From the author of the *Phantasie* series, *Star Command* sends you on a series of missions in a galaxy where humans dominate some parts, while others are inhabited primarily by Insects or Robots. Your six-man crew consists of Marines, Pilots, Soldiers and Espers (this game's equivalent of a magic user), who will find a staggering array of equipment and weapons from which to choose. Combat includes ship-to-ship and hand-to-hand, offering tactical challenges reminiscent of SSI's war games—though the menu-based interface is much smoother. But you'll find puzzles too, as well as characters with whom you must interact successfully. You move your space ship through space by pressing cursor keys, which gives the feel of moving a piece across a board. By choosing different magnifications, you can downscan or upscan to focus on the galaxy, specific star systems or individual planets. Graphics and sound effects are not as impressive as those in other science fiction RPGS, but with so few such games around, this one is recommended if you like the genre.

Star Command

Type: Science Fiction Role-playing
Skill Level: Intermediate
System: IBM
Company: Strategic Simulations/Electronic Arts
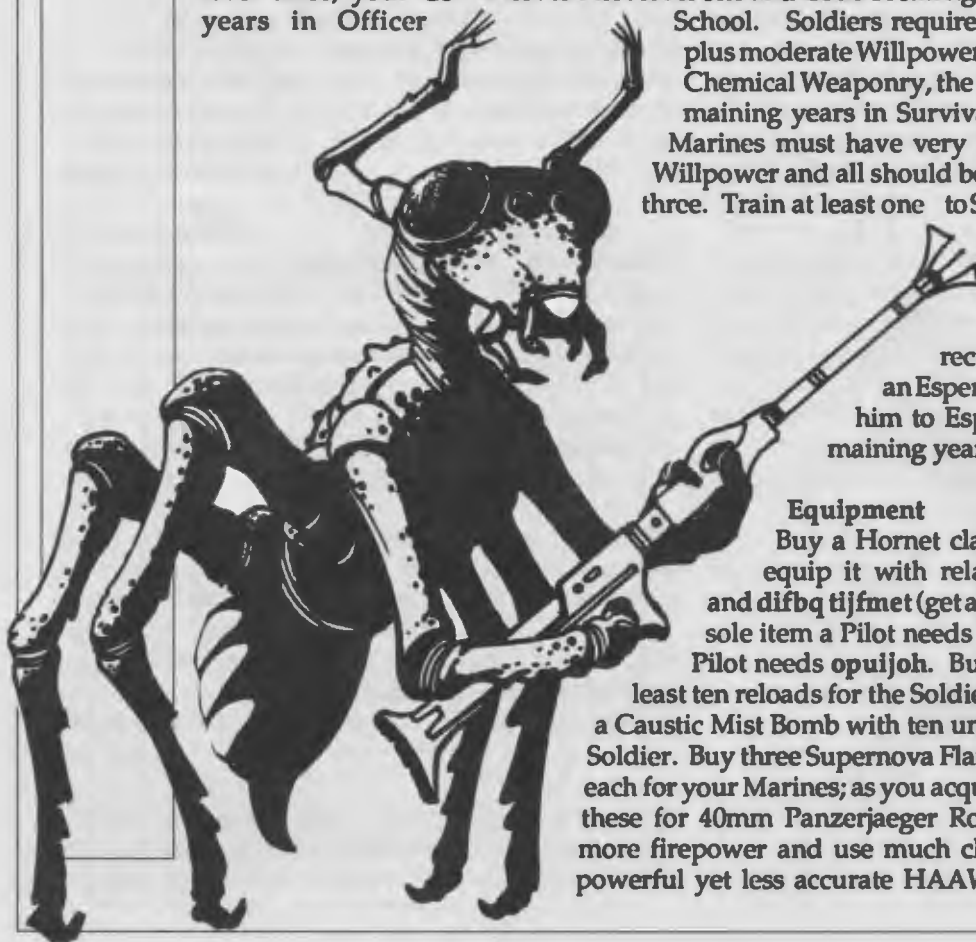
The Solution

Character Development

A good party consists of two Pilots, two Soldiers, three Marines and one Esper. Never train anyone in Light Arms or Hand Weaponry, for much heavier firepower is needed to complete the game. When recruiting Pilots, look for high Intelligence; other attributes are insignificant, since Pilots don't fight hand-to-hand. In Basic Training, advance your Pilot to Pilot level three and Ship Repair level three, your Co- Pilot to Pilot level one and Code Breaking level three. Spend remaining years in Officer School. Soldiers require high Strength and Accuracy plus moderate Willpower and Intelligence. Train one in Chemical Weaponry, the other in Explosives. Spend remaining years in Survival School and Special Forces. Marines must have very high Strength, Accuracy and Willpower and all should be trained to Heavy Arms level three. Train at least one to Scouting/Recon level three and one to Medical level three. Spend remaining years in Survival School and Special Forces. Espers are rare, so recruit the first one you find with an Esper attribute of 51 or higher. Train him to Esper level three and spend remaining years in AstroGunner.

Equipment

Buy a Hornet class scoutship at the start and equip it with relatively inexpensive weapons and difbq tijfmet (get about 100 points of armor). The sole item a Pilot needs is a Ship Repair Kit. The Co-Pilot needs opuijoh. Buy a Neutron Grenade with at least ten reloads for the Soldier who majored in Explosives, a Caustic Mist Bomb with ten units of ammo for the Chemical Soldier. Buy three Supernova Flamethrowers with four reloads each for your Marines; as you acquire the funds, gradually ditch these for 40mm Panzerjaeger Rocket Launchers, which have more firepower and use much cheaper ammo than the more powerful yet less accurate HAAWS Heavy RLs. By the mid-

game, a laser makes a solid back-up, maybe as your number six position weapon. (Lasers use fuel, so don't get one too soon.) Get a Medkit for the Marine who majored in Medical, and a Radiation Detector and Motion Detector for your Scouting/Recon Marine. Espers require no such gear or weapons, for their inborn Mindshock talent suffices in combat. All but uif Qjmput need some form of armor. As you progress, buy better ships, shields and weapons. Some destinations can't be reached unless your ship can hold enough fuel. You may not have enough funds to buy all this at the outset, but should after the first three missions. To amass lots of credits after your characters are strong, make another copy of any "dungeon" by recopying disk C and send them in to grab the money.

Post-Mission Training
After each mission, always raise your Pilots' Joufmmjhfodf sbujoh, until it reaches 100; then it doesn't matter which one is raised. For Marines and Soldiers, raise Strength, Accuracy and Willpower. Raise Esper for your Esper. Train your Pilot in Pilot skill, the Co-Pilot in Code Breaking. Train each Soldier in the skill he specialized in, and the Scouting/Recon Marine in Heavy Weaponry and Scouting/Recon. Alternate the Medical Marine's training between Medical and Heavy Weaponry, and train the other Marine solely in Heavy Weaponry. Espers should only be trained jo Ftqfs.

Combat
If confronted in space by private craft or freighters, don't waste precious ammunition fighting them. First DEMAND that they SURRENDER. Many times they will do so, even if it is five against one. If they don't, just npwf bxbz gspn uifn until the battle is over (unless your mission is to destroy them). Avoid conflict with more than one ship at a time. Many times you will have to take on three to five enemies at once. If this happens, move your ship around in the combat area until you are within range of just one of them. Once it is destroyed, move in on the next. This strategy allows you to concentrate fire on a single ship while making sure the others get no free shots at you.

In hand-to-hand combat the most important thing is to *sfnfncfs zpvs Ftqfs*. Unlike other members of your party, who will default to an appropriate aggressive action, you must force the Esper to attack. Also keep a close eye on your equipment. Don't get stuck in a hand-to-hand situation unless all your people are equipped with functioning weapons. Try not to get caught in a cycle in which everyone must reload at the same time. Sometimes that single turn will be enough to devastate your party.

Other Tips
Keep a close eye on all your equipment. It seems something is destroyed every time you go into combat mode. If this happens, have your pilot fix everything he can and have the doctor heal all the wounds before continuing. If something is damaged beyond your ability to repair it, keep in mind that it costs 4,000 credits to fix anything at dry dock, so it is foolish to have them fix a 1,200-credit ship's gun when you can sell it for most of what you paid for it and buy a replacement.

Don't get in a hurry to complete your missions, or you will soon find yourself overwhelmed. Your people are paid for the time they are actually out on missions, so stretch them out. If you finish one right away, explore around in some safe sectors a bit instead of going back to a star base. Make some scientific runs on a few planets, but avoid high-tech planets, because you are likely to get attacked. It is best to conserve all of your resources when using this strategy.

Carry at least two Chemical Torches into a dungeon. The first time you enter each dungeon, turn on a Npujpo Efufdups and a Sbejbujpo Detector. All squad members (except the two Pilots) should have an Environment Suit, an Oxygen Mask and an Oxygen Cylinder before fighting extra-terrestrials.

How to Use this Solution
This solution varies from the others. Commands in capital letters indicate you should select that option from the menu. ENTER A COMMAND: (Word) means to select that option and type in the word in parentheses. FIVE means to select option number five. A combination for a lock will be shown as ENTER: (number), and you must employ the USE IT command. ATTACK means to use the ATTACK/BLOW IT UP option. A list of Map Keys is not provided for these maps.

The Star Ports
The game begins with your ship docked at Starport Luna at sector (29,30). Directly west of Luna is Starport Earth in sector (21,30). Southwest of Luna (southeast) of Earth is Starbase Solonor in sector (25,26). These three bases form a small triangle in human-dominated space. If you get lost, you can clearly see the triangle by up-scanning all the way to the galaxy level.

The First Three Missions
These are milk runs that allow you to build up your cash reserves while getting used to traveling in space. They're very easy and pose no puzzles,

so they're not discussed below. (This is also true for several similar missions that are scattered throughout the game. Irrelevant portions of each area are not treated here nor are they shown on the maps.) Mission one will usually be a mercy run to pick up and deliver some vaccine, or an espionage mission where you make a spy run to all planets of a given sector. Mission two is a bounty-hunting mission in which you have to find and destroy five freighters loaded with criminals, and in mission three you have to seek and destroy a traitor and the pirate he is supplying with information.

Dungeon A: Space Station at 31, 27
The mission is to reach the computer in the northwest tower at (A). FIVE. THREE. LEAVE. SIX. FOUR. ONE. FOUR. EIGHT. LEAVE. LEAVE. Proceed to the vault in the southeast tower (B). Get the money and leave the Space Station. Return to a Starbase.

Dungeon B: Blackbeard's Fortress at 32, 20; Star 2; Planet 4
Destroy the Corsair in orbit around the planet by boarding it and wiping out the crew, then land on the planet. Follow the map to (A). ATTACK the Pirate Kid and proceed to the bar at (B). FOUR. YES. SIX. TAKE IT. LEAVE. Walk to (C) and use torches to cut open the door. (You can also try to PICK LOCK if you don't have the torches, since it won't cost anything.) Enter the tunnel. ENTER A COMMAND: GVFM. ENTER A COMMAND: ESJOLT. ONE. Go into Blackbeard's room at (D), kill him and his men and get the credits at (E). Leave the Fortress and return to a Starbase.

Princess Versilda
Her location is randomized, but the Princess is always on a planet in a sector that is reached through a black hole. The coordinates of the black holes are (10, 29), (28, 14) and (23, 6). Enter each one and search every planet in the sector that lies on beyond until you hear a radio message. Make a dbshp efmjwfsz on that planet and you'll find the Princess.

The Robot Recon Probes
After the Princess, you'll get a mission that takes you to a planet where illegal trade is going on between the Insects and Robots. Go to the coordinates specified in the mission briefing and engage the Robot Recon Probes in battle. To destroy them, you need at least a Katana class Escort ship and a decent weapon, preferably a 1.25 MT Nuclear Missile. Before firing at the Probes, have your character Bjn uisff ujnft to get the best possible aim. You must aim again after each shot, so it would be prudent to possess some form of defensive hardware and a Missile Killer.

Dungeon C: Insect Base at 15, 26; Star 2, Planet 3 — Unbreathable
Choose "Visit Unique Area" (option E) when you enter the sector. Cut through the vault door at (A) and enter the next chamber. ATTACK the sleeping Insects (B) and proceed to (C). SEARCH AND INSPECT. USE IT. DEMAND INFORMATION. ENTER A COMMAND: WBVMU. ENTER A COMMAND: CBTF. ENTER A COMMAND: JOTFDU. LEAVE. LEAVE. Go to (D), kill the guards and ATTACK the computers. Enter the next room at (E). SEARCH AND INSPECT. USE IT. ENTER: 0. ENTER: 0. Enter the room to the south. SEARCH AND INSPECT. Return to a Starbase.

Dungeon D
Not necessary for solving the game.

Dungeon E: The Space Hermit at 6, 19; Star 1; Planet 3
A map of this maze appears onscreen when you first enter, so it is not included here. Go directly to the northwest corner. ENTER A COMMAND: JOTFDU. LEAVE. Go to the southeast corner and UBLF JU. Go to the southwest corner and TAKE IT. Go to the northeast corner, TAKE IT and return to the northwest corner. ENTER A COMMAND: JOTFDU. LEAVE. Return to a Starbase.

Dungeon F: The Bar at 11, 22; Star 6; Planet 3
Choose "Visit Unique Area" (option E) when you enter the sector. Go to (A), the inside of the bar. (Enter the bar by hpjoh tpvui and walking uispvhi uif xbmm with the eppsxbz jo ju.) Fight all the lowlife scum that attacks you, until a lizard greets the party. Go to (B). FOLLOW THE ADVICE and gamble until the man gives you a tip about Dosnebian brandy. LEAVE. Go to (C) and blast the vault door. Enter the storeroom and TAKE IT. ENTER A COMMAND: CSBOEZ. ENTER A COMMAND: EPTOFCJBO. Return to the bar and go to (D). FOLLOW THE ADVICE and gamble until the lizard asks for some brandy. YES. FOLLOW THE ADVICE until the lizard passes out. SEARCH AND INSPECT. Go to (E), enter the ship and steal the Insect Battle Plans. Walk to (F) and enter the robot ship. ENTER: 2468. Get the money and go to the robot fighter to the north. Enter the ship. ENTER: 1357. Get the Robot Battle Computer and return to a Starbase.

Dungeon G: Insect Bomb Depot at 19, 26; Star 3; Planet 2
Choose "Visit Unique Area" (option E) when you enter the sector. Upon entering, kill the guards and go to (A). ATTACK the sleeping guards and go to (B). SEARCH AND INSPECT. Go to (C) and have an Esper VIEW here, then go to (D). Kill the

Insect Drones, then TAKE IT. Go to (E) and USE IT. ENTER A COMMAND: **GPSL**. TAKE IT. Go to (F) and USE IT. ENTER A COMMAND: **QMBUF**. Go to (G). ENTER A COMMAND: **THPI** Go to (H) and do one of two things, depending on your mission:

1. If your mission is to destroy the computer, ATTACK it.
2. If your mission is to detonate a bomb, set the computer setting to 0.

Return to Starbase.

Insect Command Ship(s)
The next mission, one of the most difficult, involves the destruction of either an Insect flagship or two Insect sister ships. Journey to the sector designated in the mission briefing and search all planets for the ship(s). The party should have at least a **Gjsf Esblf** class **Dpswfuuf** by now, preferably a Ranger class Frigate. Two 1.25 MT Nuclear Missiles will easily wipe out the enemy ship(s). You should also have Inertialess Drives and a "Skynet" Antimissile System. Good shields and lots of armor will also help. If you don't have enough funds for these, use the money-making tip in the Equipment section above. It will be tough, regardless, because you'll be attacked by alien ships nearly every time you move. A good strategy is to search from the **tpvuifsonptu tubs** in the sector. To get to the star before every Insect in the galaxy attacks you, try leaving from Starport Solonor, downscan once and position the cursor at the place where the southernmost star will be (when you arrive in that sector), by moving the cursor (from Starport) one square east and south all the way to the bottom of the screen. Then upscan (the cursor stays there) and move to the sector. When you downscan again, the cursor will be in the right area.

Return to the Space Hermit
Go directly to the Hermit and ENTER A COMMAND: **JOTFDU**. LEAVE. Exit dungeon and go to Dungeon H.

Dungeon H: Space Station at 7, 8
This is a tough one, so brings lots of extra ammo. Go to (A) and TAKE IT. ENTER A COMMAND: **FHH**. Proceed to (B) and get thrown in prison. ENTER A COMMAND: **XJSFT**. THREE. Go to (C) and ENTER A COMMAND: **PUT**. ENTER A COMMAND: **FHH**. ENTER A COMMAND: **OFTU**. Go to (D), kill the guards and TAKE IT. Leave the dungeon and return to the Space Hermit (6, 19).

Second Return to the Space Hermit
Go directly to (A). ENTER A COMMAND: **JOTFDU**. LEAVE. Go to **b Tubscbtf**.

The Insect Queen
You need all the equipment used to destroy the Insect Command Ships, or a full supply of personal gear. Go to the Queenship at 1, 32 and either destroy the ship in ship-to-ship combat, or board the ship and attack the Queen hand-to-hand. Either way is easy with the necessary equipment. Treat the hand-to-hand battle as you normally do, but have the Esper use Mindshock on the Queen while the other party members **buubdl uif hvbset**. Then return to a Starbase for your reward.
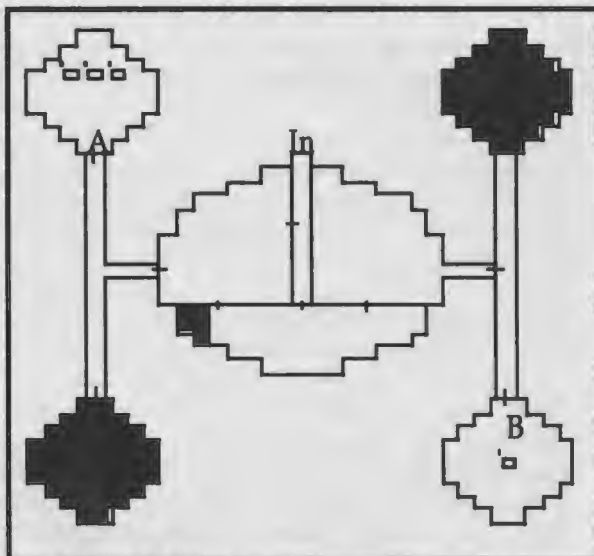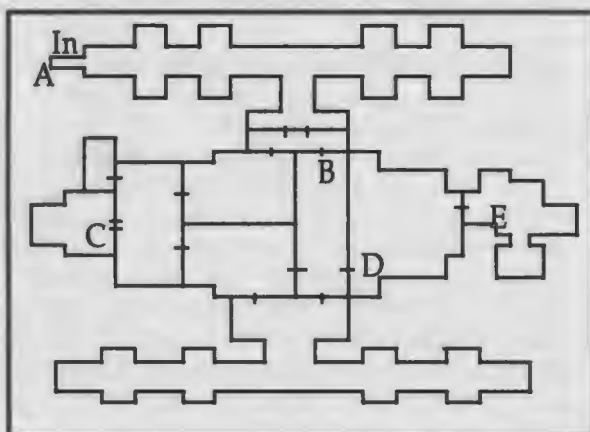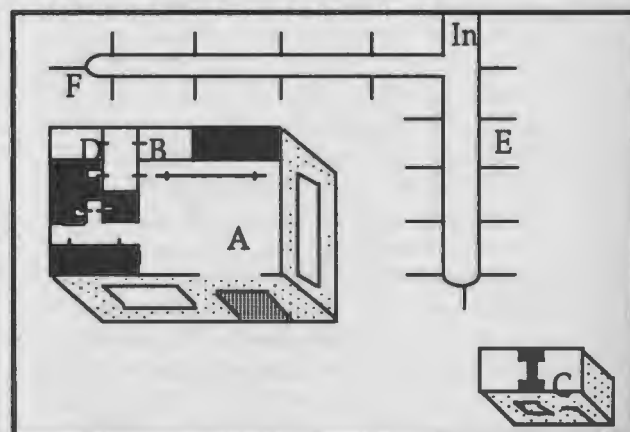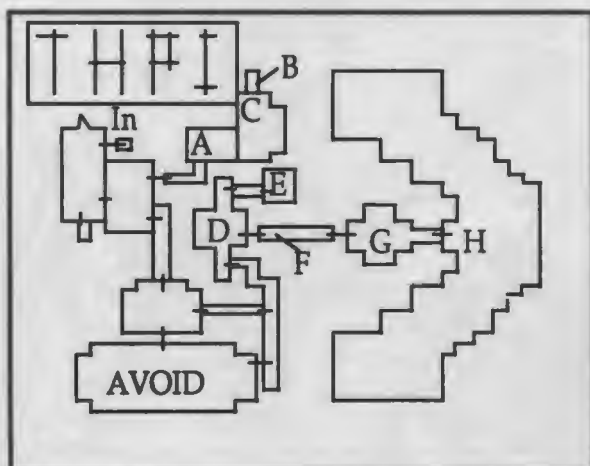
Dungeon A: Space Station at 31, 27
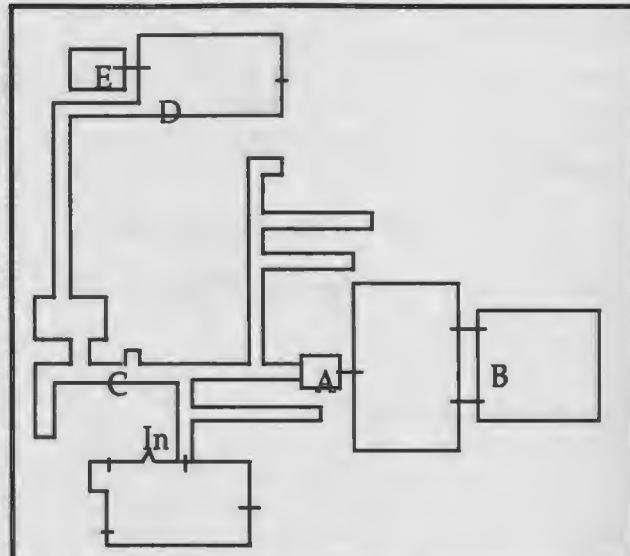
Dungeon B: Blackbeard's Fortress at 32, 20; Star 2; Planet 4
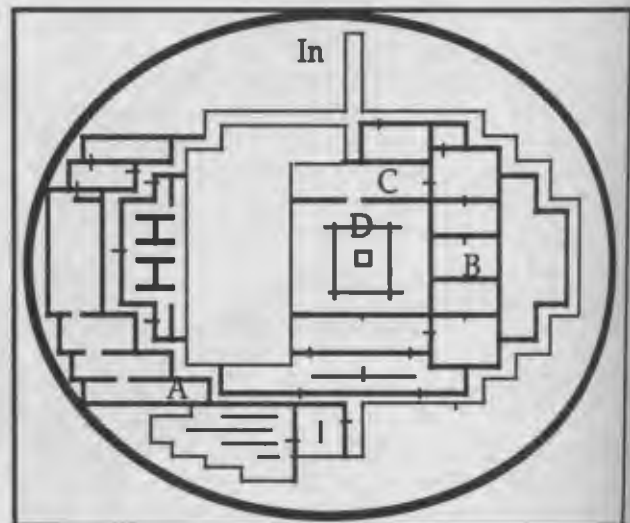

Dungeon C: Insect Base at 15, 26; Star 2; Planet 4

Dungeon F: Space Bar at 11, 22; Star 6; Planet 3

Dungeon G: Insect Bomb Depot at 19, 26; Star 3; Planet 2

Dungeon H: Space Station at 7, 8

The Quest Buster's CODE

U se this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a	i = h	p = o	w = v
c = b	j = i	q = p	x = w
d = c	k = j	r = q	y = x
e = d	l = k	s = r	z = y
f = e	m = l	t = s	a = z
g = f	n = m	u = t	
h = g	o = n	v = u	