

Player Reference Card

IBM-PC/TANDY/100% Compatibles

SPACE ROGUE™

By Paul Neurath

IBM Conversion by Impression Software

Prior to Play

Before you can save a game on diskette, you must make a copy of the Space Rogue DATA diskette using any disk copy utility. Unless you have installed Space Rogue on a hard drive, you must use this copy when saving a game. Hard drive owners can save games on the hard drive. You can save several ongoing games, limited only by the amount of disk space available.

Playing the Game

Note: If you wish to install Space Rogue onto your hard drive, see the following section entitled "Hard Drive Installation." Otherwise, follow the instructions below.

- 1) To begin play, boot your DOS disk. At the DOS prompt, insert the Space Rogue Boot diskette into your disk drive, and type: **SR**
- 2) After a short wait, the Space Rogue title sequence appears. If nothing appears, see Troubleshooting in a following section. Press a key during the boot-up sequence to bypass the title sequence.
- 3) If you are starting a new game, press "N" for "new game." You will see the opening story screens that describe your situation in the game.
- 4) If you wish to continue an old game, press "O" for "old game." You will be prompted to enter the seven letter file name for the game you wish to continue. Type in the file name and press Return/Enter.
- 5) Before you can start play, you will be asked to complete a quick documentation check. You must lookup a specific word in your Sunracer manual — specified by its page, paragraph, sentence, and word offset — and type it in. Do not count headings, charts, or illustrations as paragraphs. For example, look at the second paragraph on page 4. The second word in the first sentence is *number*.

Special Note: During bootup, Space Rogue will automatically select the best graphic mode available on your computer. You may want to use a different mode than what the program selects. To do this, you must force the mode you wish to use during bootup. **SR C** forces CGA mode. **SR E** forces EGA mode. **SR T** forces Tandy 16-color mode. **SR V** forces VGA/MCGA mode.

Hard Drive Installation

- 1) Insert the Space Rogue BOOT disk in drive A: and type: **Install C:** If your hard drive is not drive C, then replace the "C" in the command with the letter corresponding to your hard drive.
- 2) Space Rogue will be installed on your hard drive in a directory named "SR". After installation, type: **C:** and press Return. When the **C>** prompt appears, type **CD \SR** and press Return.
- 3) Type: **SR** and continue with step 2 of the **PLAYING THE GAME** instructions on Page 1.

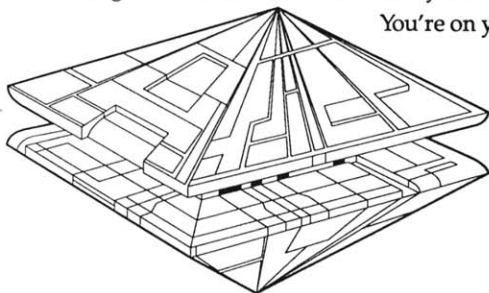
Quick-Start Instructions

You begin the game in the deep space of the Karonus star system. As the pilot of an advanced scout ship you'll travel between star systems, buying and selling cargo, engaging enemies and making friends. Based on your actions, you will build a reputation as a merchant, pirate or bounty hunter. Follow these steps to locate the nearest star base and begin your journey into a web of galactic intrigue.

Note: Space Rogue defaults to keyboard control. To switch to joystick mode, press Ctrl-J. To switch to mouse control, press Ctrl-X.

- 1) Plot a course. Press **N** for navigation mode, then use the joystick or keyboard cluster (described in the following sections) to select the **CHART** command. Press Return. Move the cursor across the map of the Karonus star system until you find Hiathra Starbase: the green square symbol at coordinates 13,19. Press the space bar.
- 2) Select the **HELM** command. Your ship will travel on autopilot to the new coordinates.
- 3) If a ship attacks you on the way, the journey stops. Select **COCKPIT** to fight the battle. Press **T** to target the enemy, and the space bar or joystick buttons to fire a weapon. Consult the next section for other commands.
- 4) After your ship arrives at its destination (sector 13,19), select **COCKPIT** to return to the space view. If you haven't done so already, press **T** to activate your targeting computer. It displays the range (in meters) and direction to the star base. Move your ship so that the arrows on the edge of your viewscreen are centered and point inward. The starbase should appear onscreen as two pyramids connected by a light-colored axle. To dock, slowly maneuver your ship to touch the axle.
- 5) At the base, walk around, talk to everyone you meet, and buy some cargo. To leave the base, return to your ship.

You're on your way. . . .



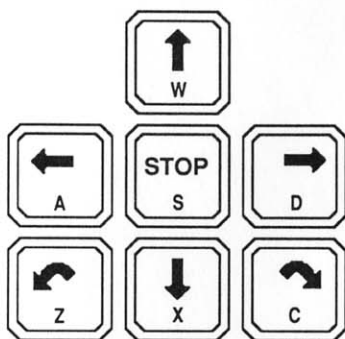
Commands Used In Space Flight

Joystick/Mouse Movement and Attack Commands

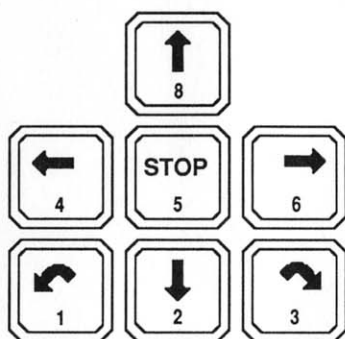
- ❑ To turn, push the stick/mouse in the direction you want to turn.
- ❑ To accelerate, press the first/left button.
- ❑ To slow down, press the second/right button.
- ❑ To fire a ready weapon, press both buttons at once.

Keyboard Movement and Attack Commands

The keyboard allows full control of your Sunracer in flight. Either of the following keyboard clusters provides the maneuverability you need for a heart-pounding dogfight or a delicate docking.



Letter Cluster



Number Cluster

W or 8 - Nose Down

X or 2 - Nose Up

A or 4 - Left Turn

D or 6 - Right Turn

S or 5 - Stop Rotation

C or 3

Z or 1

(=) or (+)

(-) minus key

Spacebar or 0

- Roll ship clockwise

- Roll counterclockwise

- Accelerate

- Decelerate

- Fire Ready Weapon

Additional Keyboard Commands (see Sunracer Manual for details)

- G - give up; try to surrender to attackers
- J - jettison all cargo
- L - toggle between manual and automatic laser fire
- N - go to Navigation Control screen
- R - ready a new weapon
- T - target base or ship with Target Acquisition Computer (TAC)
- V - toggle between "camera views"
- Ctrl-E - toggle between Cruise Flight and Newtonian Flight
- Ctrl-J - toggle between keyboard and joystick control
- Ctrl-S - save game
- Ctrl-T - toggle TAC display between graphics and data
- Ctrl-X - toggle between keyboard and mouse control
- Esc - pause game

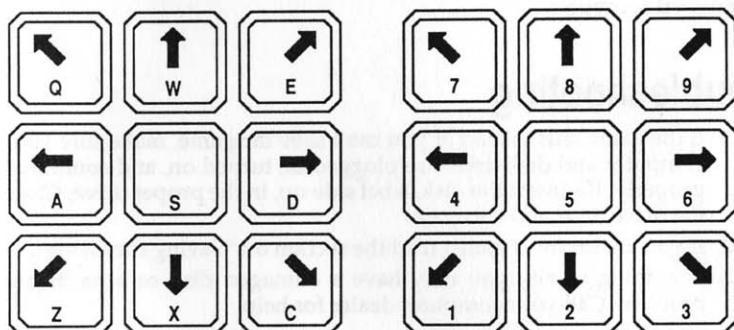
Commands Used When Docked At Bases

Moving with a Joystick:

- ❑ Push the stick in the direction you want to walk. To talk to someone or inspect something, stand next to it, push the stick in its direction, and press a button.
- ❑ Pushing a joystick button while the stick is centered brings up a command menu.
- ❑ In conversations, move the cursor bar by pushing the stick up or down. Highlight your response and push a button. During some conversations, you may be given the "OTHER..." option. Selecting the "OTHER..." option allows you to manually enter messages, such as secret passwords.

Moving with the keyboard:

To move, use one of the following keyboard clusters. Pressing Return brings up a command menu. In conversations, use one of the keyboard clusters to move the cursor bar and press Return/Enter to select a highlighted choice.



Moving with a Mouse:

- ❑ Push the mouse in the direction you want to walk. To talk to someone or inspect something, stand next to it, move the mouse in its direction, and press the left button.
- ❑ Clicking the mouse button while not moving brings up a new command menu.
- ❑ In conversations, move the cursor bar by moving the mouse up or down. Highlight your response and click the mouse button. During some conversations, you may be given the "OTHER..." option. Selecting the "OTHER..." option allows you to type in messages, such as secret passwords.

Commands Used While Navigating

Use the keyboard cluster, joystick or mouse to highlight a command from the menu. Press Return/Enter or a button to select the highlighted command.

Commands Used In Hive!

- ☐ Joystick or keyboard cluster - move/change facing
- ☐ Button or space bar - fire plasma rifle

To play Hive! with a mouse, move the mouse in the direction you want to move. Clicking the mouse button will fire the plasma rifle.

Saving the Game

During play, press Ctrl-S to save the game's current position onto a previously made backup copy of the DATA diskette or the SR subdirectory on your hard disk. You will be prompted for a file name. Enter the file name and press Return/Enter. You can only save the game while you are in space, not at a base or while using the navigational computer.

Troubleshooting

- ☐ If the game fails to load or you can't save the game, make sure your computer and disk drive are plugged in, turned on, and connected properly. Re-insert the disk, label side up, in the proper drive. Close the drive door and try again.
- ☐ If you are saving a game, read the section on "Saving the Game".
- ☐ If nothing works, you may have a damaged disk or a hardware problem. Call your computer dealer for help.



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