

SPACE MADNESS

User Manual

Mission Overview:

To All Volunteers,

In 2293, a small ship returned from scientific exploration in the outer regions of the galaxy with news of a previously unencountered life form. The ship had been approached by an alien vessel. The crew was unable to establish communications but the ship showed no hostility and eventually left the area.

A few hours after the first incident another ship appeared. This vessel was larger and decidedly more hostile. Without attempting to make contact, the alien vessel opened fire. The science ship returned fire and managed to destroy the alien.

After repairing minor damage, the science ship headed for home, where the captain gave his report. As a result, a fleet of ships accompanied by a small military escort was sent to contact the aliens and establish diplomatic relations.

Three months later a single fighter returned to report that the fleet had been destroyed by the alien forces. The pilot described the aliens as a vicious military race, invading our galaxy on a mission of conquest and destruction. The aliens are establishing military colonies at thousands of locations on the opposite side of the galaxy. They are expected to reach Alliance territory within a year. It is therefore imperative that the invasion force be repelled as quickly as possible.

Millions of gallant fighter pilots such as yourself have volunteered to defend the galaxy against this dreadful enemy. Because of the growth of the enemy bases, and the tremendous amount of space to be covered, each pilot is being assigned his or her own sector of the galaxy. You will be completely isolated from your fellow warriors, and you will not be able to communicate with Alliance outposts.

Recent probes have reported that each enemy base acts as a subspace gateway to the aliens' galaxy, allowing travel between galaxies in a very short time. Clearly, destruction of these bases is paramount to the success of your mission. The probes have also discovered a system of local 'vortexes' that connect the bases to form a sort of subspace highway system. You will use the vortexes to travel from one base to the next.

Although two-way communication with Alliance headquarters will be impossible, our scientists believe they have discovered a way for you to transmit information to the Alliance while you are traveling through a subspace vortex. Your ship has been equipped with a special transmitter that activates automatically when you enter the vortex and relays all information gained since the last transmission.

If you type 'B' on your ship's keyboard, you will find all information currently available on the enemy fleet from your online Mission Briefing. Unfortunately, we know very little at this time. Part of your mission is to survive as long as possible to gather information and relay it back to Alliance command.

We are required to inform you that you are not expected to return from this mission. Since you are strictly a volunteer, you may choose to abort your mission at any time. Nothing will be said.

The Alliance is proud to have you as part of our team. Good Luck!

Playing Space Madness

After you install Space Madness on your hard disk, double click on the Space Madness 1.1.6 icon to start the game.

The first screen that you will see is the command center of the program. From this Main Screen, you can review the high score list, as well as:

- Start a new game.
- ReConfigure the game settings to your preferences.
- Review your Mission Briefing.*
- Create a Demonstration copy of Space Madness.
- Clear the High score list.
- Quit the game.
- Select the volume setting for all sound effects (0 to 7)

To initiate any of the above, either type the letter corresponding to its button or click directly on the button itself. For example, to start a new game, select the 'S' button with your mouse, or simply type the letter 'S' on your keyboard.

High Score List:

The Main Screen shows the 10 highest game scores as well as the last player's score. The high scores are sorted according to score only; the level at which the player died has nothing to do with the player's position in the list.

***We highly recommend that you review the online Mission Briefing before you start a new game. This briefing not only describes your ship in great detail, but outlines all the available information that the Alliance has gathered on the enemy. Hopefully, you will be sending us additional information so that we can update all new soldiers with accurate details.**

Your Ship, The DS27-E

The DS27-E was designed specifically for extended long range missions. Almost every system on the ship is completely automated, eliminating the need for extra crewmembers while leaving the pilot free to navigate.

How to Move and Fire Guns

Use the following keys to control your ship by pressing:

- | | |
|----------------------|-----------------------------|
| 5 to activate thrust | <command> to fire pellets |
| 4 to rotate left | <option> to fire torpedos |
| 6 to rotate right | <shift> to activate shields |

(To reconfigure these keys, type C or select the C button in the main view)

How to navigate with your Long Range Scanner

The DS27-E long range scanner is located in the upper right hand corner of your ship's view screen and can be continuously monitored during flight.

Your ship will always appear in the center of the scanner circle, indicated by a small green dot. This scanner has both a directional indicator and a motion indicator. The directional indicator, which appears on the scanner boundary as a large green dot, specifies which direction your ship is pointing. The motion indicator, which appears as a small green dot, represents the actual direction and velocity of the DS27-E. Velocity is indicated by distance from the origin, and direction is indicated by direction from the origin.

How objects appear in the DS27-E Scanner

Enemy ships	Red dots
Asteroids & unidentifiable objects	Brown dots
Small objects	Orange dots
Fast-moving small objects	Yellow dots
Enemy bases	Large Red dot
Subspace vortexes	Large Purple dot

Note: If an enemy base is beyond scanner range, its estimated direction is shown by a large blinking red dot on the outer edge of the scanner circle. Once the vortex has been detected, if you fly so as to put it beyond scanner range, its direction is indicated by a large blinking purple dot.

How to Collect & Recycle Alien Technology

The damage control systems of your ship are capable of incorporating alien technology. After you destroy an enemy ship, you should make use of any machinery that remains intact. If an installed alien machine becomes damaged, it will be replaced if there is a similar piece of equipment in your cargo bay. Alien machinery cannot be repaired, and can only be replaced when the damage level of the system that it modifies is in the green range. The cargo bay can hold as many as ten extra pieces of equipment.

Your ship will automatically retrieve any object that comes within range, so just fly close to obtain useful objects.

If you are trying to pick up alien machinery and your cargo bay is already full, the ship will discard the item that you have the most of to make room for the new item. And, if you are trying to pick up raw material or fuel, and you are already carrying close to the maximum amount, the ship will pick up as much as it can carry and discard the rest.

To date only 3 types of reuseable alien machinery are known. Please refer to your online Mission Briefing to fully review these items. After you have encountered a new type of alien machinery, your analysis will be automatically recorded by your ship and sent to Alliance Command when you enter the subspace vortex.

What is Your Goal?

Enemy Bases acts as gateways between our galaxy and the invaders' galaxy. Your primary goal is to destroy as many of these bases as possible, since without them the invaders will not be able to cross the great distance between galaxies fast enough to pose a threat to the Alliance.

Note: After you destroy a base, be sure to restock your ship before traveling to the next level. You can often find useful materials and fuel within the debris of the explosion.

Bases encountered so far have had minimal defenses, but be prepared for the unexpected. Recent probes have discovered these 'vortexes' which form a subspace transportation system linking the enemy bases together. Use these vortexes to travel from one base to the next. Reports indicate that the vortex remains cloaked while the enemy base is active, so you will probably have to destroy each base in order to find the vortex that will take you to the next battlefield.

At this time, only three enemy ship types are known. Please review the details in your Mission Briefing. As with the alien machinery, after you have encountered a new enemy ship, your experience will be automatically recorded by your ship and sent to Alliance Command when you enter the next subspace vortex.

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Quick Reference

You Can Type the Following Keys to...

Start a New Game	Type S
Start from Any Level (1-30)	Type L
Configure Game Settings	Type C
Review Mission Briefing	Type B
Clear High Score List	Type H
Quit Space Madness	Type Q
Create a Demo Copy	Type D
Pause Game	Type <tab>
Reset Sound	Type <delete>
Set Volume* (0=no sound)	Type 0-7 on keyboard

*Setting the volume only works by typing the 0-7 keys located on the main keyboard island, not from the keypad.

Space Madness Comes Configured ...

To Activate Shields	Type <shift>
To Fire Pellets	Type <⌘>
To Fire Torpedos	Type <option>
To Activate Thrust	Type 5 from keypad
To Turn Counter Clockwise	Type 4 from keypad
To Turn Clockwise	Type 6 from keypad

You can reconfigure these keys at any time by typing C

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