

INTRODUCTION:

Computerware® is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and Basic Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support... One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. NOT TRUE!!

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware®

LICENSE:

Computerware® Major Istar™, in all machine readable formats, and the written documentation accompanying them are copyrighted. The purchase of Computerware® Major Istar™ conveys to the purchaser a license to use Computerware® Major Istar™ for his/her own use, and not for sale or free distribution to others. No other license, expressed or implied is granted.

WARRANTY INFORMATION:

The license to use Computerware® Major Istar™ is sold AS IS without warranty. This warranty is in lieu of all other warranties expressed or implied. Computerware® does not warrant the suitability of Major Istar™ for any particular user application and will not be responsible for damages incidental to its use in a user system.

If this product should fail to load during the first 90 days of use, simply return the ORIGINAL cassette or disk along with a copy of the receipt for a free replacement. Please try the back side of your cassette before returning it. If this program fails to load after the 90 day warranty, just send your ORIGINAL cassette or disk along with \$5.00 for cassette versions or \$8.00 for disk versions (to cover shipping and handling) to Computerware® and we will repair or replace it at our option.

MAJOR ISTAR Under the Doomed Sea

By the beginning of the 21st century, undersea cities have become necessary to avoid the mess we made of the Earth's surface. You will play the part of Major Cameron J. Istar (pronounced eye-star), a high ranking member of the Oceanic Federation. The O.F. is an organization dedicated to keeping peace in the underwater world.

You begin your adventure in a submarine headed towards Trident Dome, a scientific research station. You're going there because of a mysterious call for help. The message was from the service droid, Huey-14 and was cut off before he could tell you what the problem was. Something is going on at Trident and it will be your job to find out what the problem is and rectify it.

RUNNING THE PROGRAM

To play Major Istar, you need a 32K Color Computer or TDP-100 and a reasonably active imagination. To load the program from cassette, put the tape in the player and press the PLAY button. Then type CLOADM and press ENTER. To load from disk, put your diskette in drive #0 and close the door. Then type LOADM"MISTAR and press ENTER. When the program has finished loading, it will automatically start up and you will see a screen full of the word --BLUE--. If the letters aren't blue, press the RESET button on the back, right side of the computer a few times until they turn blue. To begin the game, press the ENTER key.

PLAYING THE GAME

This game is actually a story that you take part in. By typing simple sentences, you control the action of your character, Major Istar. There are many paths that you can take. Some are easy to find and others are more difficult. There are also many objects for you to work with. Some will have obvious uses, and others will not. Some objects may be totally useless!

In order to solve this adventure, you will probably have to make a map. For every move you make, draw a square on a piece of paper to represent the room you are in. Then draw arrows that tell you where you can go from that room. This adventure is known to contain mazes which in particular, require careful and detailed mapping. In a maze, directions are not as they seem. Just about the only way to successfully map out a maze is to drop one of your objects and then move away from it. Then when you find it again, you should be able to draw the path that got you there. We have included an Adventure Map Worksheet that you might find useful. You will want to make copies of it since the whole adventure may not fit on one sheet.

As in most adventures, you will probably find yourself being killed often. Happily, this is not permanent. You are just sent back to the beginning of the story. Before you enter a dangerous situation, diskette users can save their game by typing SAVE n - where n is a number between 1 and 9. Since the Original diskette is protected, you should use a blank formatted diskette for saving and loading. You can save up to 9 individual games on your diskette. Cassette users can also save their current position on a blank cassette. Simply use the SAVE and LOAD commands without any number. Then, if you die, you can use the LOAD n (disk) or LOAD (cassette) command to restore your game.

SIMPLE COMMANDS

To help you move around easily, there are a few abbreviated commands available. Here is a list of them:

Up arrow	GO NORTH
Down arrow	GO SOUTH
Left arrow	GO WEST
Right arrow	GO EAST
U <ENTER>	GO UP
D <ENTER>	GO DOWN
I <ENTER>	INVENTORY

Additionally, you can type GET ALL or DROP ALL to get or drop everything in one room. Remember, you can only carry a limited number of things so be selective in what you decide to pick up. You will need to be carrying certain objects in order to accomplish certain tasks.

MORE COMPLEX COMMANDS

For the most part, the computer is looking for a simple verb-noun sentence. GET THE BLASTER and GET BLASTER are both acceptable, and will do the same thing. There are times when you will need to tell the computer what object to use to accomplish the task. For example, GET THE BLASTER WITH THE GLOVES. If you leave off the 'with the <object>', the computer will ask you WITH WHAT? At this point, you just need to type the name of the object you want to use.

Only the first four letters of each word are used, so the sentence above could be entered as GET BLAS to save you typing time. If you type a word that the computer doesn't understand, it will respond 'I don't know that!'. If try to look at or get an object that isn't around, the computer will respond 'I don't see it!' If you try to get something that is too big (like a building), the computer will respond 'You can't do it!' Finally, if you are carrying your limit and try to pick up something else, the computer will respond 'You're carrying too much!'

Major Istar™

ACTION SITUATIONS

From time to time, you will happen upon a situation that requires skilled reflexes rather than cunning and imagination. At these points, you will be instructed to pick up the right joystick and press the button to start. The first action situation you will find requires you to dock your submarine without running into any of the bubbles floating around you. If you are successful, you will enter Trident Dome. Otherwise, you will be blown back to the start of the adventure by the explosion.

The other action situation is a room full of guard robots. You start out at the bottom and must make it to the top without bumping into any of the robots. It's not easy, but it can be done. You get three tries and then you get taken away by the robots.

CONCLUSION

This is by no means an easy adventure. If you have not already conquered some of the easier games available, you might find this one frustrating. Actually, if you carefully map the world and, most importantly, save the game often, you should be able to finish.

IF ALL ELSE FAILS...

and you just cannot solve the adventure at Trident Dome, we have a map of the undersea world. This won't solve the adventure, but will probably help you quite a bit. Send a self-addressed, stamped envelope (preferably plain brown so you won't be embarrassed when it arrives) to:

MAJOR ISTAR STUMPED ME
c/o COMPUTERWARE
BOX 668
ENCINITAS, CA 92024

Please also include a copy of your receipt. Remember, a real adventurer doesn't need a map, he makes his own....