STARGUNNER™

"In the far distant future, an epic war for survival takes place..."



USER GUIDE

APOGEE®

"Apogee means Action!"®

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System Requirements

MINIMUM: IBM PC® or 100% compatible, 486 Processor, 8Mb RAM, VGA video with at least 256k video memory, 1.4Kb free space on a hard disk drive to play from CD-ROM (43.2Mb for full hard disk installation), a Double speed CD-ROM drive and MS-DOS 5.0 or later.

RECOMMENDED: Pentium 90 Mhz or better, 16 Mb RAM, VESA Local Bus (VLC) or PCI video with fast DOS access & 1 Mb of video memory, VESA 2.0 Compliant Video card (or software driver), Quad speed CD-ROM and speed compensating joystick card.

SUPPORTED INPUT DEVICES: Joystick, mouse, and keyboard.

SUPPORTED GRAPHICS: VGA and SVGA.

SUPPORTED SOUND DEVICES: Sound Blaster Family, Gravis Ultrasound, & Pro Audio Spectrum and 100% compatibles.

Installation

To play **STARGUNNER**, you must first install the game. The program's installation utility will place all of the necessary files onto your hard drive. To install the game:

1. Place the CD into the CD-ROM drive. Type the letter of the drive followed by a colon and press the ENTER key. Example: D:<ENTER>.
2. Type INSTALL and press the ENTER key.
3. Follow the instructions in the installation program.
4. After installation is complete, type SETUP and press the ENTER key to configure the game for your computer.
5. Once the setup is complete, select the "Save and Exit" option from the setup program to play the game. To run the game from the DOS prompt, type STARGUN and press the ENTER key.

   Note: This is a DOS-only game. **STARGUNNER** is not designed to run error-free within the Windows™ ,or Windows NT™ or Win95™ operating systems. It is advisable to boot into DOS before playing.

Getting Started

To start a game of **Stargunner**, go to your **Stargunner** game directory first, run **SETUP** to configure sound, video, and controls. Go back to your **Stargunner** game directory and type **STARGUN**. Once at the Main Menu, select "Play Mission" to start a game.

Main Menu

After setting up the game and launching **Stargunner**, the Main Menu will appear. From the Main Menu, you can play a new mission, restore a previously saved game, and configure the game to the way you prefer. To access each selection, use the arrow keys or your input device to move the ***Red Arrow*** by the desired option and press the **ENTER** key.

At any time, you may press the **ESC** key to move back to the previous menu.



Options Screen



Main Menu

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CONFIGURATION

Under the **CONFIGURATION MENU**, there are four selections. Most are self explanatory.

KEYBOARD SETUP:
- Set Default Keys
- Set Left Handed Keys
- Up: Grey up
- Down: Grey Down
- Left: Grey Left
- Right: Grey Right
- Fire: Leftctrl
- Bomb: Leftalt

GAME OPTIONS:
- Mouse Response: **Medium\ High\ Low\ Instant**
- Mouse Cursor: **On\ Off**
- Cinematics: **In Game + Intro\ In Game Only**
- Animation Detail: **High\ Low**
- Shrapnel Detail: **Medium\ High\ Low\ Off**
- Parallax: **Double\ Triple**
- Refresh Rate: **Fast\ Slow\ Disabled**

SOUNDS OPTIONS:
- Voice Effect: **Male\ Female**
- Music Volume: **Adjustable**
- Sound FX Volume: **Adjustable**
- Jukebox: **Stargunner Theme\ Game Over\ Spend More Money**

CONTROLS:
- Keyboard
- Joystick
- Mouse
- Sega
- Snes



Game Configuration

Keyboard Configuration

Sound Configuration

Control Configuration

LOAD GAME (Press F3 during game play)

You can resume a previously saved game with this option. When loading a saved game, select the game you wish to continue, and then press the ENTER key.

Play Mission

Once you've selected "Play Mission", you will be prompted for your name, the difficulty level and the episode you wish to play:

DIFFICULTY LEVEL - Choose from three difficulty levels:

"ENSIGN"	EASY - Few enemies, and lots of stuff.
"CAPTAIN"	MEDIUM - Normal difficulty.
"ADMIRAL"	HARD - For experienced players.

SELECT A MISSION - Choose from four different episodes:

"SCOUT MISSION"	EPISODE 1
"STELLAR ATTACK"	EPISODE 2
"TERRAN ASSAULT"	EPISODE 3
"AQUATIC COMBAT"	EPISODE 4

Note: At anytime while playing the game, press the F1 key for a list of hot keys.



Skill Select

Save Game

(Press F2 during game play) If you have not started a game, this option will be dimmed, and not selectable. Select a saved game slot, type in a name or description of the game to be saved, and press the ENTER key.



Mission Select

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Story

The huge carrier ships of Barak entered Amdara space with signs of friendship and cooperation. The peaceful Amdarans welcomed them and helped them colonize a nearby planet. But soon after, the masked Barakians revealed themselves as a warring race with conquest in their blood. Now two thousand years have passed.

Locked and beaten down in a staggering war, the Amdarans have one final hope before surrendering to the overwhelming Barakian forces. The Amdaran's have trained a elite squad for an offensive strike designed to cripple three strongholds on Barak, where the majority of Barak's fleets are amassed. If the offensive strike team can surprise the Barakians on their own planet, and destroy most of their fleet, then hope is not lost for the Amdarans.

The people of Amdara have nicknamed their elite force the "STARGUNNERS".

Supply Store and Weapons

Welcome to the **Stargunner** Supply Store and the destructive goodies that will help you take out those deadly baddies. Because, as the mission difficulty increases, so does the need for more advanced weaponry. The success of your mission is often determined by the amount of credit crystals you were able to collect in the previous mission. Each ship and weapon enhancement has a specific function & dollar amount, and only experience can determine which weapon works best.



Weapons Store



Standard Impulser - Standard, low performance engine. This is a sturdy and reliable engine used in many older military ships. It's a great starter rocket booster for the first few missions.

Cost: 500



Hydrogen Ioniser - A medium performance engine. By using a massive discharge of ionised gases, this engine offers good forward and vertical thrust. Warning: don't go too fast toward enemies.

Cost: 1500



Megapulse 2000 - A high performance impulse drive. The latest in technology, it provides increased acceleration in all directions. This engine offers a true test for the experienced pilot.

Cost: 3000



CREDIT DRONE - Fires a fast homing drone which is equipped with the most advanced credit seeking technology. This is a must have tool for saving up for those expensive super-weapons.

Cost: 400



GRAVDIS 5- A super performance engine. It utilizes gravity displacement and localized warped fields to move at great speeds with very little intertia. This is not an engine for the weak at heart.

Cost: 4500



PLASMA BOMB - A high energy plasma bomb. It does devastating damage to crafts and any structures it hits. Obliterate all enemy structures with only a few of these babies.

Cost: 500



MAXIPOW EVOLTER - Fires a high voltage blast that can penetrate multiple small crafts before dissipating. Great for blasting enemy structures while you concentrate on what's attacking you.

Cost: 700



MATTER DISRUPTOR - Generates a wave of matter disruption that will do great damage to anything it passes through. A good cheap weapon for hitting enemy structures and hard to get turrets.

Cost: 1200



REBOUNDER - Shoots quick repulses blast that will reflect off non-energy charged surfaces several times before exploding.

Cost: 2200



A-MATT BOOMERANG - This fires an auto-returning bolt of anti-matter. It's fast discharge rate and arc shaped path makes it a formidable weapon for getting a second shot with each fire.

Cost: 2600



FRAGMENTOR BE 800 - It fires a heavy duty range restricted missile. It's explosion has a long duration which provides a very effective ball of defense. Kill a whole wave of enemies in one shot.

Cost: 3000



BIPARTICLE CANNON - Fires a small missile equipped with energy sensors. On detection of an enemy vessel, it will fire two opposing vertical magnetized particle blasts.

Cost: 3300



FLAMER - This weapon creates a jet of intense heat by burning a stream of a liquidized hydrogen gas compound. You'll be safe behind a couple of thousand degrees if you fire this one up.

Cost: 3600



ION CANNON - The auto-aiming cannon delivers a quick and deadly pulses of ionic discharge. Good for knocking out those annoying enemy turrets and slow flying formation ships.

Cost: 3000



MAGNUM 3000DX - This heavy missile launcher has an onboard fission replicator device which allows for quick and virtually infinite missile dispersal. Pity the poor fool that gets hit by one of these.

Cost: 4400



DUAL LASER - This dual directional laser fires a piercing beam ahead and behind. An internal generator supplies the incredible energy required to fire, if they see this one fire, they're already dead.

Cost: 4800



TORPEDO LAUNCHER - This shoots fast and accurate photon driven torpedoes which will target the nearest alien vessel and attempt to home in on it. Just close your eyes and let this baby do the work for you.

Cost: 5000



ENERTRON - A cheap and effective satellite of defense. It maintains a locally powered force shield to protect it's hardened silicon body.

Cost: 300



MINESLAMMER - A heavy duty satellite, that due to it's incredibly dense body, can withstand huge amounts of punishment.

Cost: 700



DYNAMO 500 - The top of the range satellite, that generates intermittent, high powered discharges that can wipe out or damage ships.

Cost: 1000



NUKE BLAST - (Press "2" to select.) The Nuke Blast radiates an immense wave of proton emissions from your ship which causes great damage to all nearby ships and energy weapon discharges.

Cost: 200



EXTRA LIFE - Invest in life-saving inter-dimension shifts. Each 'life' charge will activate when your ship destructs, shifting an image of you and your ship from a compatible dimension to this one.

Cost: 4000

POWERUPS

Throughout the mission, helpful powerups often appear. Gathering these powerups will assist you with your mission. Each powerup has it's own unique attributes.



PULSE ICONS (RED) - These red Pulse Icons will change your fire pattern to a constant stream of bullets.



Powerups — Got'a love them!



PULSE ICONS (BLUE) - These blue Pulse Icons will change your fire pattern to a wide spread of bullets, however these are not quite as powerful as a Pulse fire.



SHIELD ICONS - Collect these Shield Icons to boast your ship's shields by 50 percent. You will need them.



LIFE ICONS - If your are lucky enough to find one of the Life Icons, it will increase your number of lives by one.



CREDIT CRYSTALS - Collect these crystals to buy more powerful weapons. Each one is worth 15 credits. Crystals surrounding structures are worth 25 credits. Collect them with your ship for an extra 25-500 points, depending on how quickly they are picked up after appearing.

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CREDIT ICONS (SILVER) - Collect these Credit Icons for an instant bonus of 200 credits. Don't pass these up, you'll need them.



MEGACREDIT ICONS (GOLD) - Collect these valuable Credit Icons for an instant bonus of 500 credits. Pick these up for high-end weapons in the store.



NUKE ICON - There are two types of Nuke Icons, some will explode when you touch them and some are collectable which you can use later when it's really needed.



INVINCIBLE - The Invincible Icons give you ability to fly over structures and into alien ships without causing any damage to your ship. However, this will only last for a short period.



MEGA POINTS ICONS - The Mega Points Icons are worth 50,000 points. However, if you shoot them they usually change into something more useful.



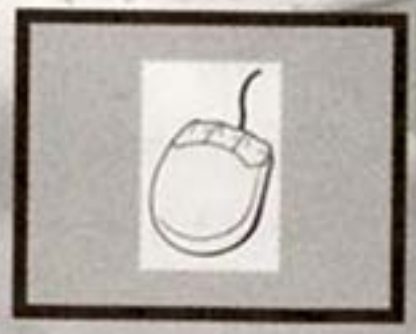
MYSTERY ICONS - These Mystery Icons can be a blessing or a curse. They can be any other icon. So, just pick one up for pot luck!



HIDDEN ICONS - There are hidden icons around the structures, but you have to be on the watch to find them! Collecting Hidden Icons will give you a bonus score at the end of the stage.

Controlling The Action

You can play **Stargunner** by using a joystick, mouse, or the keyboard. The following outlines the default player input actions and the functions they control:



MOUSE

Movement	**Direction**
Button 1	**Fire**
Button 2	**Nuke**



JOYSTICK

Movement	**Direction**
Button 1	**Fire**
Button 2	**Nuke**

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KEYBOARD

UP ARROW	**Move up**
DOWN ARROW	**Move down**
RIGHT ARROW	**Move right**
LEFT ARROW	**Move forward**
LEFT CTRL	**Fire**
LEFT ALT	**NUKE**
PAUSE	**Pause game**
ESC	**Quit**
F1	**Help**
F2	**Save game**
F3	**Load game**
F4	**Controls**
F5	**Sound**
F6	**Quick save**
F9	**Quick load**
F10	**Fast Exit**
F11	**Brightness**
PRINT SCREEN	**Print Screen**

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GAME HINTS AND CHEATS CODES

If you are really getting your butt kicked and need some help, during game play press the pause key and type **"IMABIGCHEAT"** once for activation of cheat codes. After activation than type your selection. Press the pause key for additional selections.

NUKE - Nuke blast

BLAST - Full straight

PLASMA - Plasma bomb

PULSE - Red pulse will change your fire pattern to a constant spread of bullets

MINE- Mineslammer

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Credits

Project Leader and Hardware Programmer

David Pevreal

Lead Programmer

Craig Allsop

3D Modeler Artist and Level Designs

James Podesta

Music

Lee Jackson

Background Artist

James Storey

Artwork Design and Additional Artwork

Leo Plaw

Cover Art

Vaughn Dettman

Graphic Design

Joseph M. Siegler/Dino D'Romero

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