PROTOSTAR: *War on the Frontiers*

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PROTOSTAR

CRISIS CONTENTION DIRECTIVE

STARDATE 001:2336

IN THE EVENT THAT SURMOUNTING THREATS TO HUMANITY REACH A CRITICAL LEVEL, THE HUMAN DEFENSE COALITION (HDC) IS EMPOWERED TO DEPLOY ANY INDIVIDUALS TO CONTEND WITH THAT MENACE.

SPORADIC RAIDS BY SKEETCH AGGRESSORS HAVE ESCALATED INTO A SIEGE OF HUMAN SPACE. AT THIS STARDATE, THE SKEETCH BATTLE FLEET CONTROLS OUR BORDERS. THERE IS LITTLE TIME REMAINING BEFORE WE LOSE THE CONFIDENCE AND SUPPORT OF OUR ALIEN CONSTITUENTS. DEFENSE FUNDS ARE NEAR DEPLETION.

THE HDC HEREBY ENLISTS YOUR SERVICES BY MANDATE OF THE PROTOSTAR DIRECTIVE. YOUR MISSION IS TO CREATE RELATIONS WITH AND ALLY THE FOUR SENTIENT SPECIES IN THULE SECTOR. THIS FRONTIER REGION IS LOCATED ALONG SKEETCH SUPPLY ROUTES, AND MAY BE THE VULNERABLE LINK IN SKEETCH OPERATIONS.

TO CONCEAL YOUR ACTIVITIES, YOU WILL ASSUME THE IDENTITY OF A MERCHANT COMMANDER IN THE RANKS OF NEWFRONT. THIS SMALL CORPORATION HAS ESCAPED THE ATTENTION OF THE SKEETCH EMPIRE. IN ADDITION, YOU MUST USE YOUR POSITION TO CHANNEL DESPERATELY NEEDED FUNDS TO OUR DEFENSE FORCES.

THIS IS THE HOUR OF OUR GREATEST PERIL.
YOU MAY BE OUR FINAL HOPE.

Esteban Hawking

ESTEVAN HAWKING
HDC SPECIAL OPERATIONS

confidential · confidential · confidential ·

Human Alliance

WELCOME

PROTOSTAR: WAR ON THE FRONTIER IS AN INTERACTIVE game tailored for science fiction, action and role playing enthusiasts. It is set far in the future, in a remote region of our galaxy. This manual is a player's guide. It also contains the symbols you will need to bypass the copy protection. We suggest that you read this manual as you are installing the program.

24 HOUR HINT LINE

900.903.WAVE (92833]

As you play PROTOSTAR: War on the Frontier, you may encounter puzzles that you consider too challenging. Don't despair. Hints on all Tsunami games are available 24 hours a day by calling 900.903.WAVE (9283). Calls to this number are NOT free. You will be charged $.80 per minute for each call. Callers under 18 years of age must have the permission of a parent or guardian to call this number. Game hints are the sole responsibility of Tsunami Media, Inc. and all contents are copyrighted by Tsunami Media, Inc. All rights reserved. Printed in the U.S.A.



Vantu Aristocracy

GETTING STARTED

THIS SECTION OF THE MANUAL CONTAINS INSTRUCTIONS on how to install the game and begin play.

Minimum System Required
IBM or 100% compatible
386 25Mhz or faster processor
MS-DOS Version 5.0 or greater
640KB memory with 590,000 bytes available
VGA adapter *(MCGA not supported)*
Hard disk with 7Mb available
Microsoft compatible mouse
3.5" high density disk drive

INSTALLING THE GAME

THE FOLLOWING PROCEDURE ASSUMES THAT YOUR computer is turned on and that you are entering commands at the DOS prompt. If you are running MS-Windows or any version of a DOS shell program, you must exit or quit out of them and enter the install commands for *PROTOSTAR* from the DOS prompt.

1) Remove your game disks from the box and insert the disk labeled DISK 1 into a 3.5" floppy disk drive.
2) Type the letter of the drive *(into which you inserted* DISK I) followed by a colon and press [ENTER]. For example, if you inserted your disk into drive A, you would type A: [ENTER]
3) Type INSTALL and press [ENTER].
4) The Tsunami logo screen will appear, followed by a prompt asking if you are ready to install *PROTOSTAR.* Select OK or press [ENTER] to begin the installation procedure. Select QUIT to exit the program without installing the game.
5) A prompt will appear to confirm your sound card type. Select OK or press [ENTER] if the indicated type is correct. To change this configuration, choose CHANGE SELECTIONS to enable the SOUND OPTIONS menu. Now select any incorrect setting to see other available choices. Select the new type of sound card. Select OK when you are satisfied.
6) During the installation procedure, you will be prompted for a game directory name. We recommend that you select OK or press [ENTER] to choose the default PROTO directory. Advanced users may wish to substitute a different game directory name at the prompt. Select QUIT to exit this procedure without installing the game.
7) Follow the prompts and insert game disks as directed. The entire installation process will take about 6 minutes to complete.
8) After installing *PROTOSTAR,* return your disks to the safety of the game box.



Ghebraant Collective

STARTING THE GAME

INSTALLATION PLACES ALL GAME FILES INTO THE GAME directory on your hard disk. The game directory is named PROTO unless you specified a different name during the installation procedure.

To start playing the game, you must make the game directory the current directory. For example, if you selected the default PROTO directory, then you would type CD PROTO [ENTER] at the C:\ prompt. Next, type PROTO [ENTER]. The title screens will appear, then the game will begin.

PLAYING PROTOSTAR

YOUR PRIMARY OBJECTIVES IN *PROTOSTAR* ARE TO establish relations with the local sentients, then rally them to your cause. In the process you will frequent Outposts, meet lively characters, explore distant worlds, visit alien cities, and engage in both stellar and surface combat.

There is no time limit for completing *PROTOSTAR,* but financial management is crucial to the success of your mission. Your funds will pay for vessel maintenance, trade capital, crew salaries and, most importantly, the support of defense forces in the home Sector.

Characters in *PROTOSTAR* feature believable intelligence. Each follows an agenda based upon attitude and objectives. You directly affect the behavior of other characters through your actions and conversations. There are few ways to 'spoil' the game, so feel free to experiment.

This interactive adventure is presented in the first person perspective. You see the surroundings of your character as if you are looking out through their eyes. The streamlined interface enables you to simply CHOOSE subjects that you wish to interact with, and DESCRIBE those that you wish to learn more about.

USING THE MOUSE

A MOUSE IS RECOMMENDED FOR PLAYING *PROTOSTAR*. In this manual the term LEFT SELECT means clicking the left mouse button on a two (or more) button mouse. RIGHT SELECT is accomplished by clicking the rightmost button on a two or three button mouse. HOT KEYS are available for performing most game functions. These are detailed on the enclosed *PROTOSTAR* Quick Reference Card.

Three interaction ICONS appear across the top of the screen when you move the cursor into that region. The TSUNAMI WAVE ICON on the far left is for accessing Game Utilities. The remaining two icons may be selected to alternate between CHOOSE and DESCRIBE interaction. The game pauses while the Interaction Icons are on screen.



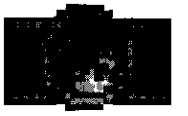
CHOOSE

SELECT THE CHOOSE ICON TO ENABLE THIS MODE, OR with a two button mouse, you may RIGHT SELECT until your cursor appears as a pointing hand. Place this Hand Cursor over any screen subject that you wish to interact with, then LEFT SELECT to CHOOSE it. If the subject is designed for interaction, then it will respond. For example, CHOOSE doors to open them, CHOOSE buttons to press them. Character Dialogue is cleared when you LEFT SELECT with either CHOOSE or DESCRIBE.



DESCRIBE

EITHER SELECT THE DESCRIBE ICON OR RIGHT SELECT TO enable this mode. Your cursor will appear as a Question Mark pointer. Place this cursor over a screen subject, then LEFT SELECT to DESCRIBE it. Your character will offer a personal observation about the subject. These descriptions are useful for becoming familiar with the *PROTOSTAR* universe.



GAME UTILITIES

SELECT THE TSUNAMI WAVE ICON TO ENABLE A MENU of Game Utilities. These are SAVE, RESTORE, RESTART, SOUNDS, and EXIT GAME.

SAUE

YOU MAY SAVE THE CURRENT GAME CONDITIONS, THEN RESTORE them when you desire. You are allowed to SAVE up to ten games. Select a slot to store your SAVE game, then enter a description of up to 22 characters. If you select a slot where you have already saved, then the previous data will be replaced by your current SAVE. We suggest that you SAVE the game following any significant progress and before you EXIT GAME.

RESTORE

SELECT A GAME TO RESTORE FROM THE MENU OF PREVIOUSLY saved games. The current conditions will be replaced with those of the restored game, so be certain to SAVE any settings that you do not wish to lose,

RESTART

YOU MAY BEGIN PLAYING *PROTOSTAR* FROM THE VERY start. This option is useful if you do not have any saved games of significant value.

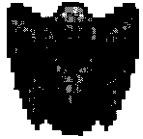
SOUND

THIS FUNCTION ENABLES YOU TO CHANGE SOUND cards and select the volume at which music is played. Set the volume to the MIN setting to turn sound off. These settings will be in effect each time you begin play.

You should never select a music or sample card that is not installed in your computer. The results would be unpredictable. If you *make an incorrect selection, you must return to the SOUND option and reselect the appropriate music or sample card from available options.*

EXIT GAME

REMEMBER TO SAVE BEFORE YOU EXIT GAME IF YOU have made substantial progress



Skeetch Empire

OUTPOSTS

NEWFRONT HAS ESTABLISHED THREE OUTPOSTS ON THE frontier. Each Outvost offers equivalent services. These are available through- the Com-Terminal, Exchange Center, Biotech Center, Frontier Craft, and the Lounge. A central junction links all Outpost facilities.

COM-TERMINAL

YOU MAY REVIEW ANNOUNCEMENTS AND CONTACT Director Hawking at the Corn-Terminal. Game developments and general information are broadcast in the ANNOUNCEMENTS. These are organized by Stardate. You will learn of conditions in the home Sector when you CONTACT Hawking, and have the opportunity to transfer funds in support of the Human defense forces.

EXCHANGE CENTER

NEWFRONT PURCHASES LIFEFORMS, PRODUCTS AND materials through the Exchange Center. Newfront prices do not fluctuate.

BIOTECH CENTER

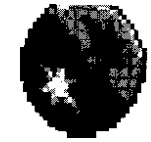
CREW MEMBERS THAT ARE DISABLED DURING COMBAT are placed in cryogenic suspension. These characters may be revived in the Biotech Center through EMERGENCY TREATMENT, at a cost of 5000 credits for each procedure. The game ends if your character is disabled. A detailed analysis of any registered lifeform is available through the BIOTECH LIBRARY.

FRONTIER CRAFT

THE PREMIERE ENGINEERING FACILITIES IN THE SECTOR. Systems may be purchased for, transferred between and sold from your vessels using Frontier Craft services. Highly rated systems will greatly improve the effectiveness of your Starship and Explorer.

THE LOUNGE

AN IDEAL PLACE TO ESCAPE THE PRESSURES OF SAVING Humanity. Your leisure pursuits may be shared by others.



Human Alliance

TRADE CENTERS AND BARTERING

TRADE CENTERS ARE ACCESSED WITHIN CITIES ON THE surface of planets. You may barter for goods and converse idly with the merchants that operate these establishments. A Mobile Exchange Center will assist you in conducting business.

You must CHOOSE THE APPROACH that you will use for bartering when you first enter a Trade Center. The effect of each technique varies with each alien species. You may CHANGE APPROACH at any time thereafter.

Merchants represent the interests of their species. Like yourself, they want to benefit from the goods that they PURCHASE and SELL. Merchants are pleased when they make a profit, disappointed when they take a loss, and lose patience when you push too hard.

There is an opportunity to generate substantial income through bartering. You may conduct this activity with Starship Commanders by selecting the TRADE TOPIC during conversation.

STARSHIP VESSEL

THE STARSHIP ACCOMMODATES A LARGE PORTION OF game activity. You should become familiar with its features at the earliest opportunity.

STARDATE: Your Stardate display shows HOUR:DAY:YEAR. The rate at which Game Time advances varies according to current location and activity. Time progresses fastest during REGIONAL TRAVEL and HYPERPATH TUNNEL.

LOCATION: The REGIONAL coordinates of your Starship within Thule Sector.

FUEL: All vessels in the game are fueled by Stabilium. Monitor your fuel level with care.

TACTICAL DISPLAY: An immediate tactical breakdown of the subject most directly in front of your ship, within an encounter.

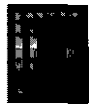
RADAR: In an encounter, your vessel is represented by the static BLUE ICON at the center of the Auxiliary Viewer. Any additional ICONS depict the relative position of other subjects. Icons that are dimmer than the BLUE ICON are below your Starship, while those that are brighter are above your vessel.

STATUS GAUGES: The orange indicators show the condition of the characters operating the seven Stations. Disabled crew members are removed to cryogenic suspension. The blue-grey indicators show the condition of the Stations themselves. Your Starship is destroyed when it loses Command.

Starship operations are directed from Command, Navigation, Contact, Science, Tactical, Engineering, and Biotech Stations. With the exception of Command, *CHOOSING* the button for any Station will enable a menu of functions. Some functions are available only under certain conditions.

The effectiveness of a function is determined by the SKILL of the character assigned to the Station. At the start of the game, your character is inexperienced in the operation of Newfront vessels. You should seek out and employ crew members to assist you. CHARACTER SKILLS gradually increase coinciding with Station assignment.

COMMAND



THIS IS YOUR CHARACTER'S STATION. IT IS THE CENTER of Starship operations. All Station functions are directed from Command.

NAVIGATION



FUNCTIONS INVOLVING STARSHIP MOVEMENT ARE controlled through Navigation. The three modes of travel in *PROTOSTAR are* HYPERPATH TUNNEL, REGIONAL TRAVEL and MANEUVERING within an encounter.

HYPERPATH TUNNELS are used to transverse great distances, such as between solar systems. This mode is accessed from the Sector Map. HYPERPATH TRAVEL consumes a considerable amount *of* time *and fuel.*

REGIONAL TRAVEL occurs within a spherical domain that encompasses one Sector coordinate. This mode is activated when you reach a HYPERPATH destination, cease MANEUVERING, DEPART an Outpost, or EXIT ORBIT. To travel within a Region, simply Choose a location within the sphere. You will *encounter* other vessels when your STARSHIP ICON touches a green *SQUARE* ICON. Your Starship will enter orbit of any other Icons that you CHOOSE as a destination.

MANEUVERING begins when you CHOOSE the blue Control Pad on the bridge of your Starship. Move your cursor to a location on the Pad which best reflects your desired direction of travel within three dimensional space. For example, move the cursor to the upper right corner to travel up and right, move the cursor to the center to travel straight ahead. Select with the EXIT CURSOR to cease MANEUVERING. You can not return to REGIONAL TRAVEL until all other subjects you may have encountered are beyond the range of your Radar.

NAVIGATION FUNCTIONS

SECTOR MAP: Activates a map showing current location and all possible destinations within the Sector. You may plot a HYPERPATH COURSE for long distance travel.

EXIT ORBIT: Discontinue orbital pattern and return to REGIONAL TRAVEL.

DOCKING PROFILE: This function may be used to access an Outpost from orbit. In an encounter, you may DOCK with any vessel that has surrendered or that has no active crew members. You may ACQUIRE CARGO and ship systems from these vessels using the corresponding Engineering function.

DEPARTURE PROFILE: Used to launch from an Outpost and return to REGIONAL TRAVEL. This function is also selected to detach from a vessel with which you have DOCKED.

CONTACT

ALL INTERNAL AND EXTERNAL COMMUNICATIONS ARE directed through Contact. You may also review personnel files and assign duties from this Station.

CONTACT FUNCTIONS

INITIATE CONTACT: Use this function to hail vessels within a" encounter. Keep in mind that other Commanders operate under their own agenda, and will choose how long they wish to converse.

INTERCOM: You may speak with any character aboard your ship that is not disabled. Value the advice of those who serve with you.

VIEW PERSONNEL: Your computer updates a current description, condition summary and SKILLS assessment for each character aboard your Starship.

STATION ASSIGNMENT: Use this function to place a crew member in control of a Station. The performance of a vessel relies upon the SKILLS of those crew members assigned to its Stations. Any Station that is *unassigned* defaults to the control of your character.

SURRENDER: The least appealing option, yet this may be the only method to spare your Starship and crew. Most hostile opponents will seize cargo from your vessel when you SURRENDER. The reaction of other sentients may be less extreme or more ruthless. Both your weapons and defenses must be inactive for this function to be available.

SCIENCE

A CLEVER COMMANDER WILL UTILIZE THE DATA FROM scientific scans to forward their objectives.

SCIENCE FUNCTIONS

SUBJECTIVE SCAN: You may SCAN subjects while in orbit or from within an encounter. Planetary data indicates what you can expect to find when you LAUNCH to the surface. The home Sector benefits from any Unknown planets that you SCAN and REGISTER. Data regarding vessels that you encounter can be used to your tactical advantage.

SURFACE SCAN: The topographical SCAN of a planet from orbit. This data appears as a map, and is accompanied by a" ALTIMETER. You may CHOOSE and LAUNCH to a landing destination.
Your Explorer can not land on planets with a gravity greater than 8.0g.

TACTICAL

ALL NEWFRONT VESSELS ARE EOUIPPED TO CONTEND with hostile entities. Use force judiciously, as news of conflict spreads rapidly among factions.

TACTICAL FUNCTIONS

ARM/DISARM WEAPONS: Other vessels will view active weapons as a combative posture. Your Starship is equipped with a Wave Gun, Accel Cannon and Pursuit Pods at the start of the game. CHOOSE the Control Pad to enter MANEUVER MODE, then RIGHT SELECT to toggle between weapons cursors. LEFT SELECT with a cursor to fire the corresponding weapon.

WAVE GUN

The Wave Gun is slow to recharge between shots. The large surface area of its projectiles increases the chance of hitting a target, and it inflicts heavy damage.





ACCEL CANNON

Accel Cannon reload fastest, but inflict the least amount of damage per burst. These are best used when there is little chance of missing a target.

PURSUIT POD

A Pursuit Pod will target the closest opponent and chase it until impact. Only one of these projectiles may be active at a time. Pursuit Pods inflict the greatest amount of damage, but consume 10 cubic meters of fuel each shot.

ACTIVATE/DEACTIVATE DEFENSES: Your first action in any combat should be to ACTIVATE your defenses. Energy Shields reduce the damage inflicted by Accel Cannon, while Dampening Fields protect against Wave Gun. There is no defense for Pursuit Pods. Your Starship consumes fuel at twice the normal rate during REGIONAL TRAVEL while your defenses are active.



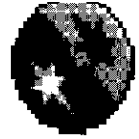
ENGINEERING

The heart of any vessel. Your Starship is maintained, its systems are arranged, and your cargo is managed through Engineering.

ENGINEERING FUNCTIONS

DIRECT REPAIRS: A Mechanic Drone patrols your Starship, performing arbitrary repairs. You may DIRECT this Drone to service any one Station until it is fully restored. The Drone then resumes random repairs.

TRANSFER SYSTEM: You can move vessel systems between your Starship, Explorer and cargo section. You may equip your craft for optimum performance using this function. The destinations for some systems may be limited.



CARGO MANIFEST: You may review the quantity and type of goods aboard your Starship. CHOOSE any manifest entry that you wish to JETTISON. The modular cargo section transfers to your Explorer when you LAUNCH to a planet.

ACQUIRE CARGO: You may ACQUIRE cargo and systems from any Starship with which your vessel is currently docked.

RETRIEVE CARGO: Starships that are destroyed are transformed into a mass of fused debris. You may dispatch a Cargo Drone to RETRIEVE worthwhile materials from the debris in an encounter.

BIOTECN



Medical services and biological data are accessed through the Biotech Station.

BIOTECN FUNCTIONS

DIRECT TREATMENT: Injured characters aboard your Starship that are assigned to a Station receive arbitrary treatment from a Medical Drone. You may DIRECT the Drone to service any one character until they are fully healed. The Drone then resumes random treatment.

BIOSCAN: This lifeform recognition SCAN may be performed from orbit or within an encounter. Unregistered lifeforms will appear as *Unknown.*

LIFEFORM ANALYSIS: You may examine any lifeform in your cargo section. Biological data and an audio analysis are presented. The home Sector benefits from any *Unknown* lifeforms that you REGISTER.



Vantu Aristocracy

EXPLORER VESSEL

THE EXPLORER IS USED FOR ACTIVITY ON THE SURFACE of planets. Your primary objectives include GATHERING materials and lifeforms, and trading within alien cities. Interaction aboard this vessel is conducted as if you are in a continual encounter.

Explorer functions and layout are derived from the Starship bridge, with some peripheral differences. Your crew members and cargo section are transferred to the Explorer when you LAUNCH to a planet.

Location shows the latitude and longitude position of your Explorer.

Both vessels and surface subjects register on the Tactical Display.

RADAR: Cities, lifeforms and materials are now represented on the Radar. They may also be indicated on your Main Viewer. When one of these subjects passes below your Explorer, the BLUE ICON representing your vessel on the Radar is encircled by an ALERT RING.



GATHER
While MANEUVERING, LEFT SELECT with the GATHER CURSOR to collect a lifeform or material as it passes below you.

THERMOGAUGE: Measures surface temperature. Your Explorer can withstand most any environment.

ALTIMETER: Indicates distance from the surface floor. The altitudes to which your Explorer will ascend and descend are limited. Lifeforms and cities are more abundant at lower altitudes. Materials are concentrated at higher altitudes.



PARTICLE GUN
Your Explorer is equipped with a Particle Gun. Though this is the sole armament, it inflicts heavy damage and resets at a good rate.



Ghebraant Collective

EXPLORER FUNCTIONS

Starship functions that are not available on the Explorer include SECTOR MAP, EXIT ORBIT, SURFACE SCAN, and RETRIEVE CARGO. Options that are accessible only from the Explorer are APPROACH SITE and RETURN TO ORBIT.

APPROACH SITE: CHOOSE this function from the Navigation menu to land at a city which is below your Explorer. You will immediately enter into a Trade Center.

RETURN TO ORBIT: You may RETURN to your orbiting Starship using this Navigation function. The Explorer travels on an ion stream during this procedure, so neither fuel nor an Engineering Station are required.

PROBLEMS AND SOLUTIONS

THE FOLLOWING ARE POSSIBLE SOLUTIONS TO PROBLEMS that we hope you never have. There may be a file on DISK 1 called READ.ME which will contain any updated information made available after this manual was printed. If you do not find the solution to your problem in this manual or the READ.ME file, then refer to the ADDITIONAL HELP section.

P: ***The installation procedure crashes.***

S: If this problem occurs while the TSUNAMI TITLE SCREEN is active and the on-screen cursor is visible, then there is most likely a conflict between our ***Auto Detect*** Software and the hardware installed in your computer. To install ***PROTOSTAR*** without activating our ***Auto Detect*** Software, make the DRIVE where DISK 1 is located the current DRIVE, then type the following command at the prompt:

INSTALL /A [ENTER]

This will disable the *Auto* Detect Software that checks for existing Sound Devices, then commence installation. When the Sound Device prompt appears, you may select from a much larger list of options.

Be certain to select only those Sound Devices that are installed in your system. An incorrect selection will produce unpredictable results.

P: The program does not load correctly.

S: If this problem occurs, there are a few things that you can check before calling TSUNAMI for assistance. First, make certain that your system meets or exceeds the Minimum Requirements listed in this manual. Next, check that your system is plugged in and that all connections are secure. Finally, review the installation instructions in this manual to be certain that you followed them correctly.

P: How do I make 590,000 bytes of memory available?

S: Be certain that your system is running MS-DOS Version 5.0 or better, and physically contains at least 640Kb memory. You can check your DOS Version number by typing VER [ENTER] at the DOS prompt. Running CHKDSK [ENTER] at the DOS prompt will tell you how much total memory is installed in your system, as well as how much is available for use.

'The last two lines given by CHKDSK are the ones you want to look at. The total bytes memory line tells you the amount of RAM *(Random Access* Memory) physically installed in your system. This number must be 640,000 bytes or greater. If it is less than 640,000 bytes, then you must install additional memory in your computer. Check the documentation which came with your machine to determine the proper memory type and installation procedure.

The bytes free line indicates the amount of RAM available for use. This number must be 590,000 bytes or greater. If it is less than 590,000 bytes, then you can install HIMEM, which is included as part of your MS-DOS Version 5.0 *software.* Refer to *Chapter 12, Optimizing Your System: Making More Memory Available* in your DOS manual for the proper installation procedures.

P: Even after installing HIMEM, I don't have 590,000 bytes free.

S: Since *PROTOSTAR* requires 590,000 bytes free RAM, you must free up memory by removing some of the programs *(called Terminate and Stay Resident programs TSRs for short)* which are loaded by DOS each time that you start your machine. Refer to *Chapter 12, Optimizing Your System: Making More Memory Available Freeing* Conventional Memory in your DOS manual for the proper procedures to remove these programs.

You may also want to start your computer by loading DOS from an original DOS system disk *or a PROTOSTAR Start-Up Disk.* This method of starting your computer ensures that no additional programs are loaded into your RAM. Refer to the section entitled *Creating a PROTO-STAR Start-Up Disk* to review that option.

P: The screen is divided into numerous small images.

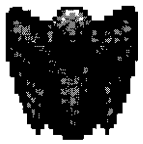
S: Some models of STB VGA Cards have a bug in the BIOS. If you are using an STB VGA Card (Powergraph *for example),* then you may request a BIOS upgrade from STB by calling (214) 234-8750 (9:00AM 5:00PM CST). The BIOS upgrade that you need is identified as Revision 1.92, and is dated 2-19-93. You must state that this BIOS upgrade fixes problems with a TSUNAMI product when you call STB.

P: My mouse is active on only one half of the screen.

S: If you are using a Genius mouse, find out if your mouse driver software is outdated. It must be compatible with Microsoft Mouse Driver Version 6.0 or greater. You can contact the Genius company or most software dealers for an upgrade or further information.

P: I have MS-Windows and a Pro Audio Spectrum 16. Sometimes when 'play PROTOSTAR, the volume level is too soft even when volume is set to maximum.

S: If you are using your Pro Audio Spectrum 16 during a MS-Windows session and you enter directly into *PROTOSTAR,* you may experience some problems.



Skeetch Empire

After exiting MS-Windows simply reboot your computer by simultaneously pressing [CTRL]+[ALT]+[DELETE]. After returning to the DOS prompt, start *PROTOSTAR as you* normally would.

P: *I have a Pro Audio Spectrum and the INSTALL program doesn't show it as an* **option.**

S: We support the Pro Audio Spectrum in its Sound Blaster compatibility mode. You should select the Sound Blaster instead. If there is not a Sound Blaster option shown in the install program, you should ensue that your config.sys file contains the following line, or its equivalent:

DEVICE = C:\PROAUDIO\MVSOUND.SYS

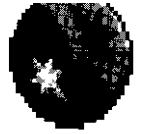
ADDITIONAL HELP

IF YOU EXPERIENCE A PROBLEM REGARDING PROTOSTAR which you cannot solve, our Tsunami Technical Support Department is available by calling 209.683.WAVE (9283) during regular business hours M-F (8:00AM to 5:00PM PST). Please have at hand as much of the following information about your computer as possible:

> Brand and model of your computer.
> DOS Version *(type VER [ENTER] at the DOS prompt).*
> Brand of any memory managers installed.
> Free memory available *(type CHKDSK [ENTER] at the DOS prompt and record values).*
> Contents of your AUTOEXEC.BAT and CONFIG.SYS files.

..and if applicable...

> Brand of your sound card.
> Brand and model of your video card.
> Mouse brand and Version number of your mouse driver software *(this* **information** *is displayed during* ***computer start-up).***



Human Alliance

PLEASE NOTE: NO GAME HINTS WILL BE PROVIDED THROUGH OUR TECHNICAL SUPPORT LINES.

For GAME HINTS, dial our 24 HOUR HINT LINE:
900.903.WAVE [9283]

CREATING A PROTOSTAR START-UP DISK

TO CREATE A *PROTOSTAR* START-UP DISK, INSERT A BLANK 3.5" or 5.25" floppy disk *(depending on the size* **of** your *drive)* into DRIVE A. Enter the following commands at the DOS prompt:

C: [ENTER]
FORMAT A: /S [ENTER]

You will be prompted to "Insert new *diskette for drive A: and press ENTER when ready..."* Simply verify that the disk in DRIVE A is *your PROTOSTAR Start-Up Disk* and press [ENTER].

After formatting is complete, you will see the prompt *"Volume label (11 characters, ENTER for none)?"* Again, simply press [ENTER].

The next prompt you will see is *"Format another (Y/N)?"* Press [N][ENTER] to continue.

Next, you will need to copy your mouse driver onto the disk. To do so, change to the directory where your MOUSE.COM file is located *(usually the MOUSE directory)* by typing the following commands at the DOS prompt:

c: [ENTER]
CD \MOUSE [ENTER]

If your MOUSE.COM file is located in a directory other than MOUSE, you should substitute the correct directory name in the above command line. After changing to the directory which contains your mouse driver, type the following command:

COPY MOUSE.COM A:MOUSE.COM [ENTER]

If your mouse driver is named something other than MOUSE.COM (MSCMOUSE.COM for example), you should substitute the name of your mouse driver in the above command line.

You will also need to copy one of your DOS files onto the disk. To do so, change to the directory where your DOS files are located (usually the *DOS directory)* by typing the following command at the DOS prompt:

CD \DOS [ENTER]

If your DOS files are located in a directory other than DOS, you should substitute your directory name in the above command line. After changing to the directory which contains your DOS files, type the following command:

COPY HIMEM.SYS A: [ENTER]

Finally, at the DOS prompt, switch to your GAME DIRECTORY directory by entering the following command:

CD \PROTO [ENTER]
(NOTE: If you specified a different game directory name during installation, substitute that name for PROTO in the above command line.)

After switching to your game directory, enter the following commands:

COPY AUTOEXEC.PS A:AUTOEXEC.BAT [ENTER]
COPY CONFIG.PS A:CONFIG.SYS [ENTER]

This completes *the creation* of your *PROTOSTAR Start-Up Disk.*

USING YOUR PROTOSTAR START-UP DISK

AFTER CREATING YOUR *PROTOSTAR START-UP DISK*, insert the disk into DRIVE A then reboot your computer by simultaneously pressing [CTRL]+[ALT]+[DELETE]. Enter the following commands at the DOS prompt:

C: [ENTER]
CD \PROTO [ENTER]

DISK WARRANTY

Tsunami Media, Inc. will replace any defective disk(s) at no charge during your first 90 days of ownership. Please send us the defective disk(s) accompanied by a brief note explaining the problem and a copy of your dated, signed sales slip. Be sure to include your name, phone number with area code and a U.S. Postal Service address complete with ZIP code. After 90 days there will be a $15 service charge for replacement of your complete set of disks.