

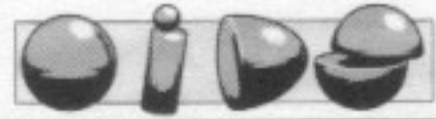
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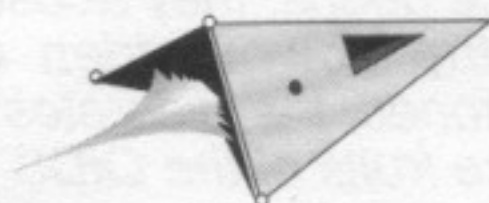
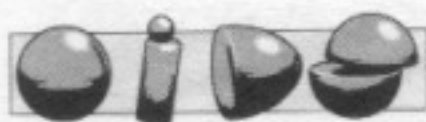
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# FREE THE OIDS!

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he evil Biocretes, rulers of the wealthiest parallel universe in the cosmos, have created a race of android slaves they call "OIDS." The Biocretes treat the gentle, peace-loving OIDS worse than space debris; they abuse them in every way imaginable. While the downtrodden OIDS toil in filthy, dangerous energy factories, the Biocretes live lives of gluttony and greed, savoring the fruits of the OIDS' labor.

The OIDS are allowed to rust, denied of their basic need for oil. Often they are forced to work with one or two limbs completely rusted off. When the OIDS are finally fatigued to the point of collapse, the Biocretes tortuously melt them alive to build new OIDS. "They're just stupid heaps of metal," the Biocretes rationalize. "They have no hearts. We built the OIDS, so we have the right to treat them as we please".

The OIDS may not have hearts, but they do have souls, and no creature, whether biological or mechanical, should be treated the way the Biocretes treat the OIDS.

Being a member of a compassionate race, you have been so moved and angered by the mistreatment of the OIDS that you've vowed to devote your life to freeing them from the yoke of Biocrete slavery. You've joined the intergalactic organization, "SaveOIDS," and through your courage and passion have quickly risen through the ranks to V-Wing Pilot Commander.

As a V-Wing Pilot, you have four V-Wing fighters at your disposal. Equipped with the latest technology, nuclear photon guns and NovaBombs, you are deployed from an interplanetary range mothership. Your small fleet is ready for action.

Using nuclear photons, you can destroy all but the most hardened Biocrete ground bases, and your NovaBombs can make quick work of those. The V-Wing craft is swift and

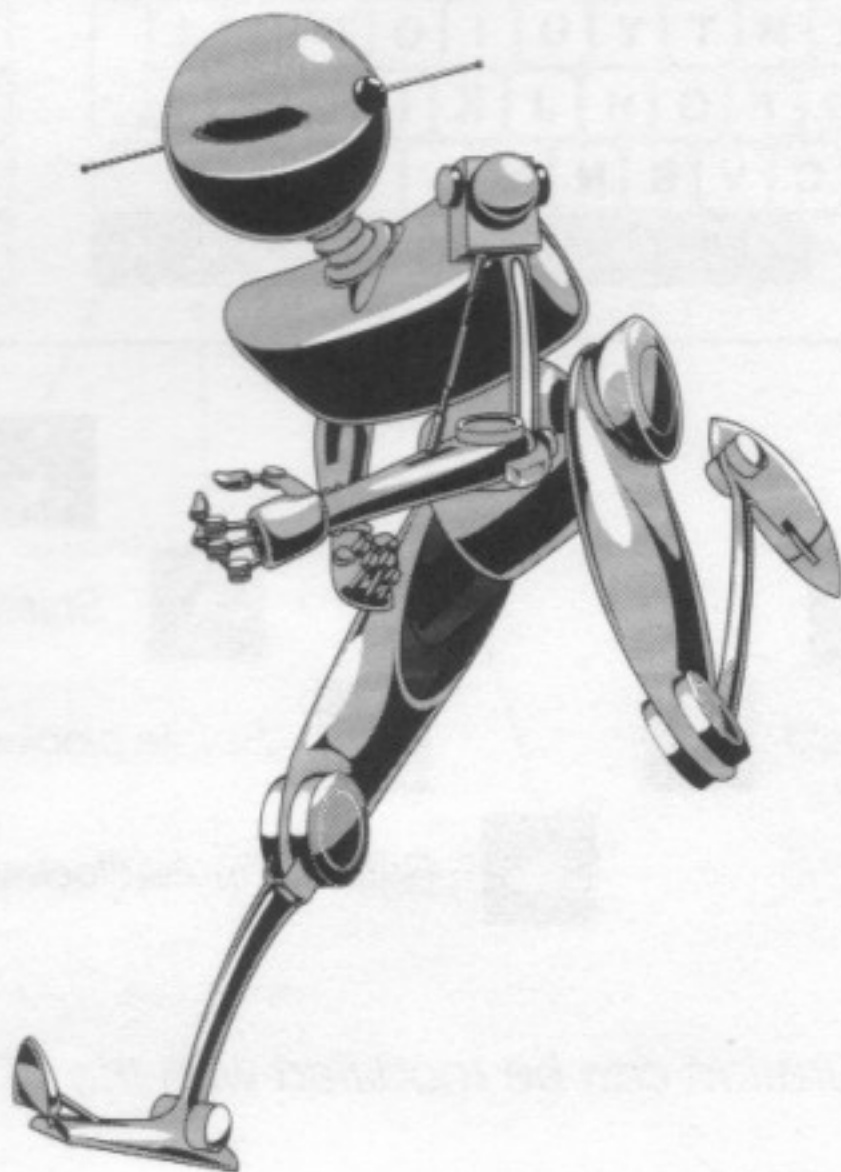


## **FREE THE OIDS!**

maneuverable, something you find comforting as you scour the twisting and treacherous passages of the Biocrete planetoids, searching for enslaved OIDS. Of course, whenever you get caught in the grip of a Biocrete gravity base, you often wish your small ship had a bit more thrust, but you knew the odds when you took the mission.

In their long history, the Biocretes have colonized planetoids in galaxies throughout the universe. The SaveOIDS Central Command has decided that each fleet should concentrate its efforts in a different galaxy. As Lead Commander, you are given first pick from the list of target galaxies. If you do well on this mission, your reward will be another, more demanding one. Good luck, Commander, and remember the battle cry:

*Free the OIDS!*



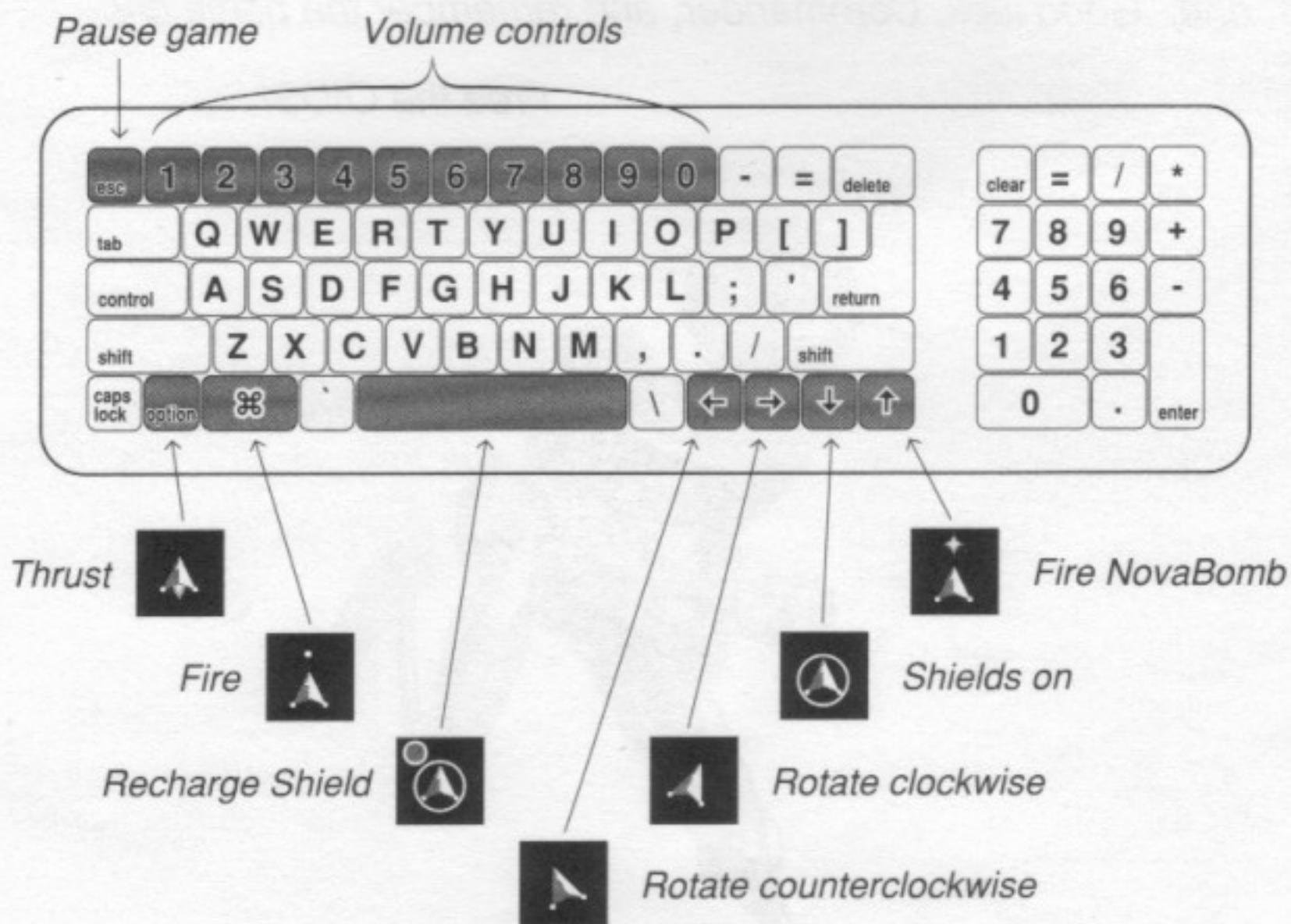


# KEYBOARD CONTROL



Open OIDS from the desktop. When the list of galaxies appears, select one and click on the "PLAY" button.

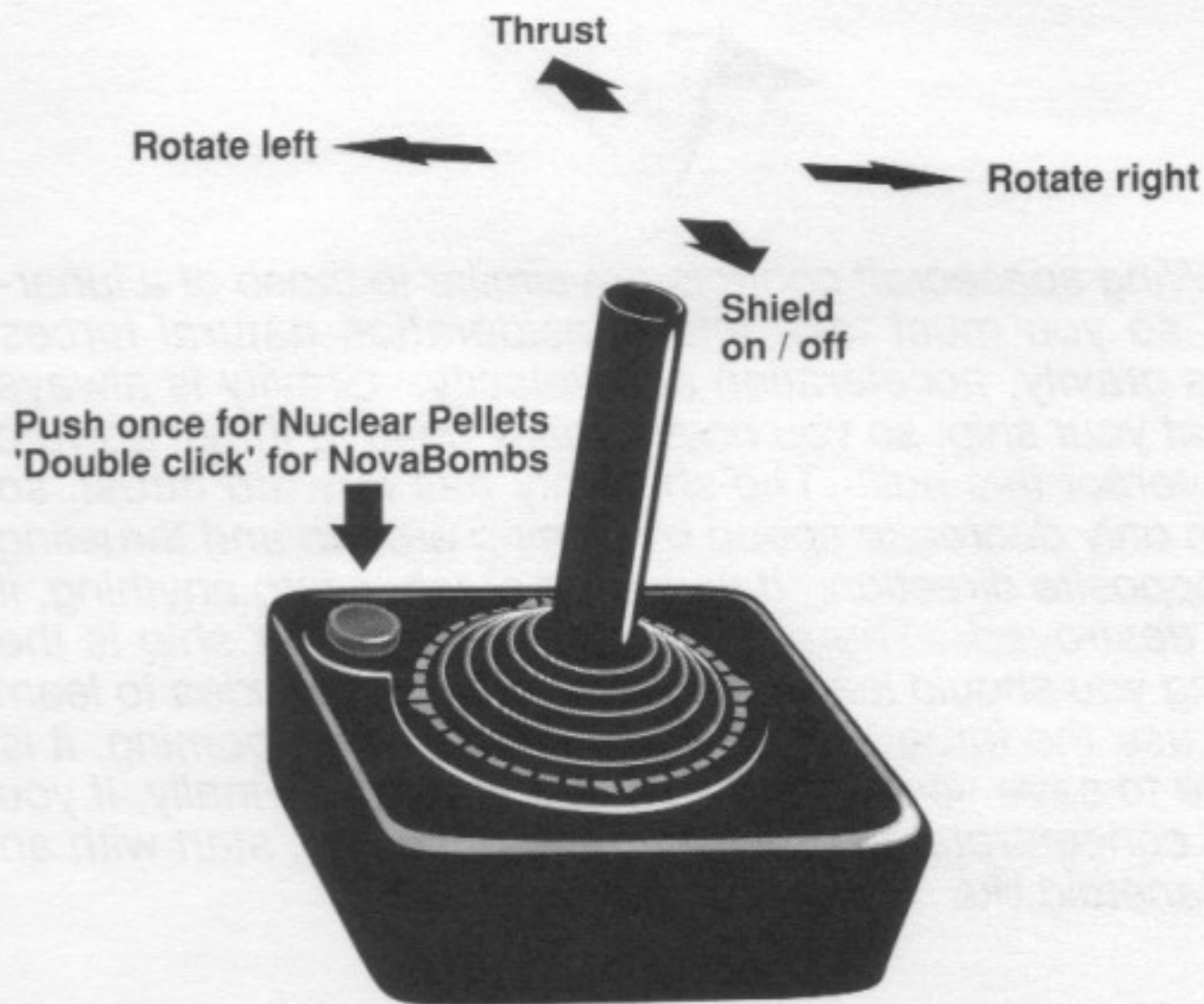
There are seven actions you can perform with the OIDS V-Wing fighter. The default keyboard controls are shown below:



Note: This configuration can be modified with the "Keys" dialog.



## JOYSTICK CONTROL



*Most of the ship controls can be operated from a joystick. However, you must use the keyboard to recharge your shield, and to pause or quit the game. Click the joystick box in your keys dialog under "special" to enable joystick.*

**SPACEBAR**

*Start your shield recharger (see shield).*

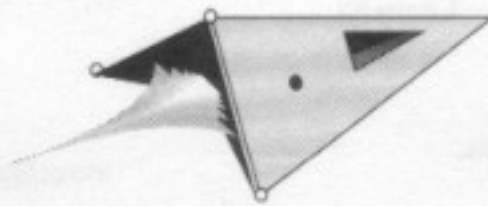
**ESC**

*Pause the game. (If your keyboard has no ESC key use the upper-left most key on your keyboard.)*

**Q**

*Quit the game.*





The V-Wing spacecraft controls are similar to those of a lunar-lander, so you must take into consideration natural forces such as gravity, acceleration and velocity. Gravity is always pulling at your ship, so you occasionally need to thrust upward to counteract this pull. The ship only has forward thrust, so you can only decrease speed by turning around and thrusting in the opposite direction. If your ship crashes into anything, it will be destroyed. Therefore, maneuvering your ship is the first thing you should learn to do. It is also a good idea to learn how to use the force shield, since, if disaster is looming, it is possible to save your ship by using the shield. Finally, if you wish to concentrate on practicing and not dying, start with an easy planetoid like "Novoids".

We recommend using the keyboard to control your ship. However, you can also use a joystick. If you wish to use a joystick, check the joystick box in the "Keys" dialog. The joystick should be set to relative movement mode, not absolute.

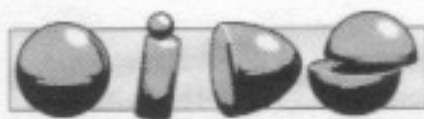
## Note:

You can copy the OIDS folder to your hard-drive and run OIDS from there.

If you have multiple monitors, OIDS will use the one with the menu bar.

Select either 2 or 16 colors in the monitor section of the control panel, OIDS may be able to do this automatically depending on your video setup.

If you are using a very large screen OIDS will run in a window, unless you check the "Use full screen" item in the "Special" menu.



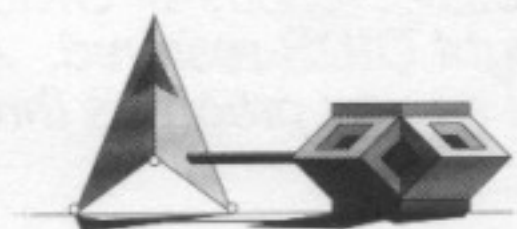
## GAME PLAY

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### YOUR SCORE

Points are awarded for heroic actions such as destroying the evil Biocrete ground bases and spacecraft, and especially for rescuing OIDS. Bonus ships are only awarded for rescuing OIDS. There is no reward during play for high scores; however, if you beat the high score for a particular galaxy, you can record your name in the high-score list.

### FUEL



Your life depends on a constant supply of fuel. You start the game with a full tank, which is spent propelling your V-Wing spacecraft and powering your on-board shield regenerator.

You can replenish your supply of fuel in two ways. One is to pick up a full load of OIDS (eight unless there are no more OIDS remaining on the planetoid) and return them to your mothership. While you are docked, your mothership will pump as much fuel as time permits. You can also refuel by landing next to a Biocrete fuel base (pictured above,) which will trigger its auto-refuel mechanism.

### SHIELD

Your V-Wing spacecraft is equipped with an energy shield which can protect you from enemy fire and collisions. However, the shield's energy drains quickly and recharging it requires fuel. Also, the shield depletes faster when hit by enemy fire. Collisions with Biocrete spacecraft are a heavy burden on your shield.

Your shield can be replenished by your shield regenerator, but it costs fuel to do this. The weaker your shield is, the more fuel you need to fully recharge it. Recharging expends one





unit of fuel to start the process and if the shield is completely depleted, one more unit to fully recharge. Charging is automatic once started, and is indicated by an audible recharge tone and flashing indicator. Normally, using your shield will disengage the recharger. A special quick-charge is available in emergencies by pressing recharge while holding the shield on, but this is very costly in fuel.

## **BONUS SHIPS**

Bonus ships in *OLDS* are not based on score, but instead are awarded for the successful rescue of *OLDS*. One reserve ship is gained for every eight *OLDS* rescued. A running total of all *OLDS* rescued is kept as you progress through the planetoids of a galaxy.

## **WEAPONS**

Your ship is equipped with two types of weapons: nuclear photons and NovaBombs. Nuclear photons are your primary means of attack. To fire, push the nuclear photon fire button on the keyboard or the joystick (see the **KEYBOARD CONTROL** or **JOYSTICK CONTROL** sections.) Hold down the fire button for machine-gun action.

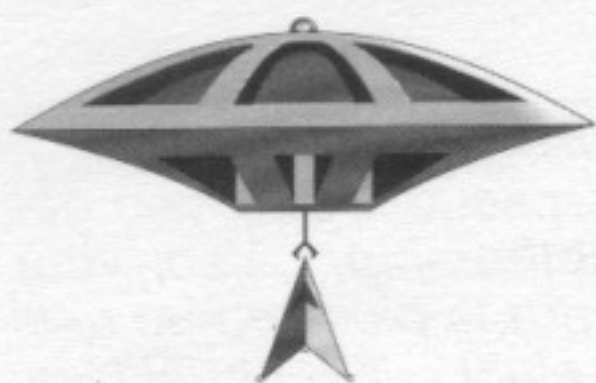
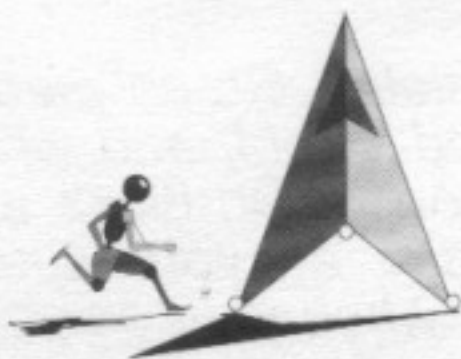
Your V-Wing spacecraft can also hold up to four NovaBombs. There are two ways to fire a NovaBomb. On the keyboard, push the NovaBomb key. On the joystick, double-click the fire button. Normally, a NovaBomb will explode only when it contacts the ground or a shield. However, it's possible to control the detonation of a NovaBomb. On the keyboard, push and hold the NovaBomb key and release when you want it to explode; on the joystick, double-click and hold, then release to explode.

When a NovaBomb detonates, it creates a huge nuclear fireball. Anything that comes in contact with the fireball will be severely damaged, if not destroyed.



## GAME PLAY

### RESCUING OIDS



Your main objective is to rescue all the OIDS on each planetoid in the galaxy. To rescue the OIDS, you must first destroy the Biocrete factories in which they are held captive. Be careful, because it's possible to kill the OIDS if you blast open a factory with more than a single nuclear photon.

Once you have blasted open a factory, the OIDS will run out and wave to you. Find a flat surface nearby and land your ship. Be careful not to blast the OIDS with your ship's exhaust or your shield, or they will be killed.

Once a full load of eight OIDS have climbed aboard, or you have rescued the last OID on the planetoid, it's time to dock with your mothership. The OIDS on the status display will wave for a while when it's time to go.

Your mothership will appear near the drop-off point. Approach it from the bottom. Your mothership will extend a docking probe. Maneuver the nose of your ship into the probe.



# STATUS DISPLAY



**65535**           

*During play, the top of the screen displays your game status. The six different parts of the display are explained below:*

**65535** Current score.



*Fuel reserves bar graph. On color screens, the display is color coded. Green means full, yellow means partly full, and red means almost empty.*



*Charge state of your shield. Green means you have a fully charged shield, and white means your shield is gone. On black and white screens it will dim as your shield weakens and turn white when your shield is gone.*



*Number of V-Wing rescue ships remaining in your mothership.*



*Number of OIDS your rescue ship is carrying. These OIDS are not "rescued" until you get them back to your mothership. Also, your mothership will not return to pick you up until you have a full load of eight OIDS or until you have picked up the last OID on the planetoid.*



*Number of NovaBombs you have left on board. Your mothership will replenish your supply to four each time you dock.*



# GALAXY CHOOSER

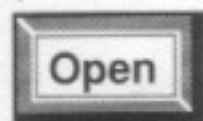


*This is the "Galaxy Chooser". This is where you select the galaxy you wish to play, and where you create new galaxies and blank planetoids.*

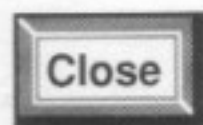
*The Galaxy Chooser lists galaxies in the left column, followed by any folders within the currently opened volume or folder. You can tell galaxies from folders by their icon. The name of the opened volume or folder is displayed in the box above the galaxies. Make a selection, then use one of the buttons at the bottom of the Galaxy Chooser. High scores and pilot names are listed in the columns to the right of the galaxies.*



*Play the selected galaxy.*



*Open the selected folder or galaxy.*

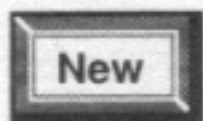


*Close the currently opened folder or galaxy. If pressed, the list that the opened folder or galaxy came from is displayed.*



# ***GALAXY CHOOSER***

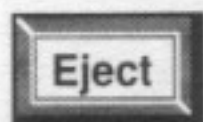
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*Create new galaxies or blank planetoids. If you press new, an empty galaxy will be created called "Untitled". If you press it after opening a galaxy, a blank planetoid will be created called "Untitled". To name the galaxy or planetoid, use Rename (in the "Edit" menu).*



*Change to the next available volume. If you keep pressing, you will cycle through all the volumes.*



*Eject the currently displayed volume (disk).*



## GAME EDITOR

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An OIDS game is a collection of planetoids organized into a galaxy. With the OIDS game editor you can design and build your own galaxies and planetoids or modify existing galaxies and planetoids.

To create a new galaxy, click on the "New" button in the Galaxy Chooser. Now select your "Untitled" galaxy with the mouse pointer and name it using "Rename" from the "Edit" Menu. Next, open your galaxy with the "Open" button. This will reveal the current list of planetoids in your galaxy, which is none. Now create your first blank planetoid in your galaxy using the "New" button again. Rename your "Untitled" planetoid as you did your galaxy.

To begin designing your new planetoid, open it with the "Open" button. The Galaxy Chooser will fade to the "Edit Screen". The Edit Screen provides a window into your vast planetoid. To see more of your planetoid, move the mouse pointer to one of the screens edges and the Edit Screen will move in that direction revealing more of the planetoid.

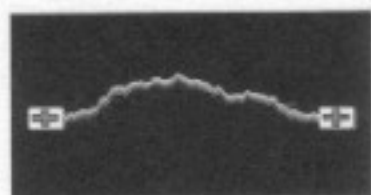


The edit screen is mostly black except for the initial star field. Your mothership marks the position where a V-Wing fighter will be deployed in your planetoid. Also visible is the "Edit Palette" (shown at left) which contains all the tools for building a planetoid.



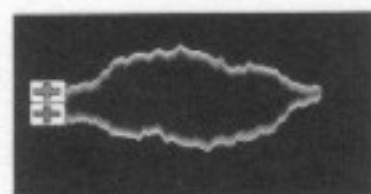
The first step in building your planetoid is laying out the mountain terrain with the "Mountain Tool". Select the Mountain Tool from the Edit Palette (shown at left). Now click in the Edit Screen and drag to the left or right. The terrain line will be drawn following the path of the mouse pointer.





When you release the mouse button, you will see your terrain segment and two small boxes with plus signs in them at each end (shown at left). These plus boxes indicate that the terrain is incomplete and needs to be added to at each end.

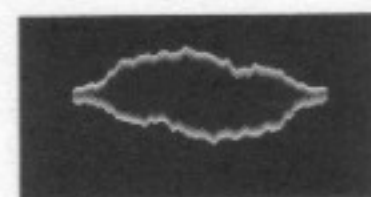
Notice that the terrain line is thick and appears to fade downward to black. This type of terrain is solid below it and has open space above it. Terrain segments can also fade upward to black. Upward fading terrain is solid above it and has open space below it.



One way to complete your terrain segment is to make it into an asteroid. To do that, click on one of the plus boxes and drag a line of terrain around in a circle to meet with the other plus box. When you have drawn terrain all the way to the other plus box, the ends will probably not quite meet up. This will leave two plus boxes lined up vertically (shown at left).



To fully complete your asteroid select the "Tweak Tool" (shown at left). This tool is mostly used to make fine adjustments to your scenery. Click the Tweak Tool on one of the plus boxes and drag it over top of the other. The terrain will bend as you drag the plus box. When you have the plus boxes directly on top of one another, release the mouse button. The plus boxes will disappear indicating that the terrain segment ends have been "fused" together creating one solid object (shown at left).



To complete the terrain of your simple planetoid, you will need to draw a bottom surface. Select the Mountain Tool again and move the mouse pointer down below the asteroid. Now click



## GAME EDITOR

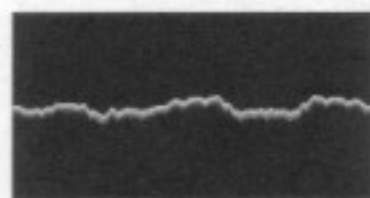
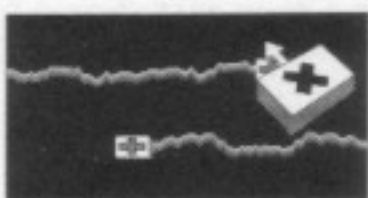
the Mountain Tool in the Edit Screen and drag to the left or right. Keep dragging all the way to the edge of the screen. When you get to the edge, the Edit Screen will move with your pointer as mountain terrain is continuously drawn. If you continue to draw in a strait line, you will eventually meet with your starting position. This is because planetoids are cylinder shaped. Draw mountain terrain right up to the starting position and release the mouse button.



If you are again left with plus boxes which are lined up vertically, use the Tweak Tool to fuse the ends (shown at left).



You may have accidentally drawn passed your starting position. In this case use the "Eraser" to remove some of the excess terrain before you attempt to use the Tweak Tool to connect the ends. Select the Eraser (shown at left) and click it on the terrain segment that extends beyond your starting position to erase one piece. If you press and drag, you can continuously erase mountain terrain as you pass over it with the Eraser.

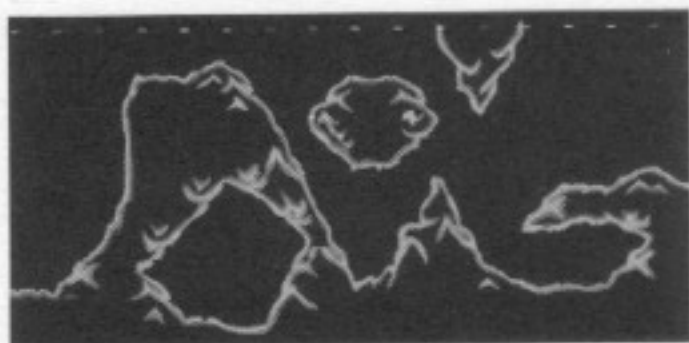


When you are trying to connect one end of a terrain line to its other end, as in an asteroid or your planetoid surface, you must add or erase terrain until the plus boxes are lined up vertically before you can "tweak" them together. Terrain lines can only bend so far, so if the Tweak Tool refuses to pull the ends together, you may have to redraw a portion of your mountain terrain to get the plus boxes closer to start with.

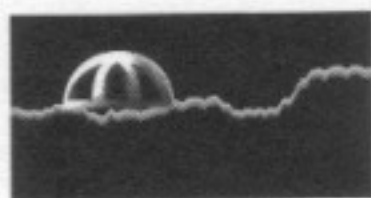
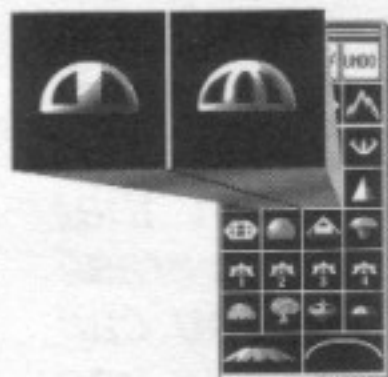




There are limitations in the complexity of planetoids. Because of this you can draw an asteroid above your surface terrain or a cavern beneath your surface, but you can't have an asteroid directly above a cavern.



Planetoid scenery can be composed of several types of terrain objects. They are: mountains, asteroids, caverns and stalactites. Some examples are shown at left.

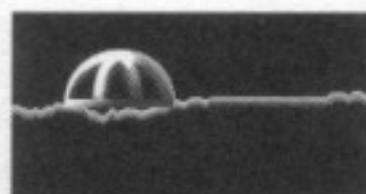


All planetoids should have OIDS to rescue. OIDS are held captive in the little dome-shaped buildings called "Pods". To place a Pod on the mountains, select one of the two types of Pods from the Edit Palette (shown at left). Then position it on the terrain surface and click the mouse button. You will now have a copy of the Pod drawn in your planetoid. The Pods with two windows contain two OIDS and the ones with three windows hold three OIDS.



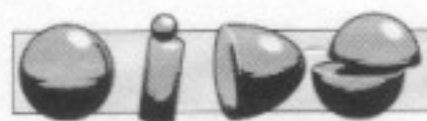
## GAME EDITOR

Whenever there are OIDS to rescue on a planetoid, there must be a landing sight near by for a V-Wing ship to land on. To create a landing sight, select the Eraser and click it on a relatively flat terrain surface near the OID Pod. This will clear the way for the landing surface. Now select the Mountain Tool and click and hold on one of the plus boxes. Hold down the **OPTION** key and move the mouse pointer up or down until you see the perfectly flat terrain surface. When you see the flat piece, release the mouse button to draw it in. If the landing surface has a plus box on it, use the Tweak Tool to nudge it into position.



You have now completed a simple planetoid. Click on the "Exit" button from the Edit Palette to return to the Galaxy Chooser. You will be asked if you would like to keep the changes you have made this session. After answering "Yes" to this, the Edit Screen will fade to the Galaxy Chooser. Now close your galaxy with the "Close" button. You will be asked if you would like to save your changes since opening your galaxy. Answer "Yes" to this and now you're ready to play your new galaxy!





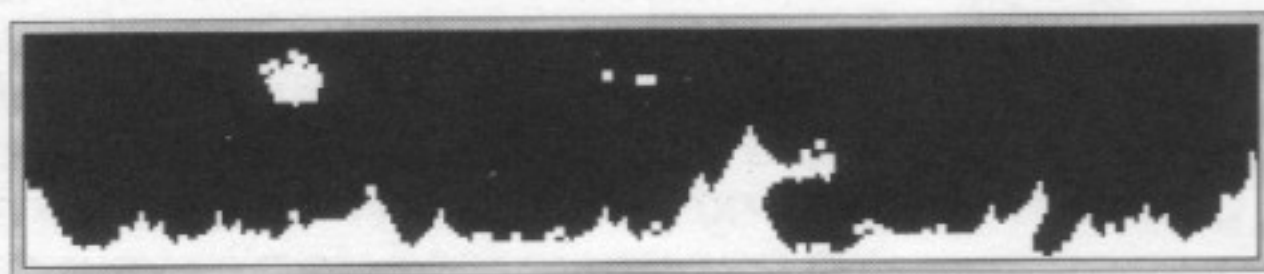
*The exit button is your means of leaving the Edit Screen. You will be asked if you would like to keep your changes.*



*The settings button brings up the "Difficulty Chooser." You can set how "mean" the Biocretes will be and what type of spacecraft they have on each planetoid (See "Difficulty Chooser" for more details).*



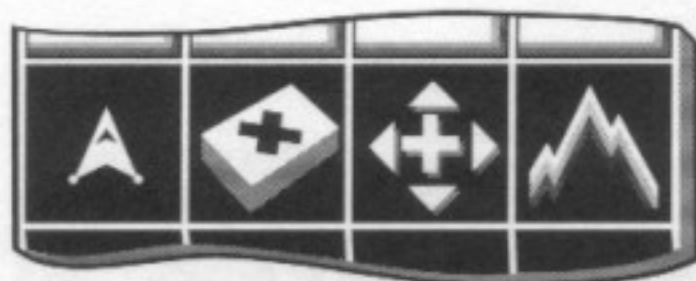
*The view button displays a map of a planetoid in one-eighth scale. If you click the mouse pointer somewhere within the map, the edit screen will be moved to that location on the planetoid.*



*The undo button undoes the last operation performed. If immediately pressed a second time, it will redo what was just undone.*



## GAME EDITOR



The Playtest Tool allows you to test the playability of your planetoid while remaining in the editor. Selecting it will give you a V-Wing ship as your mouse pointer. Click the ship somewhere on the edit screen to begin play from that point. Hold the **OPTION** key down while clicking anywhere in the edit screen to begin play with a drop-off from your mothership. Type **Q** to return to the edit screen with all bases intact.



The Eraser removes objects on a planetoid. Select the Eraser from the Edit Palette and remove any item by clicking on it. Hold down the mouse button and drag to erase multiple ground bases and/or mountain terrain in one operation. Holding the **OPTION** key while erasing terrain will erase an entire terrain object, like an asteroid. You can have temporary use of the Eraser by holding down the **COMMAND** key.

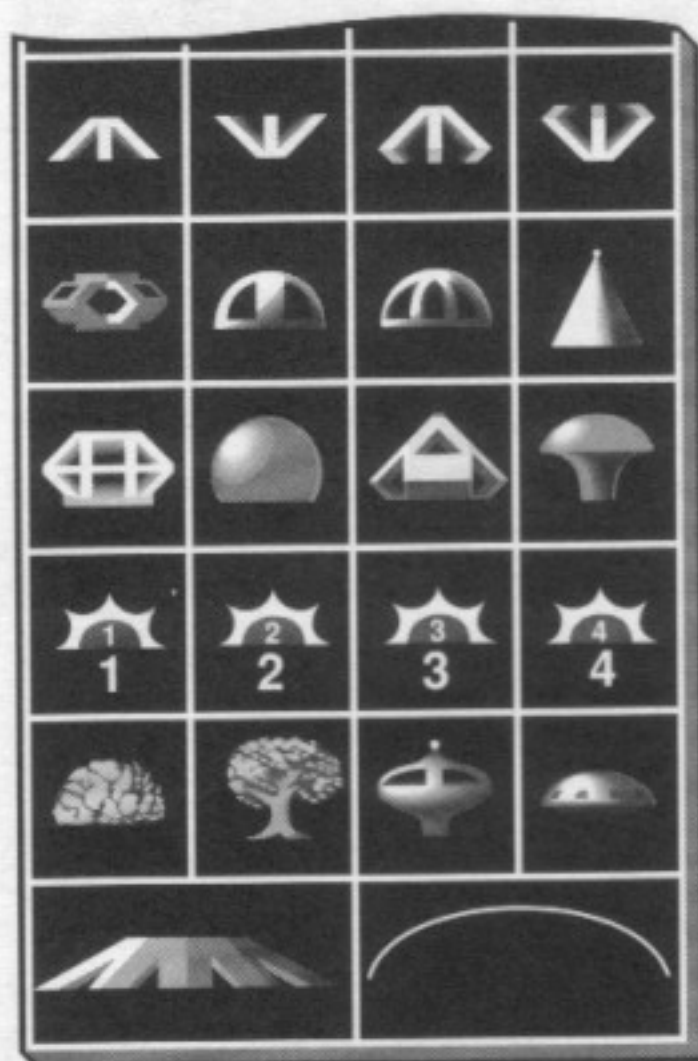


The Tweak Tool makes positioning adjustments to mountain terrain or ground bases after they have been drawn. Hold the **OPTION** key to position terrain objects without distorting their shape.



The Mountain Tool draws mountain terrain. Start new terrain or continue from the end of a previously drawn terrain segment. There is a limit of three mountain pieces per planetoid column.

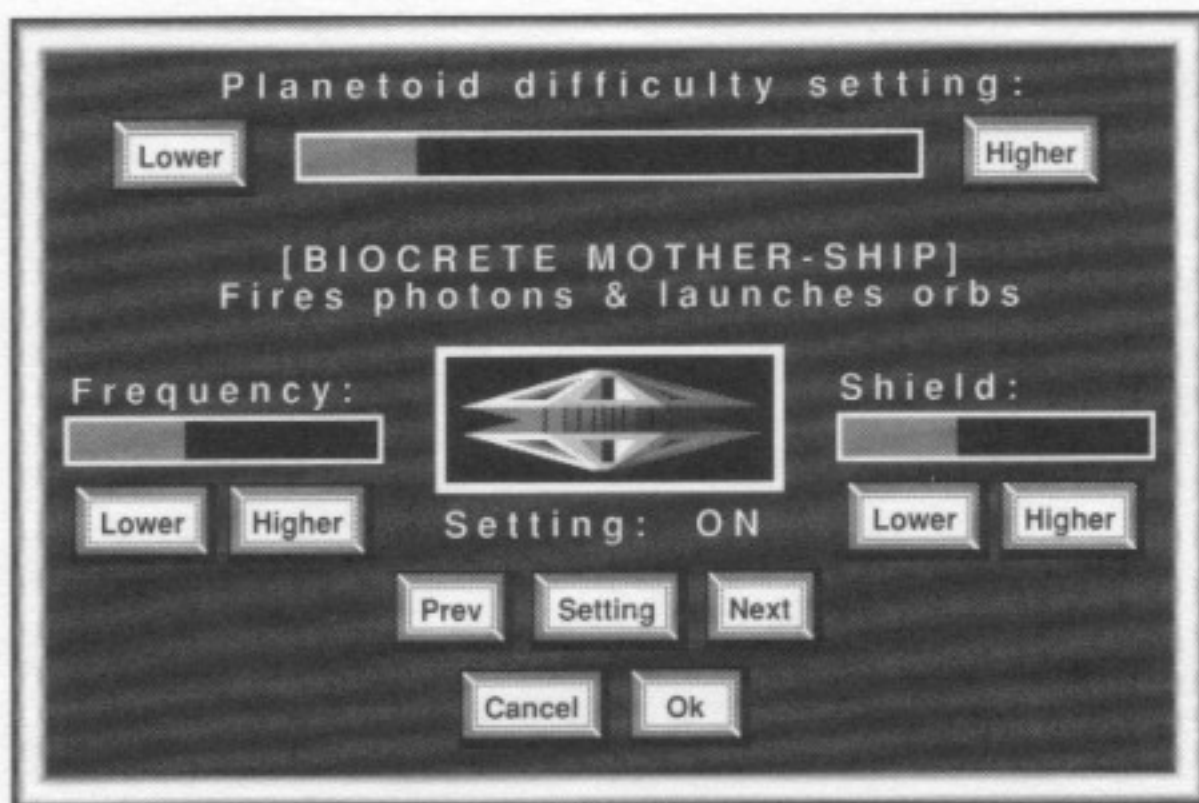




*This part of the Edit Palette contains your ground base placing tools. To place one of the ground bases, select it and move the mouse pointer to the edit screen. Press the mouse button to copy your selection onto the planetoid. You can place multiple copies of a ground base in the planetoid.*



## DIFFICULTY CHOOSER



*This is the difficulty chooser (shown above). You can bring this dialog box up by pushing the "Settings" button on the Edit Palette (shown at left).*

*The bar graph on the top is changed by the buttons on each side. It is the global difficulty setting for the planetoid. The higher it is set, the more difficult things become. It affects things such as how often the Biocrete fire and how quickly the home bases generate new Biocrete spacecraft.*

*The "Prev", "Setting" and "Next" buttons allow you to cycle through all the models of Biocrete spacecraft and set whether home bases on the planetoid have the technology to produce that type. The setting below the pictured spacecraft is "ON" if home bases can produce that model and "OFF" if they can't.*

*The Biocrete mothership is the only model that has a shield and a separate production frequency. The bar graphs for the mothership will appear when you cycle to it. Biocrete motherships enter the planetoid at the same location as your own mothership. Note: the shield strength that you set for Biocrete motherships is also the strength of the home bases.*



