```
                          Saturn
                            °⊤◇
                          ◇ ◇
                        ◇✛

                                              □

  Wp=9  θ=180 Fuel=643 Sh=   2%  Dam=  47%
Command?>✱          ◆○○○○○○○        RED  ALERT
TUBES  JAMMED!
Armies=   0(   1) Kills=   1
```

GALACTIC ATTACK

A real-time space war simulation written in USCD PASCAL for your APPLE II

Siro-tech

RUNS ON ANY APPLE

(DOS 3.3 or PASCAL, 48K and 1 disk required)

GALACTIC
ATTACK

Written by Robert J. Woodhead

Introduction

Galactic Attack is a dynamic, real time simulation of Space War. You, the commander of the USS BLAISE PASCAL, have the difficult task of recapturing the planets of the solar system from the savage Kzinti Invaders.

Only the Earth and Luna remain free. Mercury, Venus, Mars, Ceres, Jupiter, Saturn, Uranus, Neptune and Pluto are garrisoned with Kzinti Troops.

To complete your mission, you must travel to the planets, strafe off enemy armies, and transport human armies to the planets to gain control of them. At the same time you must carefully conserve your resources in order to be able to fight off the Kzinti Star Mauraders that try to destroy you.

Our Split-Second Software feature allows your APPLE to timeshare. Even as you are entering commands, the game is constantly updating the status of the "universe".

As Galactic Attack is a real time game, indecision, especially in battle, can be fatal. The ability to coolly plunge into a maelstrom of enemy ships, torpedoes, and explosions is the mark of an experienced commander.

Kzinti Star Mauraders, even though controlled by computer, make challenging opponents. Heuristic control routines enable them to attack, retreat, group for mass attacks, and attempt to evade your attacks. And their aim is deadly, as they calculate where your ship will be when their torpedoes hit you.

Be Warned: Galactic Attack is a game requiring both strategy and tactics to win. There is little chance that your ship can outfight many Kzintis. You will have to outsmart them instead.

Getting Started

Galactic Attack comes complete on one 5¼" diskette. To run the game, place the diskette into drive 1, and "boot" your computer.

On most APPLE's, this can be done by turning the computer OFF, and then turning it ON.

However, some of the older models of the APPLE need a little help. For these models, you should:

> Turn the computer on. The speaker will beep and an asterisk (*) prompt will appear.
>
> Press 6, then CONTROL-P, then RETURN. This will cause the APPLE to boot.

Even though Galactic Attack is written in PASCAL, you do not need the PASCAL LANGUAGE SYSTEM to run it. The PASCAL RUNTIME SYSTEM, provided to us by APPLE, allows any APPLE to run a PASCAL program.

After about 15 seconds, the Title Page will plot. At the bottom of the page, the prompt

<p style="text-align:center">PRESS ANY KEY TO SET GAME PARAMETERS</p>

will appear. When you are ready to start, press any key!

Game Parameters

There are four game parameters that you can set. Each is preceeded by a letter (a-d) which must be pressed to alter it. In addition, there are two other letters (e, f) which may be pressed.

To change a parameter, press its letter and type in the new value for that parameter. A range is specified for each and if you go outside it, the value will not be altered.

The parameters are:

(A) Maximum # Kzinti Ships (1-9)
This is the maximum number of enemy ships that will be in the solar system at any time.

(B) Damage to kill Kzinti (50-300)
This is the amount of damage needed to kill an enemy ship. By comparison, only 100 "percent" damage is needed to kill your ship. However, you have one advantage in that your ship has a force shield device, which Kzinti's lack.

(C) Max Damage by Torpedo (10-100)
This is the maximum damage a torpedo (Torp for short, and hereafter) can do to you. Actual damage is determined randomly when the Torp explodes. This is also the maximum damage your Torps do to Kzinti ships.
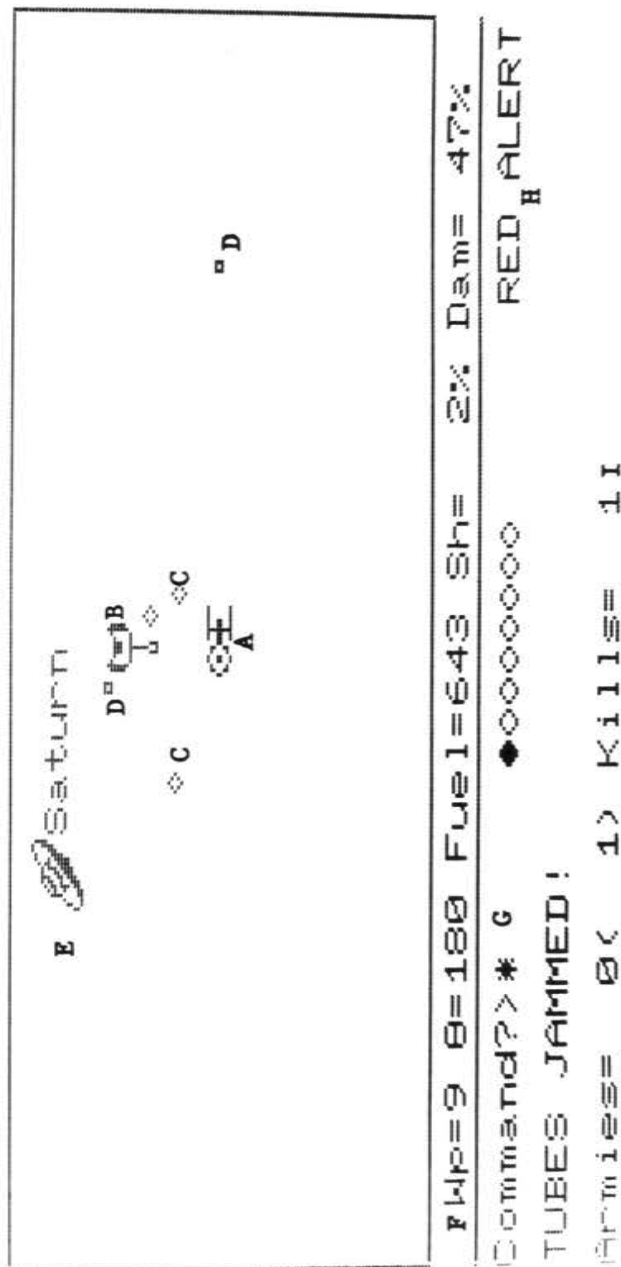
(D) Torpedo Warp Factor (10-13)
This is how fast Torps travel. By comparison, the maximum ship speed is Warp 9.

(E) **Reset to original values**
Allows you to change your mind and go back to the original values we suggest.

(F) to play with above parameters.
Starts the Game!

The Tactical Display

The tactical display is your ship's computer's way of showing you what the area around your ship contains.

On the opposite page is a photograph of the display at one point in the game. The tactical display is always changing, even as you type, to reflect the movement of your ship and the actions of any enemy ships near you.

Parts of the display have been labeled. Below is a legend that should explain the contents of the display.

As you become more proficient at Galactic Attack, you will be able to read the tactical display in a glance and act accordingly.

(A) The USS BLAISE PASCAL. Note that the ship points in the approximate direction you are travelling.

(B) Kzinti Star Marauders

(C) Torps you have launched

(D) Kzinti Torps

(E) A Planet

(F) The Status Line. It tells you what speed you are travelling at, the direction Θ, fuel remaining, shield strength, and current damage.

(G) The command prompt. Commands entered will appear here. Additional prompts may appear below it. The two lines below that are used for various Information displays.

(H) The ALERT warning. When the enemy ships are visible on your screen, you get a RED ALERT. When they are closing in, but off the screen, you get an ALERT.

(I) This line tells you how many armies you are carrying, how many you can carry, and how many kills you have.

The Coordinate System

Running Your Ship

To run your ship, you enter single letter commands via the keyboard. Some commands may request additional entries. For example, when changing your course, you will be asked the course you wish to move in.

On this, and successive pages, each command will be detailed and explained. Read through these descriptions carefully, and try them out during your first few games.
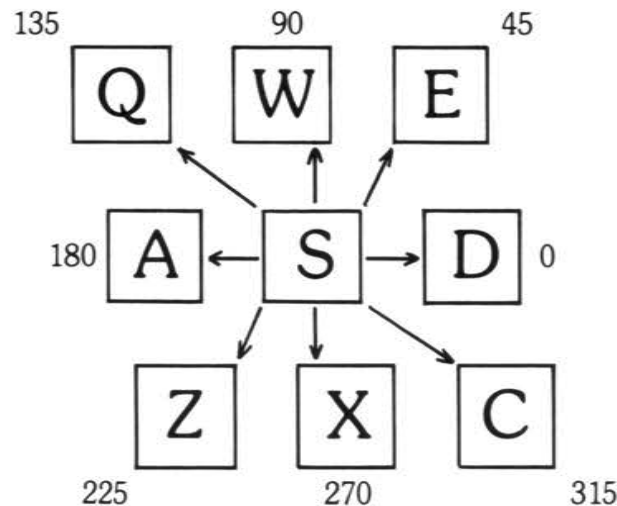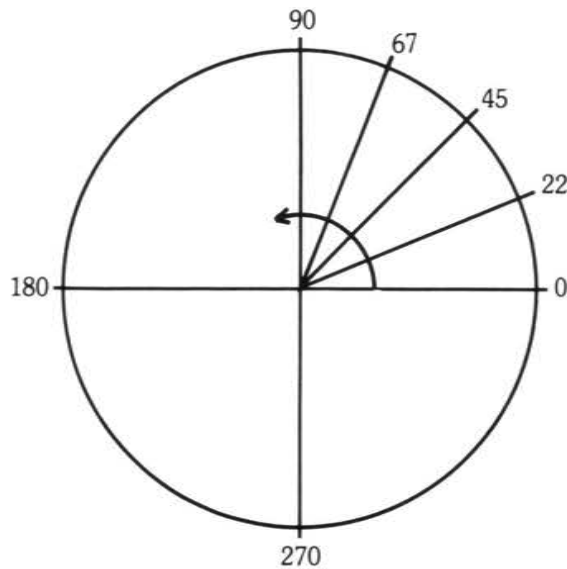
| Ø | 9 | The keys from 0 to 9 are used to set the warp speed at which you wish to travel. The faster you go, the more fuel you use. Fuel is gradually replenished from your fusion reactors, but it is easy to use it up faster than it is generated.

| K | K lets you set your course (or Kourse?). A second prompt will appear below the main prompt, and you can type in your course, in degrees. After you have entered it, press RETURN to execute the command. Pressing RETURN without entering an angle will abort the command. If you make a mistake, BACKSPACE will erase digits one at a time.

As a special aid to entering often used courses, the keys surrounding S, as shown on the opposite page, allow you to enter angles quickly. For example, the keypress sequence

| K | C | RETURN |

is equivalent to the longer sequence

| K | 3 | 1 | 5 | RETURN |

In addition, you can specify courses midway between two of these "letter" courses by entering a two letter course. Thus "WE" turns your ship to 67 degrees. Note that "EW" is the same as "WE".

T actuates your primary weapons, Torps. You will be prompted for the direction in which to shoot a torp, and can enter an angle or use the shorthand. Torps cost 30 units of fuel to launch, and are only effective if they pass close to an enemy ship. When they do, they explode in a shower of sight and sound on your tactical display. If a torp manages to destroy a Kzinti, it will also explode.

Kzinti's Torps are just as dangerous as yours. In addition, Kzinti's are deadly shots with both torps and phasers.

P Phasers are your secondary weapons. They are more powerful, but are harder and more costly to use. They also have limited range. To fire phasers, you must enter the angle at which to shoot them in the long, exact form. You must be accurate. Phaser power and damage capability drop off as the range increases. But they are very handy for deadly, close in shots at enemies. Phasers cost 50 units per application.

I Enables you to get information about planets in the solar system. You will be prompted for the name of the planet on which you want information. Only the first two letters of its name are needed. Shown are range, bearing, number of armies and who owns it.

! Starts the ship's crew on repairing your ship. During battle, some effort is made to repair damage and up shields that have been battered down. Repair mode lets you lick your wounds faster. When you enter repair mode, your shields go down, and your ship stops in space. Repairing and fueling rates double. As soon as your damage has been eliminated, you exit repair mode. A message "REPAIR" will appear in the lower right corner of the screen. "!" is used to reduce the chance of accidentally going into repair.

+ Starts your shields regenerating, or ups them a little more. The second use can be handy in battle. The cost is 10 units of fuel.

− Drops your shields. This is needed for strafing and using the transporter device.

O Puts you in orbit around the closest planet, if you are within 15 distance units of it. Orbiting planets friendly to you increase your fueling rate, while orbiting enemy planets cause them to shoot at you. You must be in orbit to strafe. Once in orbit you must go warp 4 or faster to break out of orbit.

S Allows you to strafe enemy armies. The number of armies killed depends on the number on the ground, and with three or less armies on a planet, strafing becomes impossible. Your shields must be down to strafe and thus you will sustain damage from the planet's defenses.

B Allows you to use your transporter beam. As noted before, depending on your number of kills, you will be able to carry from one to 10 armies on board. To get these armies you must beam them up from a planet controlled by you. Then, to conquer a planet, you must beam down more armies than currently exist on that planet, so that the remaining enemy armies are destroyed. Each army you beam down wipes out one enemy army and is itself decimated.

If you have a choice between beaming up or down, you will be asked which you want to do.

Then you will be asked how many to beam. Enter the number, and if it is legal to do so, beaming will commence.

Beaming takes time, and thus during beaming, attacks can be made on your ship by planets and enemy ships!

Armies use up fuel when you carry them, and carrying too many at a time can cause problems. Also, when three or more armies are on a planet, there is a chance that they will reproduce more armies. On the other hand, if there are few armies on a planet, there is a chance that remaining Kzinti troops will forment a revolt!

Some Extra Info

A random time after you destroy the last Kzinti of a group, a new set will be generated. These usually come into being around enemy planets, and so you could be surprised by them with your pants (and shields) down.

When new ships are generated, a message from Luna Command will be issued. Any command in progress (say a course waiting for an angle) will be aborted. However, commands strafe and beam are never interrupted once strafing and beaming have commenced. The reason for this interruption is due to the fact that the various procedures used are only in memory when needed, to save space.

Galactic Attack is a very big program (over 3,000 lines of code) and so we must save space whenever possible, just to get it to fit!

Do you have any exceptional PASCAL Programs you would like to market? If so, please get in touch with us. We would like to work with you to refine and sell your programs.
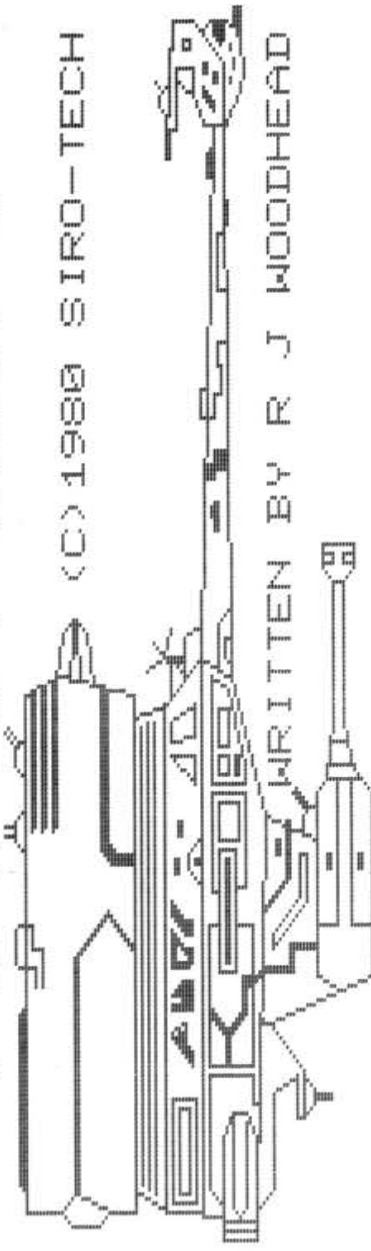
Warranty

Galactic Attack is sold on an AS-IS Basis. The entire risk as to its quality and performance is with the buyer.

Siro-Tech does warranty the media on which Galactic Attack is provided for 30 days. If it becomes defective, return it to a dealer for a replacement. After 30 days, return it to Siro-Tech, with a cheque for $5.00 to cover costs.
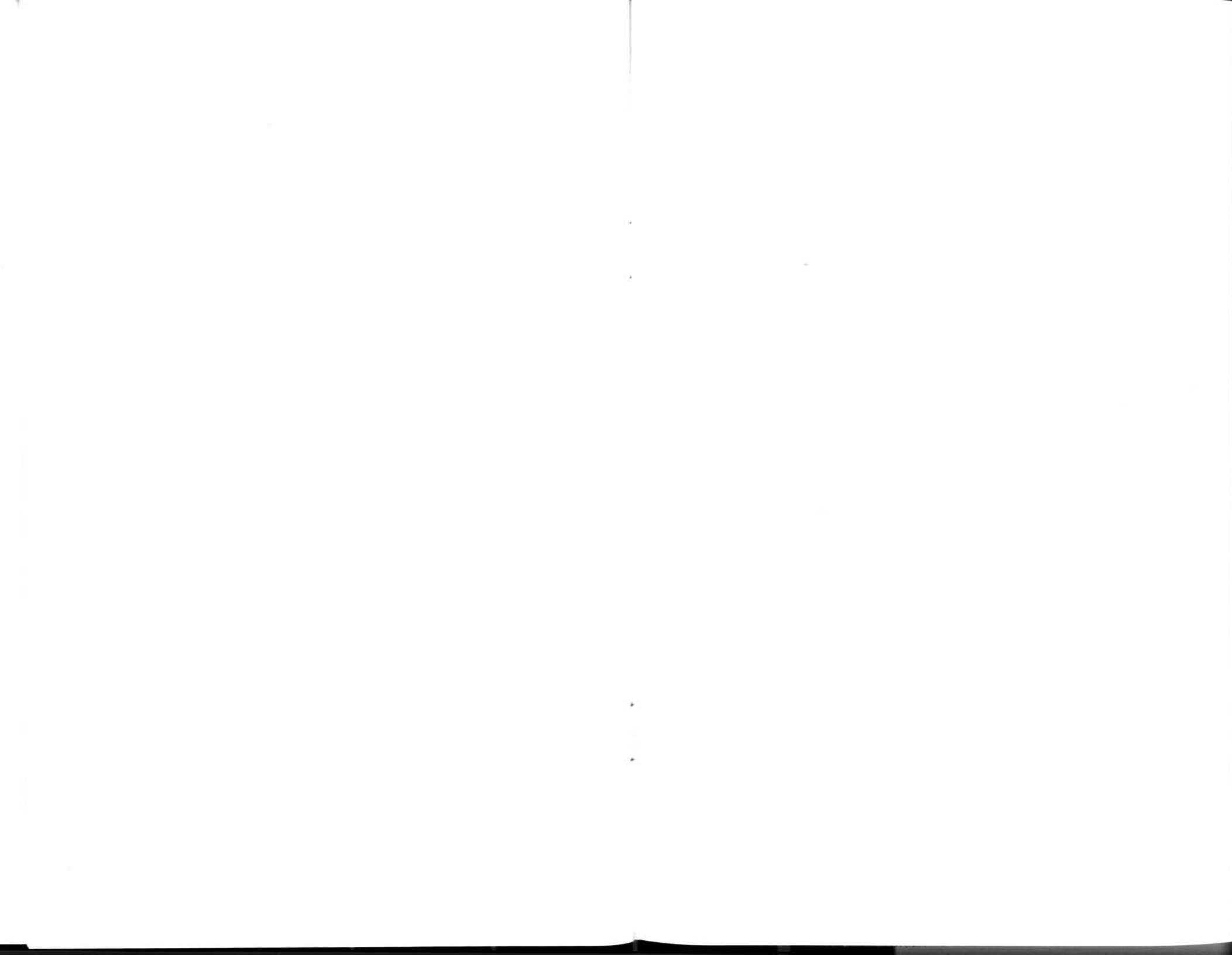
GALACTIC ATTACK

(C) 1980 SIRO-TECH

WRITTEN BY R J WOODHEAD

PRESS ANY KEY TO SET GAME PARAMETERS

Additions and Improvements to Galactic Attack

Sir-tech never rests if we can make improvements to our programs - that's why, even after your manual was printed, we continued to make improvements. Our far flung network of dedicated playtesters came up with some suggestions we just had to put in the game.

First, after you press a key to leave the title page, and before you are shown the parameters page, you will be asked 2 questions.

N)ORMAL, I)NTERMEDIATE OR S)HORT GAME ?

asks you whether you want to play a normal game with all the planets, an intermediate game with a solar system extending out to Jupiter, or a short game with the solar system extending out to Mars. Just press N, I or S.

The second question asks

R)EGULAR OR A)BBREVIATED EXPLOSIONS ?

Normally, Torp explosions dissipate over several Tactical Scan replots. When you start playing the more difficult games, clouds of explosions can block your view of objects. Abbreviated explosions only plot in the replot they explode in. Just press R or A.

A new command while playing is activated by pressing the @ key. The stasis field freezes the game until ESCape is pressed. This allows you to put it on hold while you eat or answer the phone.

As you may notice, leaving the computer alone for a while when it is on the title page causes it to go into a self playing demo mode. You can press ESCape to start playing yourself. However, if you press CTRL-K when on the titlepage, an uninterruptible demo mode will commence. This is mainly of use to stores who wish to use GALACTIC ATTACK as a demo for thier APPLE's.