STARGLIDER 2

PLAYGUIDE

STARGLIDER 2

MISSION BRIEFING DOSSIER

by Gary Sheinwald and Chris Humphries

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ENGLAND

BY HAND:

Jaysan, Katra, and Agro - I have compiled the following dossier in order to assist you on this, a most hazardous and dangerous of assignments.

I cannot emphasise strongly enough the severity of this mission - if you succeed, the advance of the evil forces in our galaxy will be set back by many years, and the people of the Solice System will be freed of Egron occupation.

However, if you fail, the planet of Novenia will be destroyed, and the might of the Egron military machine will march on, devouring planet after planet, solar system after solar system, its greed for domination and destruction knowing no limits.

The final shakedown testing of the *Icarus* is now complete - the stardrive has been fitted and the craft has been stripped of all unnecessary weight. We have sent sub-etha messages to all the Service Depots in the Solice System, and we can only hope that they have received them.

As long as our spy satellites remain undetected, we shall attempt to transmit updated intelligence reports concerning Egron movements in the system.

We are now certain that the Egrons are building powerful beam projectors on each of the seven moons of Millway, and are going to use these to protect a vast space station during its construction. It is this space station that will be turned against Novenia, unless it can be destroyed first.

I look forward to greeting you on your return.

Axle Handrel
Chairman of the Novenian Council.

THE SOLICE SYSTEM

A brief outline by Ramnic Yathnuc - Chief Astronomer on the planet Candour

The closest star system to that of Novenia, Solice consists of five planets, some of which are orbited by one or more moons. There is also a large and perilous methane asteroid belt situated between the outer planets of Apogee and Millway.

I have provided a brief description of each of the planets, and their respective moons, in order of their proximity to Solice. The information concerning Egron presence is based upon data relayed from our reconnaissance satellites hidden within the asteroid field - but I believe that up-to-date intelligence reports are to be transmitted directly to the *Icarus* on a frequent basis.

It is worthy of note that the satellites have picked up frequent activity of an erratic nature between many of the planets and moons. It is believed that a large number of cargo-laden space pirates and bounty hunters have infiltrated the area, hoping to find rich pickings in the remnants of the Apogean civilisation, as well as minerals and equipment within the mines and factories on the other planets. These marauders bear alleigance to no flag, and it is likely that they will attack and destroy any spacecraft that seems particularly inquisitive within 'their' operating areas - or at least use their highly unstable TeleTrac teleport tractor beams to empty your cargo hold of its contents.

DANTE

Colour:	Red
Gravity:	Very low
Diameter:	262,144 spacials
Distance from Solice:	3,102,000 spacials
Egron presence:	Low key occupation force

The nearest planet to Solice is Dante - a naturally radioactive, inhospitable burnt-out rock, plastered with perilous lava-belching volcanoes and searing geoplasmic gas emissions.

The denizens of Dante are an oddball collection of creatures, mostly mutated horribly into gross parodies of normally evolved lifeforms. Combined with small clusters of Egron occupation squadrons - mainly consisting of the heavily-armed walkers and stompers - this makes Dante one of the most undesirable ports of call to all but the most desperate or inquisitive of ships.

VISTA

Colour:	Blue
Gravity:	Low
Diameter:	248,690 spacials
Distance from Solice:	4,084,500 spacials
Egron presence:	Minimal

Second out from Solice is the cool, serene planet of Vista. Covered with endless swamps and cloudless blue skies, life on Vista bears little resemblance to the turmoil to be found on Dante. However, Vista is still close enough to the sun for a variety of strange and wonderful beings to live in a fair state of extreme mutation.

A key point of interest are the powerlines left behind by a previous scientific expedition from Broadway - one of the moons of Millway. These are similar to those found on the planet Apogee, although these may malfunction due to their age.

APOGEE

Colour:	Grey
Moons:	Enos and Castron
Gravity:	Average
Diameter:	524,288 spacials
Distance from Solice:	815,700 spacials
Egron presence:	Complete domination

Next out from the sun is Apogee - the principal planet of the Solice system.

Once a thriving independent planet, Apogee is now the major political and economic base for the Egron occupation force in the solar system (note that the major military strength lies on Aldos, the outermost planet).

Apogee is now a barren wasteland - a textbook example of Egron excesses and indulgence. Pollution and radiation have destroyed all the natural lifeforms on Apogee, leaving a land of smouldering rocks and pools of industrial waste.

Of great interest is the network of tunnels which were bored throughout Apogee to provide fast, economic and ecologically acceptable transport for the population of Apogee.

The twin moons of Apogee:

ENOS

Colour:	Light grey
Gravity:	Very low
Diameter:	131,072 spacials
Distance from Apogee:	495,677 spacials
Egron presence:	Heavy

The first moon of Apogee, Enos is perhaps even more ravaged by the Egron fleet than its parent planet. Largely similar to Apogee in terms of environment, Enos has little to offer any visitor, unless they are a licensed Egron scrap collector, or a suicidal starpilot looking to lose a fight with a big piece of Egron machinery.

Although Enos is now devoid of intelligent lifeforms, it was once almost entirely covered by a dense petrified forest, the remnants of which permeate the moon's scarred surface. The number of trees remaining is on the decline, as entrepreneurs and bounty hunters raid the forests to sell arborial examples to tree collectors throughout the galaxy.

CASTRON

Colour:	Dark grey
Gravity:	Very low
Diameter:	147,456 spacials
Distance from Apogee:	698,305 spacials
Egron presence:	Heavy

The second moon of Apogee, Castron is one of the most peculiar lumps of rock ever to be formed by the Big Bang - instead of a molten or solid core, it is made almost entirely of compacted sugar crystals.

Castron was once the home of the most popular item of confectionery in the known universe - the Castrobar. The Egron-blasted wastelands of Castron once gloried in the prosperity of massive galaxy-wide Castrobar sales, rivalled only by the products of the distant planet of Mars in the Milky Way galaxy.

Before the Egron occupation the career options for school-leavers on Castron were quite simple - they either went to work in the Castrobar factories, or they became dentists.

Castron has a modern set of super-efficient Egron powerlines that should be very well suited to the inductive refuelling facility provided by most Novenian-designed spacecraft, as well as an extensive underground tunnel network.

MILLWAY

Colour:	Deep red
Gravity:	Very high
Diameter:	1,048,576 spacials
Distance from Solice:	12,209,168 spacials
Egron presence:	Very heavy level of high-altitude patrols

Millway is the fourth planet out from Solice and is the only gas giant in the system, and noted for its seven almost indentical moons. The deep red colour of the surface is the result of the swirling methane, hydrogen and ammonia in the atmosphere.

Although landing on Millway is not possible - it has no surface as such, and flying too close to the layers of gas may prove to be fatal - Space Whales and other weird and wonderful creatures can be found drifting high in the upper atmosphere.

The seven moons of Millway:

BROADWAY, APEX, ESPRIT, QUESTA, WESTMERE, SYNAPSE, & WACKFUNK

Colour:	Deep red
Gravity:	Very high
Diameter:	65,530 spacials (approximation).
Distance from Millway:	987,654 spacials
Egron presence:	Very heavy

Millway's seven moons are of particular importance - they all possess unusually odd magnetic properties, and it is this peculiarity that seems to have attracted the Egron fleet to the Solice system. All are cold and lifeless wastelands of methane slush, populated mostly by scientific research teams whose favourite pastime is to hijack the fast Egron "Emma 2" jetcars and drive them recklessly all over the moon whilst waiting for their experiments to finish. This pastime has been somewhat hampered by the recent arrival of several million tons of Egron construction equipment, along with several million badly paid Egron workers.

The Egron presence is particularly bad news for Professor Halsen Taymar, the eminent nuclear munitions expert, who was leading a pioneering research team on Broadway at the time.

Recent intelligence reports indicate that there is now even more intense activity on all of the moons, and Egron space trains seem to be ferrying large quantities of refined materials to each moon on a regular basis.

ALDOS

Colour:	Light-mid blue
Gravity:	Extremely low
Diameter:	147,456 spacials
Distance from Solice:	16,225,190 spacials
Egron presence:	Very heavy

Fifth, and furthest out from the sun, Aldos is cold and miserable. Due to it being nearest to where we estimate the construction site of the Egron space station to be, it has the heaviest Egron military presence of all the planets.

The Egron's approach to ecology and rural preservation is as caring and thoughful as always - almost all accessible parts of the planet are covered in nuclear waste and pollution. The only remaining visible evidence of terrestrial life on Aldos are the strange parallel lines which were probably carved into the planet surface many millions of years ago to mark the position of the sun at particular times of the year.

The lone moon of Aldos:

Q-BETA

Colour:	Pale blue
Gravity:	Extremely low
Diameter:	131,072 spacials
Distance from Aldos:	298,440 spacials
Egron presence:	Absolute

Q-Beta (Queer Beast, as it is known on Apogee) is as cold and nasty as its mother planet, Aldos. Unusually for a moon, recent neutro-probe readings indicate a strange yellow moon to be orbiting Q-Beta, although radio-telescope probes deny its existence. These strange readings require further investigation, but take great care.

TUNNEL NETWORKS IN THE SOLICE SYSTEM

Many of the moons and planets that make up the Solice system are home to a large network of Apogean designed tunnels. The principal network is, unsurprisingly, situated on Apogee itself. A similar tunnel system was also constructed under the moon Castron, as well as a number on the moons of the planet Millway.

These tunnel networks were designed to provide fast, safe, efficient and pollution-free transport, and until the Egron occupation, they were used by millions of citizens every day.

The networks were designed for computer-controlled transport vehicles, which travelled deep below the surface, following a pre-defined route amongst the huge matrix of junctions and interchanges. Flying a craft through these networks without the aid of the Tunnel Navigation System may prove to be rather difficult, as all the tunnel sections tend to look the same, and you may come across defensive energy barriers and iris doors. Another problem is the huge magnetic coil which was used to keep the transport craft central within the tunnels - its discharge will limit your power considerably.

There are only three tunnel sections which differ from the large steel cylinders, and they are as follows:-

1 Junctions and Interchanges
Junctions are the points where a choice of two directions is available - either a right or a left fork. As a number of the tunnel networks consist of concentric rings, it is important to make a note of your location, and try not to double-back on your previous route. However, you may make u-turns at any point in the tunnels.

2 Tunnel Exits
Exits can be easily recognised by their large coloured markings. When entering a tunnel it is worth noting your coordinates in case you wish to leave by the same exit.

When exiting a tunnel network, be sure to limit your speed, as the expulsion force of the tunnel may well throw your craft into the upper atmosphere, or even into space.

3 Service Depots
Most of the tunnel network sections contain Service Depots - large square grey hangars which were constructed to provide maintenance and repair facilities for vehicles travelling through the tunnels. Since the Egron occupation, the tunnel networks and their inhabitants have become the sole surviving populations, and many depots have formed small resistence groups, sabotaging the Egron war machine wherever possible.

The tunnel depot technicians have become very skilled in the construction of weapons, including particle beam lasers, and incendiary devices of varying destructive force, and they may be able to repair any damage to your craft.

It is in some of these depots that you will be able to trade goods for services, if the depot inhabitants are unwilling to give their services for free.

THE ICARUS PATROLCRAFT

Introduction by Karl Draggon
Five years before the Egron invasion of Novenia, Draggon Industries began work on a massive research and development project to design and construct a successor to its popular Police patrolcraft - the Medusa IV. Rather than modify the design of the Medusa even further, we decided to start with a clean sheet and develop a new breed of patrol craft, incorporating all the latest technological advances in weapons and navigation control.

The craft was only four months away from flight testing when the Egron attack fleet struck - razing our test laboratories - along with most of urban Novenia - to the ground.

Fortunately, many of the development team survived the invasion, holed up in underground bunkers, and once the Egrons had been repelled by the Novenian resistance, work continued on the project, and three months ago, the first flight of the Interplanetary Combat and Reconnaissance Universal Scout - abbreviated to the *Icarus*, took place in the vast desert on the southside of the planet.

Icarus Technical Specification

Plasma Engines and Stardrive
The *Icarus* is powered by the latest generation of high performance Plasma Drive power unit whose computer controlled management system ensures that energy used is directly proportional to thrust.

Maximum speed on a planet:	24,000 spacials per second (estimate)
Maximum speed in space:	200,000 spacials per second (estimate)

Both these values are given for an unladen craft.

Draggon Industries have further developed the plasma engine with co-operation from engineers on the planet Cosworth, to incorporate a revolutionary sixteen chamber neutrino-fuelled semi-automatic latent energy drive booster, known as the 'Stardrive'.

The Stardrive, quite simply, allows the *Icarus* to travel at up to eight times its normal maximum terrestrial speed whilst operating outside of the confines of planetary gravitational pull, and without the energy -wasting side effects of afterburn.

To utilise the Stardrive, take the *Icarus* up to maximum speed, and select Stardrive mode. The plasma drive charges up for a few seconds, and then activates the Stardrive - the obvious effect when this happens is the blurring of the space dust as it shoots past the craft.

Please note that if the *Icarus* reduces speed sufficiently, or collides with an object (such as another craft, or an asteroid) the Stardrive will be automatically deactivated.

Energy Absorption Shields
Being a police patrolcraft, *Icarus* has been designed to withstand random pot-shots from aggressive life-forms who may be involved in acts of civil unrest, and the inclusion of the latest model of the Valium Dynamics Inc. energy absorption hull shield with its advanced and reliable Hi-Lev™ cell renewal system will ensure that the *Icarus* is safe from all but the most determined and well-armed of troublemakers.

The shields are excellent protection against enemy lasers and other low and medium-power weapons, and will even withstand a direct collision with another craft, although this will probably severely deplete the shield's energy reserve.

Interface Bus and Weapons Systems
Probably the most important new feature in the *Icarus* is the inclusion of a galaxy-wide standard expansion bus (PicoChannel) which allows a whole range of weapon and control system enhancement modules to be easily attached and operated. The *Icarus* supports up to five PicoChannel-compatible weapons, and these are available from Depots on a wide variety of different worlds.

1 Gas Plasma Lasers
PicoChannel port number one comes fitted with standard gas plasma lasers. These dual-beam lasers are of the hi-intensity armour piercing variety, suitable for attack against most lightly armoured or low-shielded targets. A fully functioning laser cell will allow approximately 250 bolts to be fired before it requires recharging.

2 Projected Time-Warp Cuboids
Port number two is reserved for time-warp energy cubes. These amazing devices are small computers housed in a compact cube. Put as simply as is possible, the computer controls an electromagnetic chamber which has the ability to store a slice of projected time. When the seal to the chamber is opened, or destroyed, anything within close proximity to the cube is trapped in time, and then projected backwards an arbitrary amount, say one second - which has the effect of making moving objects collide with their time-warped clones.

This remarkable device was developed by Professor Halsen Taymar as a practical project for his PhD, and its use was subsequently banned by all members of the Free Worlds Federation after Taymar demonstrated its power by trapping the entire cast of his least favourite soap opera in a one week infinite time-warp cycle. This feat had a number of knock-on effects - Professor Taymar was given a job at the head of an advanced weapons research team on the moon of Broadway, and the plot of the soap opera was altered by the time-warp cubes to such an extent that the lead character found out that she was actually her own grandmother. The audience ratings soared sky-high, and nobody noticed that every new episode was the same as the previous one. Some may argue that this was the case beforehand, anyway.

If Professor Taymar's research team can be located, they should be able to provide you with the cuboid launcher - a device which interfaces directly with the laser cell, allowing you to use the cubes in addition to your gas plasma lasers (although they use around twice as much energy).

3 Fire and Flee Missiles

The third PicoChannel port is designated for a visual targetting intelligent computer guided homing missile tube, known as the Fire and Flee (F&F) missile system. These missiles are extremely potent, and are able to destroy almost anything except objects protected by Neutron shielding (such as tunnel entrances).

When activated, the F&F computer system enters Target Identify Mode, and scans all objects within range that pass under the cross-hair sights. If an object is identified, the secondary targetting sight is activated, and it tracks the target as long as it is within visual range of the *Icarus*. If the primary cross-hair locates a more obvious target, it will switch the secondary sight accordingly.

The targetting system is just that - an aid to locating a target. It is up to the pilot to launch the missile by pressing the fire button. Once the missile is airborne, its homing circuitry will attempt to guide it to its predefined destination, taking the optimum route.

F&F missiles can be obtained in some of the more technically advanced Service Depots, and the *Icarus* is capable of carrying the launch tube, targetting hardware, and up to four F&F missiles at a time.

4 Bouncing Bombs

Port four on the PicoChannel bus is reserved for the "Humbug" bouncing bomb - an extraordinary device which is launched from the topside or underside of the *Icarus*, and spins backwards so that when it hits the ground, it bounces up again, travelling along until it comes into contact with a target, or its outer casing is destroyed, when it is detonated. However, if launched in space it will simply fall away into the void.

Humbugs are extremely powerful, its inner casing containing a highly compressed contact explosive MMF - the most powerful non-nuclear charge ever devised. They can penetrate all shielding and defences, with the except of a multi-sourced beam projector field (such as those being constructed to protect the Egron Space Station) - although they are able to destroy the beam projector itself.

The *Icarus'* bomb bay can accomodate a maximum of four Humbugs, and they are available at the highest technical level Service Depots.

5 Neutron Bomb

The fifth and final PicoChannel port has been assigned to the ultimate weapon - the Neutron bomb. With the intensity of a hundred suns, it is the only weapon in existence with enough force to destroy the Egron Space Station, and safeguard the future of Novenia.

The only man in the galaxy with the technical expertise to design and build the Neutron bomb is Professor Halsen Taymar, the eminent nuclear physicist and designer of the famous Projected Time-Warp Cuboids.

The *Icarus* has been specially modified to accommodate the bomb - and it has been installed with a Forslook proximity-lock field to allow the bomb to be lowered from the bomb bay and slung beneath the craft until it is fired.

The Forslook will hold the bomb a small distance from the *Icarus* to prevent accidental detonation, and will alter the distance as the craft banks and turns. It also incorporates a dedicated version of the F&F missile guidance system, with our reconaissance blueprints of the space station's MagnaFlux focussing coil imprinted upon its imaging circuitry.

Please note that the Neutron bomb can destroy *ANYTHING* upon impact, so be sure to have your target well within range before releasing it, and get away from the blast area as soon as the bomb has been released. If you wish to check that it has hit its target, select the rear view option. And remember - use the Forslook.

Tractor Beams
Much of the development time put into *Icarus* has been spent on the design and testing of the revolutionary identify-and-lock Tractor Beams, which are controlled by Imperial Business Machine's latest Piers-2 computer system.

Quite simply, this system allows you to point the cross-hair at an object, for instance, a cargo crate, and select the tractor beam. The computer will analyse and attempt to identify the 'target' and, if successful, will project a tractor beam at the object.

The beam's energy field envelopes the object and, once under your control, allows you to rotate it, in order to examine the object (useful with incendiary devices). You may then draw the beam closer towards the *Icarus*, bringing the object with it, and finally teleport it aboard, or alternatively press the Tractor Beam key and switch the lock off.

The Tractor Beam does have a number of obvious limitations - firstly, it can only manipulate objects which are not fixed to the ground by means of building foundations and, secondly, it cannot contain objects which are of a greater mass that the *Icarus* itself.

Cargo Bay
Although not primarily designed to carry copious quantities of cargo, *Icarus* has nevertheless been designed to accomodate three items of non-military hardware (as well as a range of PicoChannel compatible weapons reserves).

Objects that have been successfully captured using the Tractor Beam are stored in the cargo bay. You may check your inventory, give objects to Depot Managers, or jettison cargo in space if it is not desired.

Visual Analysis System
An obvious by-product from the development of the Piers-2 identification computer incorporated in the Tractor Beam hardware is the ability to analyse and identify objects.

Once an object has been located with the cross-hair sight, the computer will attempt to match its videoprint with those stored in its databanks. If the object is successfully identified, its name will be displayed on the microscreen, otherwise you will be informed that no records have been found.

Audio Analysis System
As well as visual analysis of objects, the *Icarus'* resident computer system incorporates an audial spectrum analyser which will sample incoming sound waves and try to match them with sound patterns stored in its data library.

The computer system lays dormant unless it recognises a sound close to the *Icarus*, at which point its analysis option can be selected.

Status Report Processor
Throughout the mission, the *Icarus* will receive updated intelligence reports from our spy satellites located deep within the asteroid belt. These communications will contain information concerning the current status of the beam projectors, the space station, as well as intelligence reports from our passive spies secreted within the Egron construction force (Egron construction crews as so badly paid that we are able to buy information from some of the less loyal workers).

The latest intelligence report can be recalled at any time by calling up the Status Report processor.

Refuelling the Icarus

The *Icarus* is an extremely versatile craft, and this flexibility is true for all aspects of the craft's operation, not least when it comes to refuelling the plasma drives and recharging its energy shields and laser cells. The energy induction system has been designed to utilise almost any source of natural or artificial power.

The craft can replenish itself using a number of tested procedures, although there are many untested possible energy absorption techniques to be found throughout the galaxy. Only these five have been known to be worthwhile to some degree:-

1 Powerline Induction Refuelling
The standard form of induction refuelling, as pioneered with the modified AGAV craft during the Novenian invasion. This process has now been refined quite considerably, to take advantage of the new breed of tesla beam powerlines that can be found throughout the Solice system.

To refuel your plasma drive, energy shields and laser cells, fly the *Icarus* into the tesla beams that spark between the pylons of the powerlines. Keep as close to the beams as possible, without colliding with the pylons - skilled pilots can fly all the way along the powerlines upside-down, thus avoiding the pylons altogether.

The rate of induction is directly proportional to your velocity, so fly as quickly as possible.

2 Geoplasmic Emission Refuelling
The planet Dante, despite being a hellish and nasty place, does have a little to offer the more daring explorer. For example - if you are lucky enough to catch one right up close to your ship, a geoplasmic gas emission can give a fair increase to your plasma drive, energy shields and laser cells.

3 Volcanic Emission Refuelling
Perhaps a little more lucrative than this, although only for the skilled pilot, is in-flight refuelling above an active volcano. The perilously high, narrow apertures at the top of the volcanoes pour out a continuous stream of molten rocks and blasting hot gases. Refuelling can be achieved by sitting in the wake of these gases, and these are at their strongest just above the lip of the crater.

However, be sure to avoid the stream of rocks, as they will quickly destroy your ship if you hover at too low an altitude. The safest (!) method is to sit a little way up above the crater, although this naturally makes it harder to align your ship with the stream of gases. Plasma drive, energy shields and laser cells are all replenished using this method.

4 Asteroid Methane Fragmentation Refuelling
Although the asteroid belt situated between the planets of Apogee and Millway is a perilous place to take even the most well-shielded space craft, navigating the asteroids does have advantages other than the collection of minerals.

If you can catch an asteroid in your Tractor Beam, it will become unstable, and ultimately explode. However, quantities of fragemented methane are released, and these are trawled by the *Icarus'* power inductors, and converted into fuel for the plasma drive, energy shields and laser cells. The quantity of methane caught by this method is dependent upon the speed of rotation of the asteroid within the tractor beam.

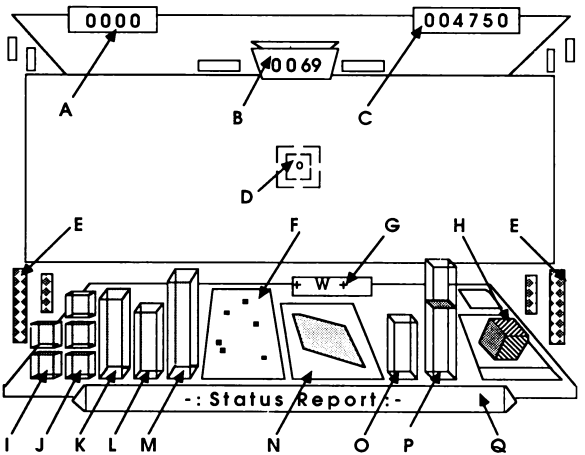
5 Solar Energy Refuelling
Perhaps the most hazardous method of refuelling the *Icarus*, but still available to the desperate pilot, is solar refuelling - converting the discharged corona energy of the sun directly into fuel.

The method itself is quite simple - fly as close to the sun as possible, and scoop up the free energy. However, even the composite construction of the *Icarus* will not be able to withstand the intense heat generated by a burning star. Keep an eye on your microscreen for temperatute warnings at all times.

THE CONTROL PANEL

The *Icarus'* control panel is both one of the most advanced, and simple to operate of all interplanetary combat and patrol vehicles. It incorporates a number of radical departures from normal cockpit design, the main two being its head-up and holographic instrument displays.

The following diagram depicts all the major control panel instruments, and they are each described below.



A Grid Co-ordinates
This instrument shows the current location of the *Icarus* while flying across a planet or moon. It is displayed as four numbers - a two-digit X position, and a two digit Y-position.

B Digital Clock
The clock displays the amount of elapsed time since the mission began. It uses Galactic Standard Time (GST) - a decimal system comprising of 9999 minutes in each day.

C Score
This display shows the number of points accrued since the beginning of the mission.

D Cross-hair Sight
This head-up display is used for targetting weapons, and locating objects for identification or Tractor Beaming.

E Refuelling Indicator
Whenever the inductive refuelling system is operative these indicators pulsate.

F Local Area Scanner
An advanced radar, the Scanner shows all objects within range of the *Icarus*.

G Compass
A standard 360° compass, showing your direction using North, East, South and West notation.

H Currently Selected Weapon Indicator
This animated holographic instrument shows which PicoChannel weapons system is currently selected.

I Bouncing Bomb Indicator
This instrument show how many "Humbug" bouncing bombs are present in the bomb bay.

J Fire and Flee Missile Indicator
This instrument shows how many F&F homing missiles are present in the missile tubes.

K Laser Cell Status
This instrument shows the current status of the gas plasma laser cells.

L Energy Shield Status
This instrument shows the current status of the Valium Dynamics' shield cells.

M Fuel Indicator
This instrument shows the current status of the Plasma Drive fuel cells.

N Artificial Horizon
A standard tri-axial artificial horizon, which shows the orientation of the *Icarus* at all times when flying across a planet or moon.

O Velocity Indicator
This instrument shows the current speed or velocity of the *Icarus* (note that Stardrive speeds are not displayed, as they are out of range of the indicator!).

P Altimeter
This instrument shows the current altitude of the *Icarus* when flying across a planet or moon. It is inactive when in space.

Q Microscreen
This screen is used to display incoming intelligence reports, and *Icarus* status information, as well as feedback from the various navigation and weapons systems.

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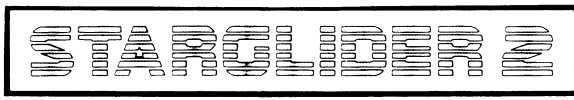

SPECTRUM 48/128/+3

KEYGUIDE

Starglider 2 - Spectrum 48/128/+3

Loading Instructions

Type LOAD ""<enter> for 48K version or select Loader for 128K version.

Joystick Control

Pushing the joystick left and right causes the Icarus to turn or roll to the left or right.

Pushing the joystick forward or pulling the joystick back causes the Icarus to dive or climb.

To fire the currently selected weapon, press the fire button.

Starglider 2 uses a joystick control system known as One Hand mode, to accelerate and decelerate. Simply hold down the fire button and push the joystick forwards or backwards.

Keyboard Control

Q	Icarus Nose Down
A	Icarus Nose Up
O	Icarus Bank Left
P	Icarus Bank Right
Space Bar	Fire Weapon
Caps Shift	Select Weapon
I	Identify Object Under Crosshair
L	Patchwork ON/OFF
T	Tractor Beam ON/OFF
R	Report Status
W	Increase Velocity, when not in one hand mode
S	Decrease Velocity, when not in one hand mode
D	Stardrive ON/OFF
Symb/Shift	Rotate Object In Tractor Beam
Break	Abort Game
C	Collect Object In Tractor Beam
Enter	Pause Game
I	Inventory When Game Paused
J	Jettison Object When Game Paused
S	Save Game When Game Paused

Painting With Rolf (128K Only)

T & G	Rotate Shape in X axis
Y & H	Rotate Shape in Y axis
U & J	Rotate Shape in Z axis
I	Start Animation Forwards
J	Start Animation Backwards
N	Frame Step Backwards One
M	Frame Step Forwards One
Z & X	Cycle Through The Shapes
Caps Shift	Stop The Shape Rotating
R	Reset The Shape To Start Position
E	End Animation
D	Draw With A Shape / Clear Screen
Enter	Return To Options Menu

Starglider 2 - Spectrum 48/128/+3

Novenia News Update:

The following play guide information is only relevant to the Spectrum version of Starglider 2.

(1) All planet colour references should be disregarded

(2) There are no stompers on DANTE due to galactic energy shortages

(3) The age old power lines on Broadway no longer exist due to a fatal collision with a Space Pirate ship which had suffered severe damage after doing battle in orbit around Millway.

(4) The tunnel networks have been cleared of all defensive energy barriers and iris doors after constant complaints of traffic congestion from local inhabitants.

(5) Tunnel exits are not indicated by coloured markings as they were considered to be an eye-sore.

(6) Fire and Flee Missiles have been replaced by the more efficient high energy pulse laser. When activated, the laser behaves in exactly the same way as the fire and flee missiles, and only four charges can be carried in the launch tube at once.

(7) The Icarus does not have a rear view option due to lack of space.

(8) There is no audio analysis system because in space no one can hear you fly.

(9) Geoplasmic Emission Refuelling is no longer possible due to the new ecological policies of the inhabitants, who now insist that the Icarus uses ozone friendly gases instead.