

SPARBIANS

Authors:

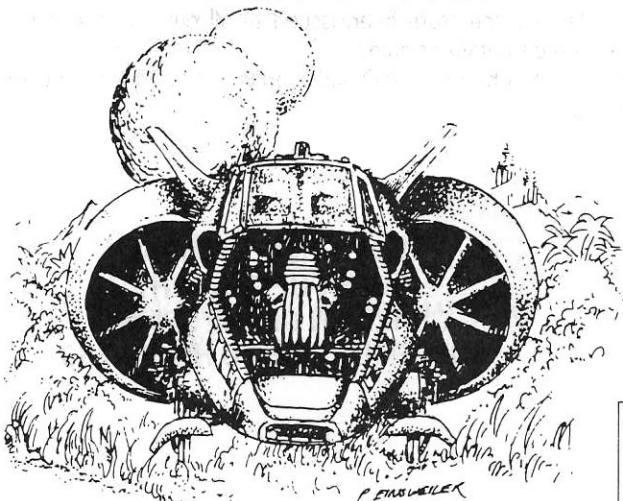
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MARKETED BY



PALACE
SOFTWARE

**INVESTIGATION BUREAU
INTERNAL CIRCULAR No. 24 X964**

With the death of Julius Gordan, we have dealt a decisive blow to the supporters of the Rebellion and its secret organization, the Scientific Fighting Front. Nevertheless, I would remind all operatives to remain vigilant. The rebels seems to be as determined as ever. Our agents who have infiltrated the organization have sent back disturbing news. Our enemies appear to be preparing an individual operation aimed directly at Cassandra, the dome of our Blessed Mother "Genolyn" and her Generous Cephalhydras.

The person who has been chosen to lead this mission of destruction is a humanoid-type mercenary of the terrestrial race. He will have at his disposal a spaceship which was built for the Centaurians.

The order has therefore been issued to all our hunters to shoot down any unregistered Centaurian ship.

Furthermore, a bonus of 200,000 credits is offered for the elimination of this earthling.

**GENOLYN IS ETERNAL
QUEEN OF THOUGHT
GUARDIAN OF THE SPIRITS
SUPREME GUIDE TO HAPPINESS**

REPORT OF THE 3RD MEETING OF THE SCIENTIFIC BATTLE FRONT

We regret to announce the death of our leader, Julius Gordan, assassinated by agents of the Bureau of Investigation just as he was about to leave for Cassandra. His Son, S. Gordan, has been appointed head of our organization in his place.

We all swear allegiance and swear to destroy Genolyn, the priestess of chaos and despot of the mind.

We have decided to continue the fight begun by our late lamented leader.

We know that he left magnetic cards, in the form of puzzles, on various planets.

These will enable us to discover Cassandra's stellar coordinates.

STORM WALKER, our best fighter, has been unanimously elected to take up the mission of Julius Gordan and lead it to its successful conclusion. He will have at his disposal the latest model of Centaurian spaceship, the STARBLADE.

**CONFIDENCE IN INSTINCT
OURS IS A SACRED FIGHT
SUFFERING WILL BE OUR COMPANION
BUT TRUTH WILL PREVAIL**

MOST IMPORTANT COMMANDS

– You can play with the keyboard or the joystick.

For the keyboard use the keypad (figures 1 to 9) with the shift key as the FIRE button.

– the ESC key is the pause key.

– the BACKSPACE key lets you see the menus.

To move around within the menus, use the four directions up/down/right/left or the directional arrows. To enter the command, hit the FIRE button, the shift key or RETURN.

– SPACE BAR = inventory.

When selecting the Altta, you must display the stores held in your shuttle.

When you choose the character, the items you are transporting will show in the main panel.

The box at the bottom of the screen will give you all the necessary information and will show you how many credits (a currency unit) you have.

By moving object icons on to action icons you can:

- Disintegrate, put down or sell an object:
- Pick up and hold an object (a weapon) or use it (potions, recharge with oxygen, etc.)
- To trade, press the space bar when you are in a shop facing a seller or when you happen to encounter someone with something to sell (black market). If the BUY icon is validated, click on it and the goods will show in a new panel on the right.

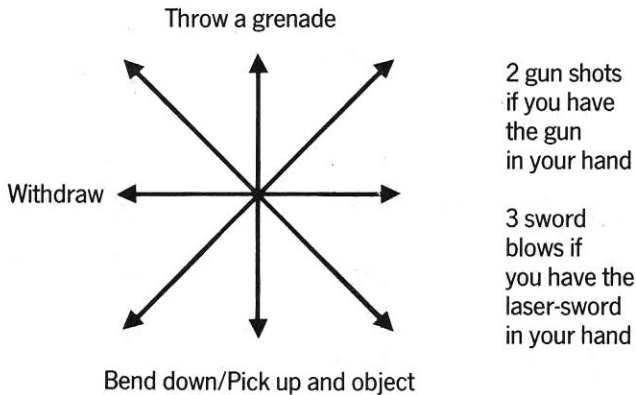
If the Altta icon is selected, the seller will offer you food or raw materials, otherwise he will offer electronic components or weapons.

To buy, choose the item you want in the trader's panel. To sell, move the item to be sold onto the SELL icon.

Prices will be displayed in the dialogue box.

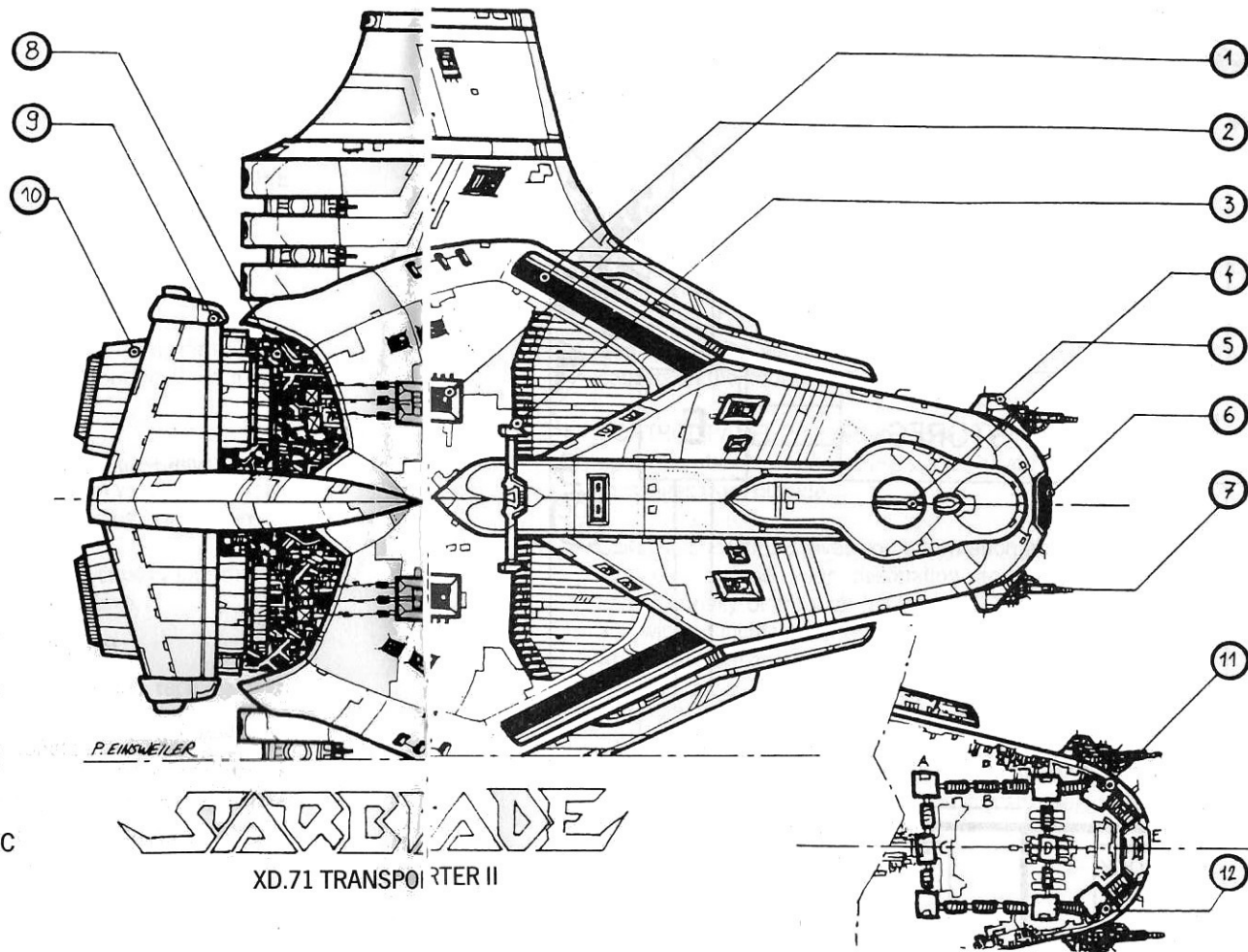
THE CHARACTER

- MOVES: without using the FIRE button, you can move in eight directions.
- DESCRIPTION OF COMMANDS USING THE FIRE BUTTON (or the shift key)



- To take off from a planet, enter the Altta and press the FIRE button.
- To open a cabinet to get to a control panel place yourself in front of it and press the FIRE button, the SHIFT button or the RETURN key.
- Key B activates the protective shield

- ① MAGNETIC SHIELD GENERATOR
- ② ALTTA HANGAR ENTRANCE/EXIT
- ③ SPACE WAVE DETECTOR
- ④ HEAVY LASER GUN SITE
- ⑤ FRONT SHIELD GENERATORS
- ⑥ BRIDGE
- ⑦ LASER PULSE GUNS
- ⑧ IONIC PROPULSORS
- ⑨ SITE OF QUARTZ DEFLECTORS
- ⑩ ZIRCONIUM THRUST NOZZLES
- ⑪ HATCH TO ALTTA HANGAR
- ⑫ HATCH TO ELECTRO-MAGNETIC EQUIPMENT

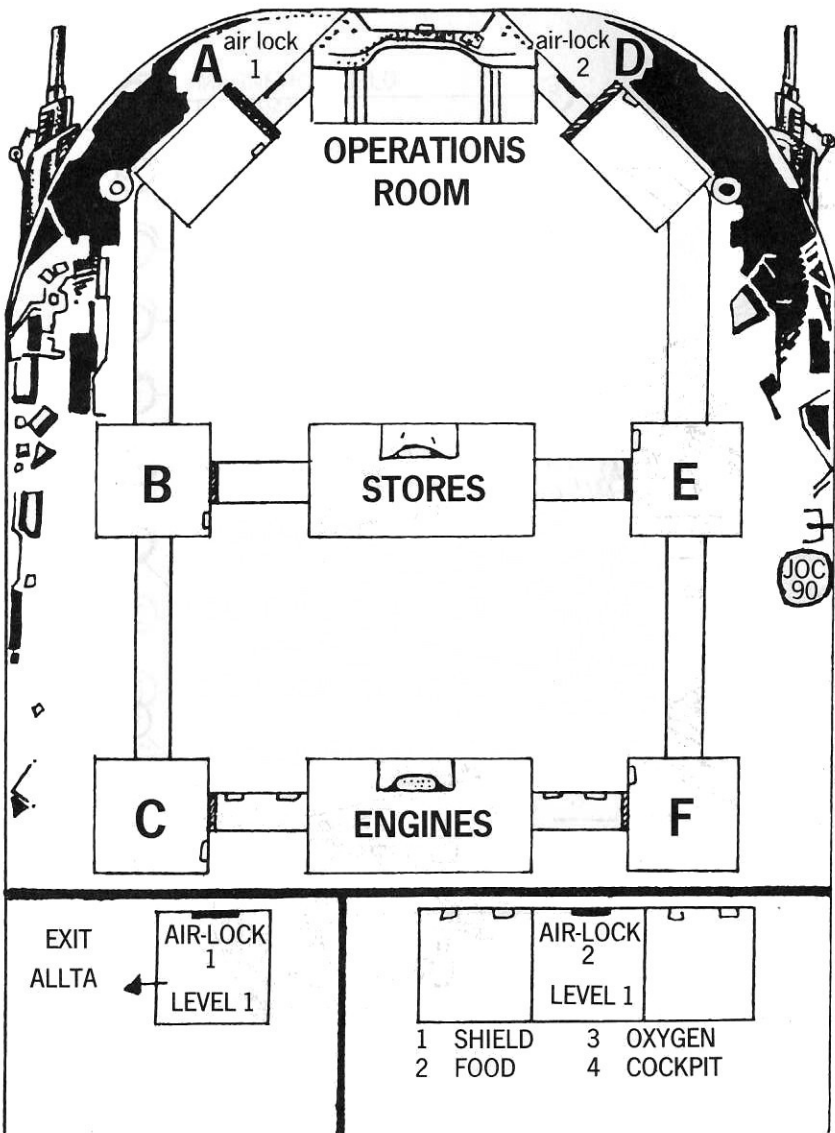


STARBLADE

XD.71 TRANSPORTER II

aerial view – coordinates: 0.1.0.
VEGA-STIRUS Complexes
5 October 2998

STARBLADE



THE COCKPIT

There are five control panels.

- CONTROL PANEL 1 describes your status (weaponry, engines, circuitry). If there is an engine problem, the engine room control panel must be examined. If one of the four main circuits (food, oxygen, cockpit, magnetic shield) is faulty, you must find it and change the defective component in a cabinet on the floor below.
- CONTROL PANEL 2 allows you to read the magnetic cards you have picked up on the planets, send distress signals (if you have a breakdown) and receive messages from outside.
- CONTROL PANEL 3 gives you information about the planets in the system. You can choose your destination and your means of travel, either conventionally or through hyperspace. Hyperspace lets you arrive quicker and without incident but uses up a lot of fuel. You will hear a warning signal when you have entered the planet's orbit.
- CONTROL PANEL 4 gives you immediate access to the battle station.
- CONTROL PANEL 5 offers you the chance of saving that round which is done directly on to the game diskette. You can also begin a new round or load the last round you saved.

BATTLE-STATIONS

- MOVES can be made in the eight joystick or numeric keypad directions.
- FIRE use the firing button or the shift key.
- ACCELERATOR: space-bar or RETURN.
- F1 KEY: select an autoguided torpedo, a symbol will appear in the viewfinder.
- F2 KEY: temporary magnetic shield. This key works like a toggle (on/off) switch.
- F10 KEY: lets you leave the battle-station and return to the cockpit.
- VIEWFINDER: when something is in your line of fire, arrows blink on the viewfinder.
- CONTROL SCREEN: indicated the level of the magnetic shield and the general condition of the ship.

ALARM SIGNALS

If an alarm signal sounds you are advised to go to the battle station. Alarm signals indicate danger from outside. There are two levels of alarm, slow flashing of the air-lock detectors (danger zone) and rapid flashing (immediate danger).

OTHER POSITIONS

– HANGAR where the Alta, reconnaissance shuttle is kept. You go to the hangar on the lower floor. If necessary you can arm yourself with the oxygen equipment in the cabinet in the air-lock A.

– STOREROOM. Stores are managed by means of a control panel. You have a total of three sets of stores on the Alta and nine on the Starblade.

– ENGINE ROOM. The engine-room computer informs you of the complete condition of the engines and enables you to repair them by changing circuits that have been destroyed. To do this, you need a working spare circuit in stock, which will be found in one of the four cabinets on either side of the machine room.

In addition to the cabinets on the lower floor, the other cabinets on the Starblade have no specific use. They are used as storage spaces.

TECHNICAL DATA

– STARTUP

- * On a PC: load MS-DOS, then insert diskette A in drive A and type STAR
- * On an ATARI: click twice on the STAR●PRG
- * On an AMIGA: insert the diskette before switching on the computer.

– HARD DISK INSTALLATION (on a PC)

Create a sub-directory and copy all the files of the game diskette(s).

When you start up the game from this sub-director leave diskette A in drive A.

– IF YOU HAVE AN ATARI WITH SINGLE-SIDED DRIVE:

Return the double-sided diskette to us in an envelope and we will send you two single-sided diskettes.