BUCK ROGERS

COUNTDOWN TO DOOMSDAY

SCIENCE FICTION ROLE PLAYING
COMPUTER GAME, VOL. I
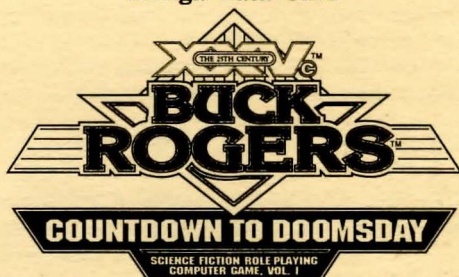
System Requirements: This game will run on any Amiga computer with a minimum of 1 Meg of RAM, a single floppy drive, and a monitor. It is compatible with Workbench versions 1.2 & 1.3. You can use either the keyboard or a mouse. The joystick is not supported.

Before Beginning Play: You will have to install the game onto a set of three floppy disks, or a hard drive, using the 'Install' utility on 'Disk One'. **WRITE PROTECT THE COPIES,** put the originals away for safekeeping and play off of the copies.

If your system runs out of memory during the installation, try re-booting your machine with 'Disk One' in DF0:, the installation procedure will automatically run, and you should have a little more free space to work with.

Floppy Disk Installation: You will need three blank, freshly formatted disks to copy the files onto. To format your disks, use the Workbench 'Initialize' command, or use the 'Format' command from the Shell or CLI. For the exact procedure, refer to the system reference manual that came with your computer. Once you have formatted three fresh disks, you may begin the installation procedure.

Begin the installation by inserting 'Disk One' in any drive. Double-click on the icon of the disk, and then double-click on the icon labeled 'Install'. A window will open on the workbench screen. In the window is a text area where you can specify the drive you wish to install onto. You should enter 'DF0:' in this box, and then choose the button labeled 'OKAY'. The install program will now build three game disks using DF0:. You should label the disks as the computer creates them. The first should be labeled 'Buck 1', the second disk should be labeled 'Buck 2', and the third and final disk should be labeled 'Buck 3'.

Hard Drive Installation: You will need at least 2 Megabytes of storage space available on your hard drive. Install 'Buck Rogers' on your hard disk by inserting 'Disk One' in any floppy drive. Double click on the disk icon to open it up, and then double click on the icon titled 'Install'. A window will open on the Workbench screen. In this window is a text area where you can specify the name of the destination for the installation procedure. At this point you may customize the name of the folder, or change the name of the hard

drive (example: your hard drive is named something besides 'DH0:'). Follow the on-screen prompts until both floppies have been copied to your hard disk. If you run out of space while installing the game, you can choose the 'Cancel' option and retry after making space on your hard disk.

TO START THE GAME: MAKE SURE YOU INSTALL THE GAME ONTO A SET OF PLAYDISKS, OR YOUR HARD DRIVE, USING THE INSTRUCTIONS ABOVE!

Turn on your monitor and follow the instructions for your system:

Floppy Disk: Insert 'Buck 1' into the internal drive and then turn on the computer. (A1000 users: remember to boot using your Kickstart Disk first, then insert the disk 'Buck 1' when prompted for the Workbench disk.)

Whenever the computer prompts you to change disks, place the correct disk in the drive and the Amiga will automatically continue the game.

Workbench (Floppies): Run the game from the Workbench by inserting 'Buck 1' in any drive and double clicking on the 'Game' icon.

Hard Drive: Play from the Workbench by opening the directory containing the game and double clicking on the icon called 'Game'.

CLI (Shell): Use the 'CD' command to change to the disk or directory where the game is located. Then type 'Game' and press the Return or Enter key.

COPY PROTECTION

To answer the verification question, find the indicated word in either the Log Book or Rule Book. Type the indicated word and press ENTER or RETURN.

GETTING STARTED QUICKLY

If you don't want to make your own characters to play with, there is a pre-saved party included on the disk labeled 'Buck 3'. Hard disk users will find the party in their save directory. Floppy disk users will have to insert 'Buck 3' when prompted to insert their save disk.

SAVING YOUR GAME

Floppy users must have a blank formatted floppy to save onto. Hard disk users will be able to save only onto their harddrive. Choose the save option from the 3-D menu, overland, or space combat. You are only allowed 10 saves per disk.

CONTROL

Mouse: You can use the mouse at any time. To give commands with the mouse, move the pointer over the option you wish to choose, and double click the **Left Mouse Button.** In some menus, you may have to click once on the item to highlight it, and then click on **SELECT** at the bottom of the screen.

When using the mouse, you will still need to use the keyboard whenever numbers or letters need to be entered. Examples of this include: entering passwords, answering verification questions, and taking or trading treasure.

Keyboard: To select a command using the keyboard, either press the highlighted letter in the command, or use the cursor keys to highlight the command, and then press the Return or Enter key.

Using Menus: Most options in the game are selected from horizontal and vertical menus. Horizontal menus generally select actions such as readying items. Vertical menus generally select the item to be acted upon, such as the weapon to be readied.

To access menus with the keyboard, use the up and down cursor controls for vertical menus and the left and right controls for horizontal. Press Return or Enter to make selections.

Moving: The party will move through the game in four modes: *3D/Area, Overland, Solar Movement,* and *Combat.* Targeting ranged weapons during combat is similar to moving characters. To move, first select the move option from the bottom of the screen and then give the appropriate commands.

Keyboard Movement: The following keyboard controls are used for movement and targeting:
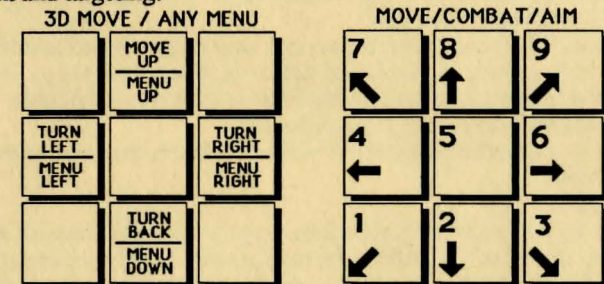
Mouse Movement: To move in the *3D/Area* mode with a mouse, click the mouse at the edges of the display window in the direction you want to move. While the pointer is in the 3D window, the pointer shape will change to show which direction you'll move when you press the button.

To use the mouse for *combat* targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the square you want to move to.

Overland movement with the mouse is identical to combat movement. The same is true for the *Solar Movement* screen

The following items are *not* in the Rule Book or Log Book:

ESC: will 'take back' a move. The function will not erase any damage taken during the move. Also use this key to exit from targeting for grenades, plasma throwers, & rocket launchers. Right mouse button is equivalent to ESC.

ALT/S: Toggles sound effects on/off (may be used any time).

ALT/Q: sets all characters to QUICK (computer control).

<SPACE>: returns all characters to normal control from QUICK.

IMPORTANT HINTS:

If you find combat too easy or difficult, use the LEVEL command (Rule Book page 7). During combat enemy names will be displayed in yellow. The names appear on the right side of the screen whenever the cursor is over a character in your line of sight (one that one of your player characters can see).

Skills: Make sure your team members specialize in a variety of skills, since all of the general skills will be used at various points in the game. You should make sure you have at least one Medic in your team, that several of your characters have FIRST AID skill, and all of your characters have MANEUVER IN ZERO G skill. You should give your Medic some points in TREAT POISON skill after training at the first level. One of your characters should also have ASTROGATION skill because it costs half as much fuel to navigate in space if you make a successful skill check in ASTROGATION.

Weapons: Each character should carry more than one type of weapon. When you get a combat result of "HIT FOR 0 DAMAGE" it means that the enemy you are shooting at is immune to that weapon or that the enemy dodged. If you are unable to HIT for damage with a certain weapon you may want to try a different one. EXAMPLE: All Robots are immune to microwave guns, so you will need to switch to another weapon when shooting a Robot if you are currently using a Microwave gun.

Ammunition: While only certain weapons may be purchased at different shops, ammunition may be purchased for all weapons at all shops. A clip for all weapons contains 10 rounds, except Plasma Throwers & Rocket Launchers which contain only 1 round per clip.

Levels: When characters are ready to advance a level, the color of their name will turn purple.

Game Hints:

Grenades may be purchased at certain shops on certain asteroids, so explore. Stun grenades are useful in tactical combat to paralyze enemy characters. Chaff grenades are very useful when facing enemies with heavy weapons or grenades. Throw the chaff grenades in front of your team and incoming grenades will explode when they hit the edge of the chaff cloud.

Don't forget to spread out your team members in combat and take advantage of terrain. The characters will be vulnerable to grenades and heavy weapons when grouped together.

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