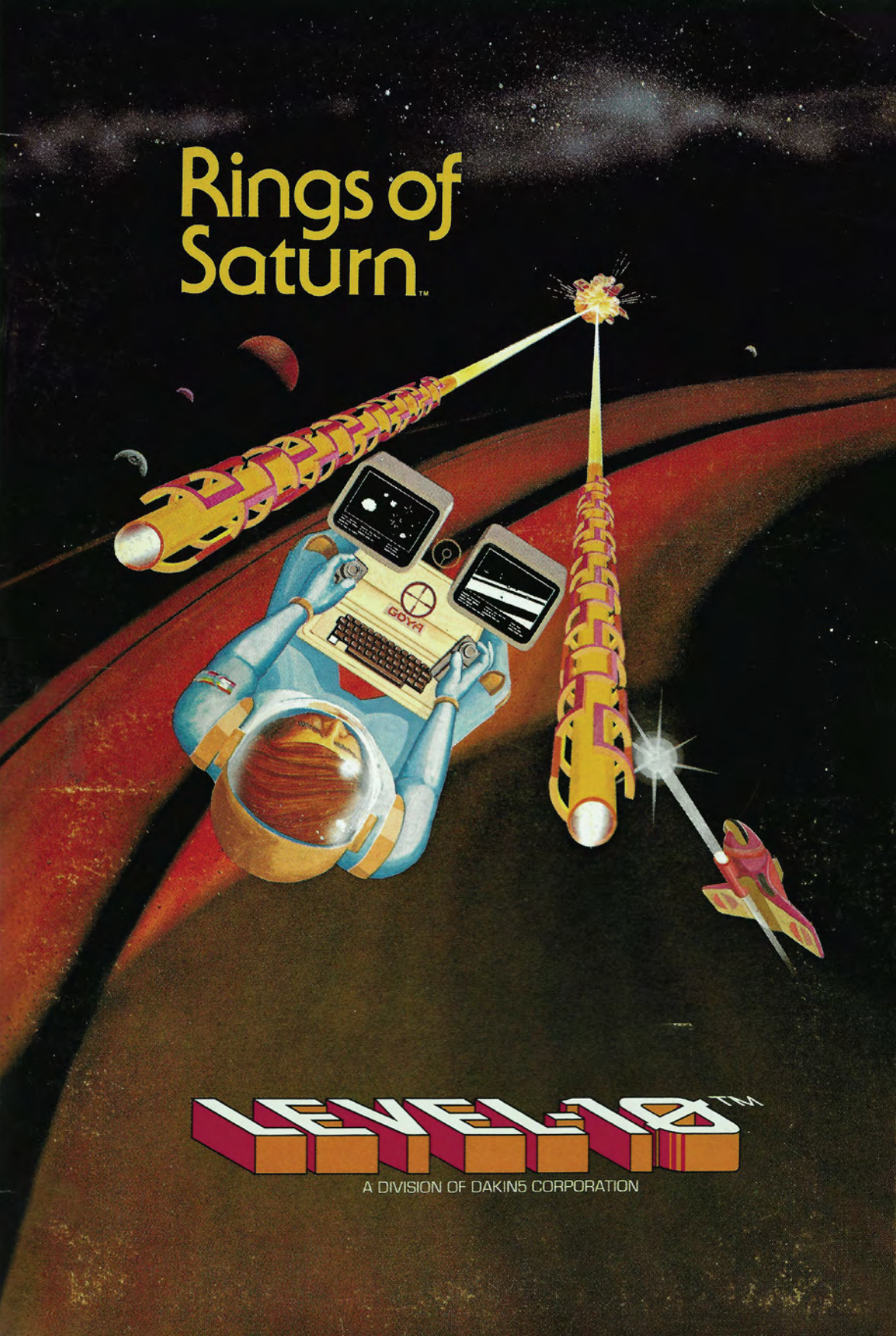
Rings of Saturn™



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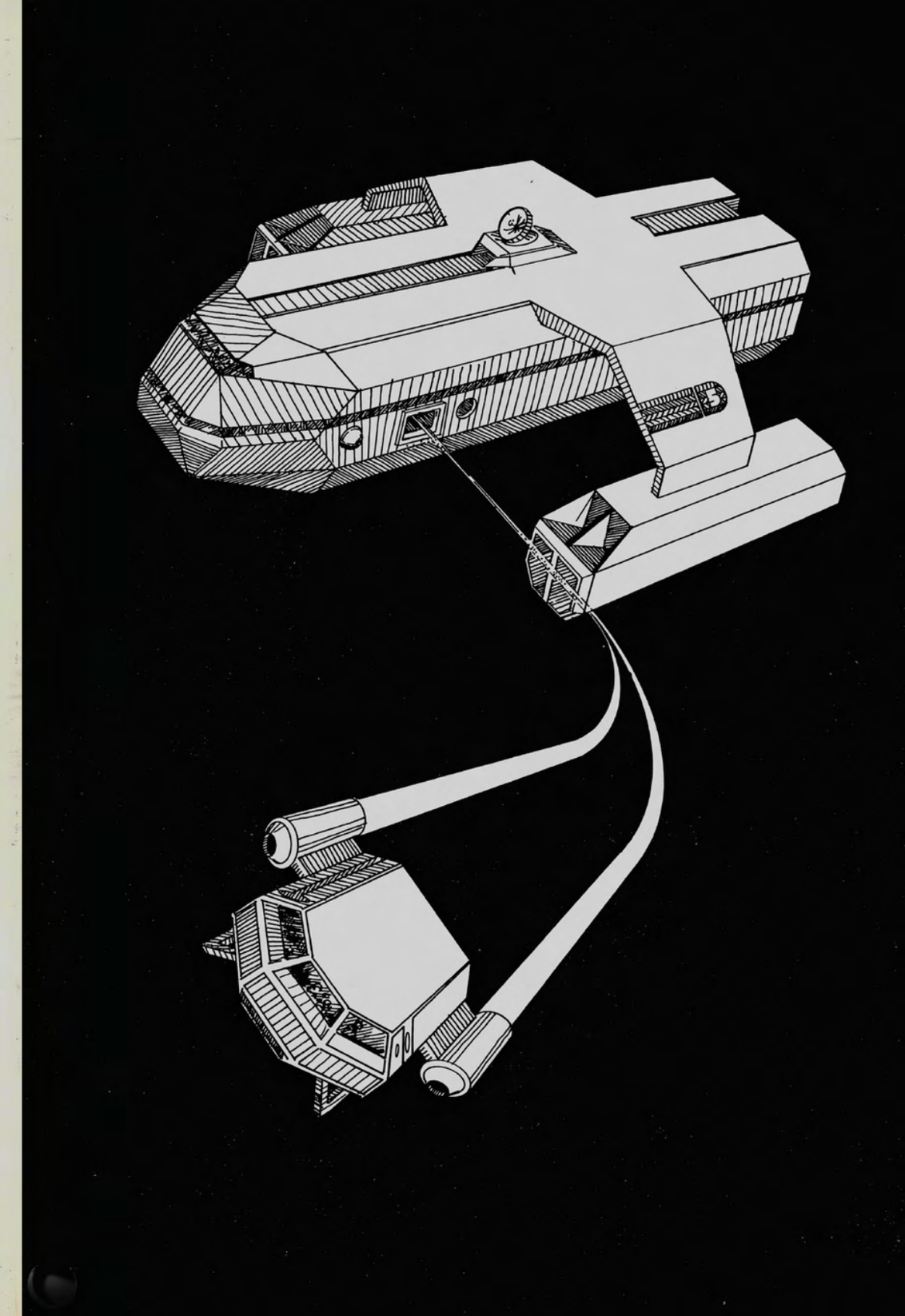


The rings come up like gauzy bands; you can see the planet's surface through them. But when they catch the light they are brighter than Saturn itself.

Seeing the rings of Saturn for the first time is always surprising, and you find yourself still impressed with their mystery. "They look so artificial!" a woman next to you exclaims. "All those concentric circles . . . like one of those antique phonograph records," a man says.

You agree with both. Close-up, you can distinguish thousands of distinct rings, some perfectly oval, others slightly lopsided, still others with breaks, faults and intertwinings. Although no scientist is willing to say yet that such effects violate the laws of physics, none is yet able to explain them either. The complexity of the gravitational and electromagnetic dynamics about Saturn is evident just from the way the rings maintain their orbits. Tiny moons on the inner and outer edges of the rings act like shepherds, keeping most of the ice particles which make up the rings from straying out into space.

Occasionally you can see the shiny surface of the Armstrong, a research ship out near the rings. You've visited the crew there once, going out on the cruiser Goya with several other pilots, then taking the shuttle over for rendezvous. The principle job of the Armstrong is to study the complex electromagnetic currents here. You wouldn't want their job; the lightning charges in the rings are a million times greater than terrestrial lightning, even though you can't see a visual flash because there's no atmosphere there. Navigation can be tricky out near the rings, and an accident is potentially disastrous. The ice that makes up the rings varies from dust-size to ship-size and, even though their orbits all rotate in a common direction, there are enough collisions and variances in the "currents" to make a trip into the rings very interesting indeed.

But there is another hazard, which only recently came to light, and promises to be the gravest threat the humans living and working in the Saturn system have ever faced. There have recently been devastating attacks on the mining bases at the outer moons of Phoebe and Iapetus. Several raiding ships were involved in each case. They were definitely not of human design.

The ear-piercing emergency horn shatters your reverie in front of the observation window. The tourists look about in confusion, but you have already spotted the flashing blue light above the door panel, always used to indicate that the main research ship, in this case the Armstrong, is in trouble. You must return to Halcyon Station immediately.

As you leave the observation lounge you overhear the robot tour guide, its specific programming making it oblivious to any danger, explaining

that the ship will now reverse thrust, the forward screens will become the back screens and that the bow of the ship will now become the stern. "For despite what you might have thought, ships in space do not turn around; they merely change direction," the robot intones in a tinny voice. The tourists don't seem to be hearing him, however; they're too busy screaming.

Once you return to Halcyon you find that your commander has no time for polite chat. "Alec and Reynolds are out on Titan. Maleck is in sick bay. This one's yours. Armstrong has a complete power failure . . . getting pulled down into the rings. Take the Goya . . . "

He hands you your briefing papers and you rip them open.

This is your situation: the Armstrong is disabled, presently adrift in the relatively empty space of Cassini's Division, but slowly being pulled into the massive chunks of ice spinning wildly through the outer "A" series of rings. Compounding your problem is the fact that the Halcyon commander insists that you also pick up a recently developed energy source, known to you only as Mad Angel, currently stored in a special chamber on board the Armstrong. Armstrong's total power loss has deactivated this chamber and the Mad Angel is becoming unstable rapidly. Consequently, you have a limited amount of time to reach the ship, send out the shuttlecraft, rescue the crew and deliver the Mad Angel to the storage chamber being prepared for it back at Halcyon. The conditions within this storage chamber are specially designed to contain and stabilize the Mad Angel. Unless it is placed within this chamber soon it will explode.

You start to protest, insisting that the danger involved to the crew doesn't seem worth the risk,when the commander tells you that an explosion of Mad Angel could wipe out all ships in your sector, as well as Halcyon Station itself.

You're already racing toward Goya's port before you again think of that vast golden giant, and its violent, hungry rings . . .

The keyboard is arranged in the following manner, with important functions highlighted:

The number keys **0 through 9** move your ship forward. These are thrust indicators and each increase in thrust increases your speed by 900 meters per second, so that a speed of 8 would be 7200 MPS, a speed of 9 would be 8100 MPS, etc. Remember that the higher the speed, the more energy used. When your engines are damaged, the maximum speed you may travel will decrease. With minimal damage your maximum speed would be 5400 MPS (thrust indicator 6). With critical damage your maximum speed would be 3600 MPS (thrust indicator 4). With hypercritical damage your engines are completely destroyed and cannot be repaired, but you may still coast along at a speed of 900 MPS (thrust indicator 1). At the lower levels of damage, once the engines are repaired, you must increase your speed manually to achieve your previous velocity.

When you decrease thrust, for example, dropping from 9 to 7, your reverse thrusters will fire automatically to reduce your speed.

The **L** key turns your **Long Range** viewer on and off. This display shows the relative positions of your base (Halcyon Station), yourself (The Goya), any enemy ships and the disabled Armstrong within the rings of Saturn.

ConTRoL Q aborts your mission.

N turns the sound on and off.

The **V** key switches you back and forth between **View Screen 1** and **View Screen 2**. Each will be used as both forward and back views during your mission.

The **ESC** key launches your shuttle and then your ship is prepared for the return voyage. Your shields are turned off automatically. Your reverse thrusters will now become your main thrusters; your forward view screen will now become your back view screen. Remember that, in space, ships don't turn around; they simply change the direction of their thrust.

The **ConTRoL** key builds a robot repairman specifically designed to repair various functions on your ship. You must build a new one each time you wish to repair some damage since after completing its assigned task, the robot will throw itself into the atomic recycler. Also remember that the more a ship function is damaged, the greater the energy required to repair it. And if the damage to a particular function becomes hypercritical you cannot repair that function.

If Communications is destroyed, your Damage Report function will no longer work and will display the Damage Report status you had before Communications was destroyed.

Please note, however, that at the same time you press the ConTRoL key to create the robot you must also press a key instructing the robot as to which function it must repair. These keys are **C** for Communications, **E** for Engines, **L** for Long Range Viewer, **S** for Shields and **T** for Tracking.

Throughout your mission energy is being expended and time is running out. You are racing against both these conditions!

Paddles **0** and **1** control the cross hairs for aiming your photon torpedoes at such items as ice chunks and enemy ships. These cross hairs will be displayed on your screen. The button on **paddle 0** is used to fire the photons.

The **P** key allows you to execute a **Pause** to the material displayed on your screen, should you have a small on board emergency. Moving one of your paddle controls reactivates your mission.

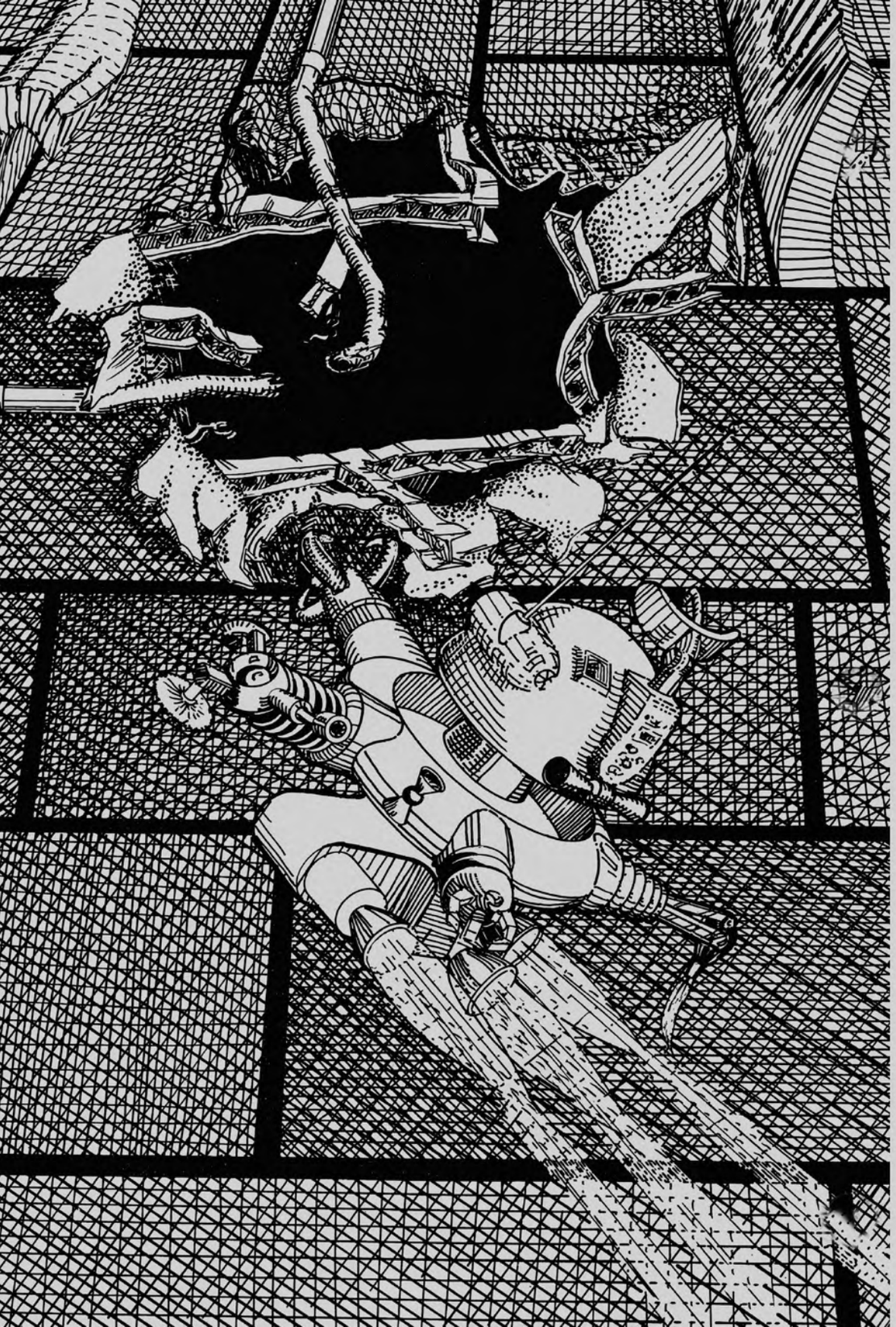
BEGINNING YOUR MISSION

Pressing ESC removes the title cover from the display screen, allowing you to see a computer-enhanced view of the stars. At the bottom of your screen you will see a listing of past performance ratings of pilots who have flown The Goya.

You will first be asked to enter your skill level class. These levels are 1 through 4, with 4 being the highest, most difficult level. The lower the skill level the easier your mission, but fewer points will be scored in your performance rating.

At this point instead of typing in your skill level you may press D, which provides you with a brief demonstration on your display screen.

You will then be asked to enter your initials (three spaces available) for the performance rating table. They are used when showing the current high performance ratings and the last mission attempted. Performance ratings (also referred to as "scores") are assigned whether the mission was successful or not. The formula for the performance rating uses the



number of enemies hit and distance reached to determine the rating. There is also a bonus given if the mission is completed. But you may press the RETURN key to pass if you do not wish to enter your initials.

Your shuttle is now launched from Halcyon Station for rendezvous with Goya. You will see the shuttle on your screen as it maneuvers into docking position. Once the shuttle reaches The Goya your mission will begin.

At this point all elements defining your mission will be present. You will encounter 24 alien enemy ships in the course of this mission. You can expect to encounter 3 ice chunks at any one time while in the rings. The maximum speed The Goya can travel at the beginning of your mission is 8100 meters per second. The Shields and Long Range Viewer are off, and you are looking at View Screen 2. Energy = 999999, Time = 15:00:00 (Minutes:Seconds:Hundredths of a second).

You may use your thrusters (Keys 0 through 9) to move your ship away from Halcyon Station in an intercept course with the rings.

You will be told a code which will be used to arm your photon torpedoes. This arming sequence will be a four-character, alphanumeric code. If you forget the code it would be possible to guess it by pressing letters and numbers until each character appears on the screen. Only when you have entered the code correctly will your photons work. When you are a certain distance away from your base you will be asked to enter that code.

After entering this arming sequence you will be ready to move out toward Saturn, and then your mission enters its active stage.

ALIEN ENEMY SHIPS

After leaving Halcyon Station, and on your return trip when exiting the rings of Saturn, you will encounter a number of enemy ships. These enemy ships will move at random. The higher your skill level class, however, the more they will move, the more they will shoot and the more their photon torpedo fire will damage your ship. To hit the enemy ships, place the cross hairs over the enemy displayed on your screen and fire your photon torpedoes. There will be a total of 24 enemy ships; 12 will attack you upon leaving the base, and 12 upon leaving the rings. The ships you are unable to destroy when leaving the base will be added to those attacking you as you leave the rings.

ENTERING THE RINGS

About midway between your base at Halcyon Station and the stranded Armstrong you will be entering the rings of Saturn. You will be entering

the rings at an angle, from within the plane of the rings, rather than changing orbit and dropping down into them from above. Although much more dangerous, this will save you a great deal of time. The Armstrong might be disintegrated by the time your computer made all the necessary orbital calculations and guided The Goya through its complex maneuvers.

The rings are made up of thousands of chunks of ice varying in size from dust-size to ship-size, all in individual orbits around the planet. Therefore, the rings will first make themselves known as occasional ice chunks appearing on your screen. You have been aware of them throughout your mission, however, as small pieces are constantly escaping the outside orbit of the rings and flying past your ship. As you enter the rings these ice chunks will become more numerous, gradually filling your screen.

To destroy these ice chunks before they damage your ship you must again place your cross hairs over their image on the screen and fire your photon torpedoes. The higher your skill level class the more damage will be assessed if one hits your shields.

APPROACHING THE STRANDED SHIP

Your course will take you through the entire "A" series of rings and into Cassini's Division where the disabled Armstrong is drifting. You must now dock with the Armstrong by sending out the shuttle. When you reach the disabled Armstrong you must remain within 30 kilometers of this ship, but no closer than 10 kilometers. Reduce speed to 0, then press ESC to launch the shuttle. Once again, your Screens are turned off automatically.

Be aware that your ship will not stop immediately when thrust is decreased; it will take a little time to slow down, so proceed with caution!

Your thrusters will be reversed and a return course calculated for Halcyon Station automatically. While the shuttle is rescuing the crew and retrieving the Mad Angel, your photons will be disarmed. Your Communications channel will ask you to enter your arming sequence when the stranded Armstrong is a safe distance away.

But once you have loaded the Armstrong's crew and the Mad Angel, do not let yourself be lulled by a false sense of security. You must again fight your way through the rings, blasting ice chunks, and upon exiting the outer rings you will be attacked by the remaining alien enemy ships.

COMPLETING YOUR MISSION

If you make it through the rings and the enemy, you will be ready to return to your base. Once you return to Halcyon Station you must again maintain the standard distance of 10 — 30K and slow to 0 speed.

Remember that your ship will not stop immediately; it will require a little time to slow down.

Press ESC to launch the shuttle. When the shuttle reaches Halcyon you have completed your mission, and a performance rating will be awarded.

Remember that performance ratings (also referred to as "scores") are assigned whether the mission was successful or not. The formula for the performance rating uses the number of enemies hit and distance reached to determine the rating.

There will be bonus points awarded if you are able to complete your mission successfully.

We realize your mission is a dangerous one, but the company and the people aboard Halcyon and Armstrong are counting on you. The fate of Sector 57 is in your hands. Good luck!

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Do you enjoy role-playing games which incorporate strategy? Then LEVEL-10 has two fantasy adventures just for you.

Dragon Fire™ dares you to gather treasure as you search for the killer dragon, Salmadon. Select a character, either the Huntress, the Warrior, the Wizard, the Elf or the Dwarf. Begin your quest as you enter a maze of dungeons which are actually the ruins of 10 civilizations built atop one another. You may encounter 170 monsters guarding 150 riches before you slay Salmadon. The game has 5 levels of difficulty, sound effects, an illustrated 32-page short story, a "save the game" feature and can be played on a color or black-and-white monitor.

Kaves of Karkhan™ reunites all the characters from Dragon Fire. This time the adventurers are trying to reach the top of Mt. Karkhan before the evil spirit Maldamere overcomes the world. Choose a character, hire a crew and begin your trek through the hazardous caverns of Mt. Karkhan. The full color, Hi-Res, 3-D animated graphics simulate walking up and down stairs, traveling through hallways with doors and openings appearing at random.

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Rings of Saturn™

Arcade Adventure on Your Apple

Be the commander of your Apple and sail on a dangerous rescue mission.

This game contains all you'll need: aliens, mammoth ice fragments, space ships and enough adventure to keep you riveted to your seat for a good millenium or two.

With Rings of Saturn, LEVEL-1Ø's newest game, you can be Captain of your Apple Computer on assignment to save your stranded crew in Saturn's rings. It sounds simple enough for an intrepid pilot like yourself, but don't be misled. You face assault by enemy ships, giant ice chunks, and debris which are constantly endangering your Apple. Not only is the crew's ship powerless, it is carrying the highly unstable energy source Mad Angel. There is only a short time before the ship and the people explode. You have a limited fuel supply which is consumed more quickly as you fight your way through the hazards. If you sustain too much damage, your Apple cannot function and you will perish.

Rings of Saturn is a fast paced arcade type game. Duration of play is based on real time. It has four skill levels, 3-D animation, Hi-Res color graphics, sound effects and the option of using either paddles or joystick controls.

Rings of Saturn is written in machine language for any Apple Computer with 48K and one 16 sector disk drive.

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You can count on LEVEL-1Ø for the best adventure, fantasy, strategy and challenge.

Look inside for information on a free binder for storing your Strategic Situations.

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