

VALUEWARE



The **Entertainer 3**™

User's Manual

Star Battle™

For Commodore 64 and 128 Computers*
(64K, 40-Column)

Loading the Main Menu

1. Turn on your computer, disk drive, and monitor.
2. Insert the program disk in your disk drive.
3. Type LOAD":*",8 and press **RETURN**.
4. When the word READY appears, type RUN and press **RETURN**.

Star Battle (1 Player – Joystick Required)

As the captain of the Starship Columbia, you must rid the galaxy of the Scyons and their leader Kromatin, who are bent on enslaving Earthlings. This will not be easy – the ruthless Scyons can live up to 500 years. You and the Columbia, along with the Federation's five star bases, must fight off the Scyon mother ships and battle cruisers.

To play Star Battle, select 1 on the main menu. Enter a game skill level (1-4). You will see the game options. We'll take a look at each of these options in just a moment.

The Columbia

The Columbia has a unique navigation system called OBNAC 3000. Enter a location in the galaxy, and OBNAC computes the fastest route to get there. Since the galaxy is rather large (64 quadrants, each quadrant is 4,000 by 4,000 by 4,000 metecs), OBNAC will come in handy.

The Columbia is equipped with two weapons: phasers and photon torpedoes. Phasers have a shorter range than torpedoes, but the Columbia carries only 30 torpedoes at a time. (You must re-stock at a star base.) Use these weapons to destroy the Scyon mother ships first, because they can manufacture new battle cruisers at

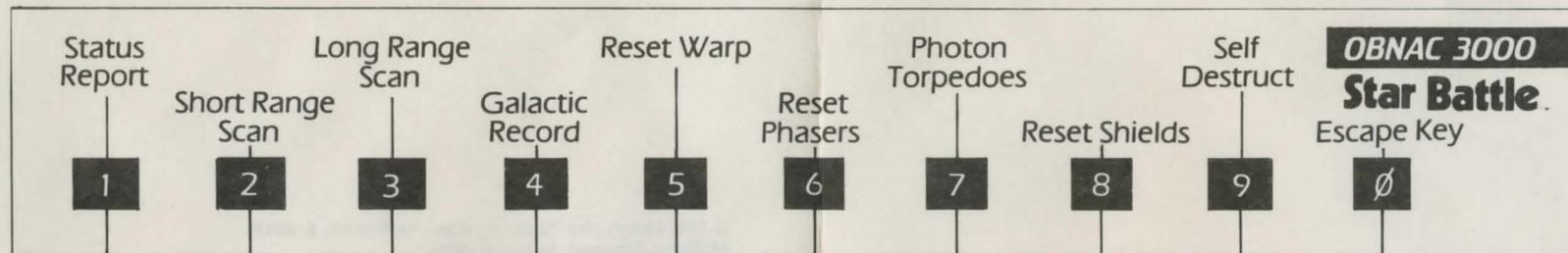
a rapid rate. (Each mother ship is guarded by four cruisers.) Also watch out for the Imperial mother ship (its energy field flashes blue when you hit it with a torpedo). All other Scyons must be destroyed before you can finish off the Imperial mother ship. You must hit a Scyon many times before you can destroy him. But don't get too close. An exploding Scyon could damage your protective shields.

If you do sustain damage from Scyon weapons, consult your status report (option 1 on the game menu) for a damage analysis. Return to any star base for repairs.

Star Bases

Remember to stop in at a star base for refueling. The Columbia can carry up to 32,000 tons of fuel. You will be apprised of your fuel levels as you search for Scyons. To dock at a star base, follow these steps:

1. When you locate the nearest star base, navigate the Columbia to the base's quadrant.
2. Press **2** to do a short-range scan. Then use OBNAC 3000 to guide you to the base.
3. As you approach the base, change your warp speed to 0.
4. Press **1** for a status report, and the base will refuel your ship automatically.



Cut out and attach this keyboard overlay to your computer.

Because star bases are so important to the Columbia, you must rush to their defense when they are attacked. Scyons will stop attacking a base when you lock your sensors onto the Scyon ship nearest the base.

The Game Display

The top half of the main game display shows you the galaxy as seen from the Columbia. Below this window, you will see the amount of energy left in your phasers and protective shields and the number of torpedoes left. (The energy in your shields is reduced after every enemy hit.) Also shown is the remaining fuel, your warp speed (CWP), your objective warp speed (OWP), and the distance to the object that your sensors are currently locked into. A * at the left side of the DIST box means you are falling behind your objective; a * at the right side means you are gaining.

Game Options

The game options are available on the number keys (1 to 0) on your keyboard. To use an option, press the corresponding key at any time during game play.

1. STATUS REPORT – Press **1** for this report, which gives you vital information about the ship: sensor readings of other ships, the Columbia's capability indicator (100% means full capability), and the number of photon torpedoes you have left. You will also see the stardate and your efficiency rating – 600% and up gives you a master rating; 200% earns you a novice rating.

2. **SHORT RANGE SCAN** – Use this option to view the quadrant where you are currently located and to lock in on star bases and enemy ships. Press **2** and use the joystick to move the cursor to your goal. The cursor will flash and the indicator in the upper right-hand corner of your screen will flash if you are locked onto the target. Your altitude and that of your target will be displayed on the screen. Press the fire button to lock your sensors on this target, or press **0** to return to the main game display.

3. **LONG RANGE SCAN** – Press **3** to view your quadrant and eight adjacent quadrants. All enemy ships (red), mother ships (yellow), star bases (blue), and the Columbia (gray) will be displayed. Use the same procedure as you used for the short range scan to lock in your sensors.

4. **GALACTIC RECORD** – Press **4** to see a record of your most recent short and long-range scans. A three-digit number will appear. The first digit stands for the number of Scyons in each quadrant, the second is the number of enemy mother ships, and the third is the number of star bases. A red square tells you which quadrant you are in. You will also be told the location of the nearest star base. To move to another quadrant, move the cursor to that quadrant and press the fire button.

5. **RESET WARP SPEED** – Press **5** to reset your warp speed, and then enter a number from 0 to 9.

6. **RESET PHASERS** – Press **6** to reset your phaser energy, and enter a number from 0 to 2000. Hint: Use your torpedoes first. Phasers drain your energy reserve.

7. **PHOTON TORPEDOES** – To set your torpedoes in automatic load mode, press **7**. You will then be able to launch a torpedo with a single press of the fire button.

8. **RESET SHIELDS** – To reset your shield energy, press **8** and enter the amount of energy units for your shields.

9. **SELF-DESTRUCT** – If your energy is running low, your ship is crippled, and your star bases have all been destroyed, you can self-destruct the Columbia by pressing **9**.

10. **ESCAPE KEY** – Press **0** to escape to the main display. This will not affect your navigational settings.

Pausing the Game

To pause the game during play, press **1** for the status report and then press **2** for pause. To continue playing, press **0**.

Winning the Game

To win the game, you must destroy all Scyon battle cruisers and mother ships and then return to a star base. If when you arrive at the star base you do not see a message telling you that the game is over, you must go back on patrol to look for Scyons. Good luck saving the galaxy!