaving Starbase, it would be wise to become familiar with the new ship that the Association of Solar Systems has issued you and your crew. The Colonizer's control panel has a number of function keys located on both the left and right sides of the visual screen. The following is a detailed description of each function:

[COMM]unicate - This function allows you to communicate with a planet you are orbiting, or with Starbase.

Communicating with Starbase will keep you updated on the status of your mission. For example, Starbase can tell you how many planets and solar systems you have colonized versus how many the Mancer has colonized.

Communicating with a planet will help you identify the technology of its inhabitants. If the planet responds to your message, then you know that they possess a higher technology level. No response indicates a lower technology level. The response may be cooperative or hostile, so act accordingly.

[SCAN] - With this function you can scan one of three things: the ship's damage, the universal and galactic maps, or the planet you are currently orbiting.

Selecting the "Ship's Damage" option from the scan menu will produce a blueprint of your ship. The highlighted lines indicate damaged areas. A line around your ship will appear if your force fields are on.

If you select the "Galactic Maps" option a set of grid maps will appear on the screen. This allows you to briefly review the separate solar systems and their colonization conditions. Select the solar system that you are currently in to exit the function.

Several pieces of information can be obtained from scanning a planet. Some of the information provided includes: the percentage of land, thickness of atmosphere, the density of gravity, name of the planet and how many moons orbit it. This type of information is valuable when figuring crew requirements to successfully colonize that planet.

[SHUT]tle - This function allows you to board and land your shuttle craft. At the shuttle bay, you can select how many of each type of crew member you wish to board and then "drop" the shuttle craft to the planet surface.

[DRIV]es - The Drives function controls the *Colonizer's* warp drive engines. Choosing the "Set Warp" option allows you to select the next solar system you wish to investigate and colonize. Select the Starbase as your destination when you need more crew members or other critical supplies. Once you have decided on a destination, select the "Engage" option and the computers will take control and warp you to that destination.

[DEFL]ectors - Use this function to turn your ships deflection shields on or off. The deflection shields are capable of absorbing a large percentage of the total damage that the enemy may inflict on your ship. However, they also require a healthy amount of fuel to operate effectively.

[MISS]iles - This function is only used during combat. Selecting the missile function will allow you to "lock-on" to your target and then fire a missile. The missiles aboard the *Colonizer* are the best in the galaxy, and the most powerful weapon on your ship. Because of their expensive price tag, however, only four of them have been loaded onto the *Colonizer*.

[STAT]us - Just as the name implies, the Status function will provide you with a complete status report of the *Colonizer's* condition and your current mission. Some of the important information displayed include: how much beam energy is left, how many missiles are

remaining, your fuel status, an overall damage report, and how many planets and solar systems you have colonized.

[DIST]ress - This is a "last resort" function and should only be used when no other alternative is available. Two choices can be made once this function has been activated. You can either elect to surrender your ship and crew to the hands of Admiral Necro, or you can activate the self-destruct computer system. Either decision will end your career with the Association of Solar Systems.

The Ship's Crew

In addition to the *Colonizer's* assigned operations staff, there are a total of 60 crew members dedicated to the colonization of planets. There are four types of crew members: Marines, Colonists, Scientists, and Linguists. Each type of crew member serves a different purpose, and the planet's conditions will determine how many of each type of crew member you should assign to the shuttle craft prior to launch. If your calculations are far enough off, not only will the planet not be colonized but your shuttle craft may be destroyed! The following is a detailed view of each type of crew member.

Marines - In general, Marines are necessary for colonizing planets with higher technology levels. Planets with higher technology levels tend to have more advanced weapons and a more aggressive population. Here are the guidelines you should follow when assigning Marines to your shuttle craft:

Technology Level	Marines Needed
1 through 4	No Marines needed
5 through 6	1 Marine needed
7 through 8	2 Marines needed
9 through 10	3 Marines needed

Colonists - Colonists are actually managers. Each colonist is capable of organizing millions of a single race, but can only control a limited

area of land. So, the higher percentage of land on a planet, the more colonists you will need for effective organization.

Percentage of Land	Colonists Needed
01 - 25%	One Colonist needed
26-50%	Two Colonists needed
51 - 75%	Three Colonists needed
76-100%	Four Colonists needed

Scientists - Scientists are needed to help monitor the changing conditions of a planet as the colonization process is taking place. Factors such as seismic activity and air/water quality must remain within certain standards. To help determine the number of scientists needed before actually landing on the planet, a sensitive device was installed on the Colonizer. This device measures the thickness of the atmosphere and evaluates the planet's environmental condition with adequate accuracy for your shuttle assignments. Using the table below will help insure that enough scientists are on the shuttle craft time after time.

Atmosphere Reading	Scientists Needed
1 through 2	One Scientist needed
3 through 5	No Scientist needed
6 through 8	One Scientist needed
9 through 10	Two Scientists needed

Important! If the planet's gravity is less than 3.8m/s or greater than 14.8m/s, then another scientist is needed in addition to those already boarded on the shuttle craft.

Linguists - Linguists are crew members who are needed the least. Usually, one linguist can handle his/her responsibilities for the entire planet. The exception to this rule is when the technology level is very low (below 3), and/or the land percentage is very high (above 90%). In these rare instances, two linguists may be required to effectively colonize the planet

Part Three: FIGHTING THE MANCER FLEET

Combat

There are three different situations in which combat may occur. The first is a chance encounter with one of Mancer Fleet's fighter pilots. This can be a more dangerous confrontation than first believed, since the MF-66 fighters are one of the fastest fighters in the universe. Only quick reflexes and a sure shot will destroy it. The second situation is when you are attempting to overtake a planet colonized by Admiral Necro. Once again, you will probably face two or three MF-66 fighters, one immediately following another. The third possible situation is a direct confrontation with the Mancer ship itself. This is to be avoided until you have enough support from the surrounding solar systems to back you up! A premature confrontation with the Mancer ship could result in an early end to your career.

Using your weapons

When engaged in combat, you have two weapons at your disposal: Blazer Beams and missiles. The LZ429 Blazer Beam is a high intensity, multiple strike weapon that is standard on all Colonization ships. Because of its efficient energy use, the Blazer Beam can be used during several combat fights before needing to be recharged.

Your particular ship has also been equipped with a newly developed missile launching system. The new ML202 Launching Cannon uses state-of-the-art StarFire missiles. These missiles are capable of inflicting a significant amount of damage to a ship the size of the Mancer. Unfortunately, they also carry a high price tag, so only four of them are loaded on your ship.

When engaged in combat, you can position your crosshair with the arrow keys or the mouse and then press <Enter> or the left mouse

button to fire a pair of Blazer Beams. To launch a missile, you must first select the [MISS] function from the control panel, and then "lock-on" to your target by positioning the crosshair and pressing <Enter> or the left mouse button. The missile will be immediately launched at the target

The Ship's Damage

If an area of your ship receives damage, it may become partially or completely inoperable. In some cases, the area will still operate, but only at 50% efficiency. Most damage can be repaired over time. The amount of time, of course, is variable to the extent of which area was damaged. The following is a list of the crucial areas of the ship and their impact on the ship's survival:

Impulse Engines - There are two separate impulse engines. If one of them is destroyed, the other engine will still move the ship. If both are destroyed, the ship can not move within the solar system until they are fixed.

Warp Drives - If your warp drives are destroyed, interstellar travel becomes impossible. But it is just a matter of time until they are repaired. Damage inflicted on your warp drive may also result in the partial loss of stored fuel.

Crew's Quarters - If the Crew's Quarters are hit directly, several crew members may be killed and the shuttle craft disabled. The damage in this area depends on how directly it was hit

Laser Cannons - This is where the Blazer Beams are fired from. Both cannons function independently, so one will still function even after the other is destroyed (although your fire power is essentially cut in half). Damage to both cannons results in the loss of using the Blazer Beams entirely.

Missile Launchers - Just like the laser cannons, if a missile launcher is destroyed, the other will continue to function. However, if both are damaged, you will no longer be able to launch StarFire missiles.

Central Computers - Since the central computers control everything that you see, and all of the information found in the Status and Scan functions, it would be very unfortunate to have them damaged. If they are, you are in very bad shape until they are repaired.

Pilot - If the pilot area of the ship is damaged, no other function of the ship will work. This is because all of the ships functions are controlled through the cockpit area.

Part Four: STARBASE

Starbase is where you begin your space conquest. But you will also return to Starbase on a regular basis for supplies. There are three main services that Starbase will provide each time you dock at Bay One:

- Restocking of your ship. This includes refueling, restocking the missiles and recharging your ship.
- Receiving a full crew. A new crew will replace the existing crew on board. This in essence brings the number of each type of crew member to 15.
- All damage repaired. Any damage that your ship has suffered is immediately repaired to original specifications.

You are allowed to use the services at Starbase as often as you like. However, there is only one drawback to docking - time. It does take time to repair and restock your ship, and while you are spending that valuable time resting up, the Mancer is busy colonizing planets and taking over solar systems (some of which could be yours)!

Part Five: NEUBLINN GALAXY INFORMATION LOG

The following is a standard galaxy information log. The log contains information on the different solar systems in the galaxy, and the various races that inhabit those solar systems. It would be wise to briefly review this log before embarking on your first mission.

The Different Races

There are four major races that you will encounter on your conquest to colonize the solar systems in the Neublinn galaxy. These four races are: the Belluvians, the Tentagens, the Emultions and the Aliants. All four of these races have been discovered in other nearby galaxies, so the data mentioned here is 100% accurate.

Belluvians - usually welcomes AOSS colonization. These purple-skinned creatures are generally peaceful in nature and hate the evil empire of the Mancer intensely.

Tentagens - are a harmless and peaceful species found in only a few small areas around the galaxy. The Tentagens have requested the AOSS colonization plan for their own protection from the evil empire of the Mancer.

Emultions - are usually undecided on the AOSS colonization program. In most cases its about 50% on each side. Nevertheless, they are very reasonable people and are diplomatic about negotiations. They are considered a neutral party but are really AOSS friends.

Aliants - are a barbaric race that thrive on hate and war. Aliants tend to be very unreasonable in their thinking and are thought to be secret allies with the Mancer empire. It is recommended that planets inhabited by this race be avoided for colonization.

Androids - are the robotic henchmen of Admiral Necro, however they are not considered an actual race. Virtually the entire Mancer fighter fleet is controlled and operated by the androids. These androids often patrol Admiral Necro's colonized planets and are programmed to destroy any opposition to the Mancer empire.

The Neublinn Solar Systems

The Neublinn galaxy is a small alien-made galaxy created about 100,000 years ago. This galaxy contains nine solar systems, each with nine planets. Each solar system contains a number of small asteroid fields - it would be wise to stay outside of them. Entering an asteroid field with the *Colonizer* could prove to be very damaging.

The following is a brief report of each solar system and its planets inhabitants.

Aloha - The majority of the Alpha system is inhabited by Emultions. It is the Association's opinion that this would be an excellent selection for the first solar system to colonize.

Apollo - This is a very unorganized system inhabited primarily by Emultions. Because of its unstable nature, it is recommended that you colonize this system with caution.

Cvgnus - Tentagens inhabit the planets in this solar system. The Association has classified this as a "weak" system and highly recommend it for colonization.

Luthros - This solar system is inhabited by Aliants. Because of the Aliants irrational and violent behavior the Association strongly cautions the colonization of this solar system.

Omega - A normal system that is almost entirely inhabited by Belluvians. It has been reported that this Belluvian system is more willing than most to cooperate with the Association's colonization program.

Renaise - Predominantly inhabited by the Aliants. *The Association* has recommended leaving this system alone and pursuing "more promising systems" for colonization.

Xanadu - Inhabited mostly by the Tentagens race. Even though this system is much "stronger" than its sister system, Cygnus, it is still considered an ideal solar system for colonization.

Zeta - The planets in this system are predominantly inhabited by Belluvians. This system is most known for their neutral policies concerning other organizations and war.

The Black Hole

The Neublinn galaxy does have a black hole. This is an unusual, but not rare feature to be found in such a small galaxy. Fortunately, the *Colonizer's* central computers are programmed to avoid black holes automatically. However, damage to your warp engines or a central computer may result in a miscalculation large enough to send you into the black hole. Be careful!

Part Six: TIPS AND HINTS

- Remember that docking at Starbase takes up valuable time. Try to disperse your crew as efficiently as possible.
- Don't take the chance of losing valuable crew members and your shuttle craft. [SCAN] the planet before dropping a shuttle party. This tip will pay off even more when playing the more difficult levels.
- The galaxy information log mentioned several systems to be "easy" or "weak". Keep in mind that even though this may be true, you are not the only one with a copy of the galaxy information log. You can count on Admiral Necro trying to colonize those systems before you do!
- Communicating with a planet will help you determine whether they will aid or hinder you during your attempt to colonize the planet.
- Remember that the deflector shields use up energy fast. Only raise them when entering an asteroid field (which is avoidable) or when engaging in combat
- If you are on your way back to Starbase you may want to use your missiles on chance confrontations with the Mancer fighter pilots. Because they have a wide impact area, launching a missile anywhere near an MF-66 fighter will destroy it in a single blow! Eliminating the fighter faster means less chance of damage to your ship.
- If any area is damaged severely, you would be wise to have it repaired without delay at Starbase. With this in mind, try not to engage in combat immediately following a stop at Starbase.

- Do not try to warp with a damaged warp engine or central computer. Only one miscalculation and you could wind up in the black hole!

One Last Note

This manual was designed to teach you how to play *Space Conquest: A Galactic Odyssey*. We have even provided you with a few playing tips. However, there are plenty of little secrets that we have failed to mention for the sake of adventure. Don't be afraid to try different things (even if they seem a little wacky). There are a number of "tricks" that you can learn to save you time and resources. Good Luck!

Technical Support

ComputerEasy International backs all of its products with a customer support system designed to give you fast, effective service. If you have exhausted all other avenues of help and need assistance with a specific problem, please follow these steps.

- Try to duplicate the problem, keystroke by keystroke, so you can better explain how the problem was encountered.
- Please have some information about your computer system handy. Things that are good to know include:
 - The type and name of your computer system
 - The version of DOS that you are using
 - The amount of RAM memory in your computer
 - The type and name of your monitor and graphics card
- Please try to call when you are in front of your computer

If you are within the United States, you may call our toll-free customer support number: (800) 522-3279. Canadian residents may call (800) 423-3387. Customer support is available Monday through Friday, from 7:00 a.m. to 4:00 p.m. Arizona time.

Part Seven: OTHER GAME FORMATS

The following are some special instructions concerning the other game formats available for *SPACE CONQUEST: A Galactic Odyssey*.

AMIGA USERS

Loading Instructions

Amiga 500, 2000 and 3000 users: Insert disk into DFO: and turn on computer.

Amiga 1000 users: Use KICKSTART 1.2 first before inserting the STOCK MARKET disk.

ATARI ST USERS

Atari ST: Place disk in Drive A: and turn on the computer. Click the left mouse button twice on LOAD_ME.PRG - the game will tell you when to insert Disk Two.

COMMODORE 64

Commodore C64: Place disk in drive and type:

Load "*",8,1

The game will load automatically.