

MEGATRAVELLER 1™

THE ZHODANI CONSPIRACY

COMMODORE AMIGA TECHNICAL SUPPLEMENT

GETTING STARTED

Note: The disks provided with the game are not copy-protected and you are advised to make a back-up copy of all the disks before you begin playing.

MegaTraveller should work on any Amiga with at least 512K and a floppy disk drive. The game will make use of extra memory, external drives and hard disks if you have them. If you only have 512K memory, it will be necessary to disconnect external drives and peripherals and ensure no other programs are installed on your system. If you wish to play from a hard disk, you will need at least 1Mb of memory. Printouts can be made from within the Character Generator using the parallel printer port.

MAKING BACKUP COPIES

1. Make sure the original disks are write-protected. (You should be able to see through the write-protect tab).
2. Use the duplicate option on the Amiga workbench to make copies of both disks.
3. You may also want to format an extra disk for storing saved game positions. Put the original disks in a safe place and only use them if your copies become corrupted.

LOADING FROM FLOPPY DISKS

1. Turn on your machine. Insert your copy of Disk A into any disk drive at the workbench prompt. MegaTraveller should now autoboot and after a few seconds will start playing the introduction sequence and ask you to answer a question from the manual.

INSTALLING ONTO A HARD DISK

Note: To run MegaTraveller from a hard disk you will need at least 1Mb of memory and approximately 1.5Mb of free disk space.

1. Turn on your machine.
2. Put Disk A into a disk drive. When its icon appears on the workbench, double-click on it to open a window.
3. Inside the window should be an icon labeled Install. Double click on this and follow the prompts.
4. You will be asked where you wish to install it. Answer this with a name like:

```
DH0:TRAVEL <enter>
```

To play the game, open a window containing the travel directory and double click on the **TRAVEL** icon.

Alternatively create a directory on your hard disk with a name such as TRAVEL and copy all the files from the disks into the directory using the CLI commands:

```
mkdir /travel  
cd /travel  
copy df0:#? ""
```

(insert disk B)

```
copy df0:#? ""
```

Then play the game by typing:

```
cd dh0:travel
travel
```

GAME OPTIONS

Because of the complexity and size of MegaTraveller, information will often be loaded from the disk during the game. You should never change disks unless the program prompts you to do so. If you have more than one floppy disk, you may place disks in these drives to avoid frequently swapping disks. Disk accessing will also be reduced if you have lots of memory.

After the game has loaded you will see the title sequence. To bypass this, click a mouse button or press the space bar.

COPY PROTECTION

The game disks for MegaTraveller 1: The Zhodani Conspiracy are unprotected for your convenience. However, at the start of the game you will be asked to locate information from game's manual, so keep it handy. All questions will refer to information presented in the manual's many charts.

STARTING THE GAME

MegaTraveller is designed to be played entirely from a mouse, although there are keyboard shortcuts for most operations if you prefer to use them.

To select an object or menu item, move the mouse so that the pointer is over the object and then press and release the left mouse button.

To Cancel or Exit from a screen, press and release the Right mouse button.

To Drag an object, move the mouse so that the pointer is over the object, then press but do not release the left mouse button. With the button still pressed move the mouse so that the pointer is over where you wish to move the object to and then release the button. You will be presented with a menu containing 4 options:

```
START NEW GAME
CONTINUE OLD GAME
GET STARTED QUICK
QUIT PROGRAM
```

START NEW GAME

This lets you create your own characters and make up your own party. Selecting this option brings up a new menu:

```
CREATE PARTY DISK
USE MY PARTY DISK
USE DEFAULT CHARACTERS
```

CREATE PARTY DISKS

Select this if it is the first time you have played and you wish to create and save your own characters instead of the default characters. Simply answer the questions asked and exchange disks when prompted.

Note: Your Party disk can also be used as a save game disk.

USE MY PARTY DISK

Select this if you have a party disk and wish to start a new game.

USE DEFAULT CHARACTERS

This option allows you to start a new game using the default characters provided. After selecting any of these options you progress into the main character generator. This is detailed in depth in the manual.

CONTINUE OLD GAME

If you have already begun playing the game, this allows you to continue with a saved game position. You will be asked to insert your save game disk and select the filename of the saved game to continue.

GET STARTED QUICK

This starts the game using a default party if you are not interested in creating your own characters.

PLAYING THE GAME

The game is split into two separate stages:

Planetary Surface Exploration and Combat
Interstellar Exploration and Starship Combat

You may only save your game at a starport. A starport is found on most planets very close to where your ship is parked.

THE CHARACTER SCREENS

During most of the game the upper section of the screen displays the characters in your party, showing their armor and status icons. By clicking on any of the characters with the mouse, you can view all the important information about a character as well as manipulate the objects he is carrying.

The character screens are split into 4 sections:

CHARACTER SKILLS LIST
OBJECTS
USED OBJECTS
SELECTIONS

CHARACTER SKILLS LIST

This is displayed in the left of the screen. If there are more skills than will fit on a page, click on the page up / page down icons.

OBJECTS

These are displayed in the center.

- a. Objects may be moved by clicking on them.
- b. To move an object, drag it to another slot. If something is already in that slot, it will be swapped.
- c. To move an object to another character, drag it to a character at the top of the screen.
- d. To inspect an object, click on it twice.
- e. To use an object, drag it to the Use object icon at the bottom of the screen.

USED OBJECTS

The bottom right of the screen contains space for used objects. There are spaces for:

BREATHING EQUIPMENT
ARMOR
PRIMARY WEAPON
SECONDARY WEAPON

These can be manipulated as described above.

SELECTIONS

On the right hand side of the screen are a list of selections. These generally provide you with more

information about the character. Click on the selection to view the information. Press a key or click the mouse to remove that information.

Exit from the character screen by pressing the right Mouse button or the Escape key.

Note: Time is frozen while in a character screen.

<p><i>Planetary Surface Exploration and Combat</i></p>
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MOVEMENT

You can move about on a planet by pressing the left mouse button over the main display area. The party will move towards your cursor.

Your party members usually move together and are displayed as one character having the color of the leader. The marching order is displayed in the upper right area of the screen and can be changed by dragging a character icon on top of another one. The characters will then exchange places.

Some planets will have a shop where you can buy vehicles. To enter a vehicle, move your character onto it. To exit, click on the vehicle icon in the bottom right area of the screen.

There are some icons in the lower right of the screen which allow you to:

CONVERSE WITH OTHER CHARACTERS

EXIT A VEHICLE OR VIEW ITS STATUS

GAME RESTORE OR QUIT

TAKE OR USE ITEMS

BREAK AND REGROUP THE PARTY

You may sometimes need to use a passcard to get through a locked door. To do this a character must have the passcard in the primary or secondary weapons slot. Passcards open doors using a color coding system. Each passcard has a series of colored lines, which must correspond to the lines displayed in front of the locked door in order for the passcard to work.

COMBAT

Sometimes other characters will start attacking you. If you want to fight back (rather than run away), you must go into combat mode.

To enter combat mode, click on the Party icon in the lower right area of the screen. This will separate your party into individual characters which can be moved about separately. To exit combat mode, select the party icon again. The middle right area of the screen will change into a combat status screen. Above the display are 5 color bars to select the currently controlled character.

While in combat mode, the current character can be in one of three modes:

1. Movement: Either the fire or throw icons are selected. In movement mode, a character can walk about by clicking where you want him/her to move.
2. Fire weapon: The fire icon is selected. In fire mode, click on the main display where the character should fire. Continue clicking on the point to fire again. Change between primary and secondary weapons by clicking on the icon next to the weapon information. To reload, click on the reload icon.
3. Throw grenade: The throw icon is selected. In throw mode, select the type of grenade you want to throw and click on your target in the main display.

ORDER MODE

Rather than fight in real time, you may give each character an order to perform. Click on the order icon to enter order mode. Then give each character an order in the same manner as above. Click on the

order icon again and they will perform the action. Time will be frozen while you are giving the orders.

SHOPS AND STARPORT

Entering a building will often take you into a shop where you may buy or sell items. Follow the prompts to choose who will pay for the items, who will receive them and what you want to buy or sell.

*Interstellar Exploration
and Starship Combat*

To enter your spaceship, climb its ladder. There are two modes when in your ship:

1. System – travel used to move your ship around.
2. Starship – used in combat to control the ship's function and for ship-to-ship combat.

IN-SYSTEM TRAVEL SCREEN

The right side of the screen displays some icons:

Station: Go to station mode

Comms: Go to communications station

Jump: Do an inter-system jump

Quit: Exit from the game with no save

If you are in orbit around a planet you may select:

Land: Land on the planet

Take off: Continue your journey

The main part of the screen shows your star ship, centered in space. The upper right of the screen displays a larger area of space. Click on the rotate and thrust icons to move your ship.

Moving close to a planet will automatically put you in orbit. Moving close to another ship will place you in combat mode. Orbiting a gas giant lets you refuel if you have fuel scoops and a fuel purification plant.

STATIONS

The upper section contains your characters. Clicking on any of these goes to the character screens.

Click on the In System icon or press the right mouse button to return to the system travel screen.

Below these is the station's display. Each character may only occupy one station. To view a particular station, click on the station slot. To assign a character to a station, drag the character icon to its new position. If there is already a character there, it will be swapped.

The lower portions of most station screens contain a combat map in the left and station-specific controls in the right. Clicking on the upper left icon of the combat map expands it to a full-screen map.

PILOT

Controls here are the same as those on the system travel screen. Note that they only work when you are in combat mode and that your ship returns to the original speed and direction when you go back to the system travel screen.

Official Proof-of-Purchase
See reverse

GUN STATIONS (MISSILE AND LASER)

There are two types of gun stations depending on which weapons your ship has.

- Click inside the window to aim and fire.
- Click on the target icon to target the enemy ship if you have the target program running.
- Click on the fire icon to fire if you have targeted.
- Left and right arrow icons rotate the viewpoint. Click the reload icon to reload a missile. Lasers automatically recharge themselves.

COMMUNICATIONS

Click on an entry for further information. If in combat mode, click on the expand icon to view a ship's information from the large map.

ENGINEERING

Click on a system to begin repairing it. Only one system may be repaired at a time.

COMPUTER

The Load icon brings up a list of programs you have. Drag a program into a spare slot on the computer to start loading it.

To run a program, click in the area above the loaded program. This will change color to indicate what it is running. To stop a program, click in the yellow section. Computers may only load one program at a time although a number of programs can run at once.

MEDICAL AND SICKBAY

Characters must be assigned to the sickbay in order to be healed. To begin healing a character, click on the heal icon and then on the character to be healed. Only one character may be healed at a time.

Return a character to duty by clicking on the return icon and then on a character.

PIRATE

If you successfully defeat another ship, you have the chance to steal any items that ship was carrying by dragging items from the defeated ship and cargo hold into your own. Most ships have self-destruct mechanisms, which will kill your party if they are still on the ship when it goes off. Click on the exit icon to leave the enemy ship.

JUMP TRAVEL

Click on the system to which you want to travel.

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MEGATRAVELLER I.
THE ZHODANI CONSPIRACY

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Please check game format here.

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