

STAR STORY

Player's manual

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Please note;

This manual may be a bit outdated even after the game's full release.

Always make sure you got the latest version of this manual.

If this manual contains any errors, due to being outdated, or if it contains any spelling or grammar errors please write me a ticket on <https://github.com/Tricky1975/Star-Story/issues>

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Introduction

Hello boys and girls;

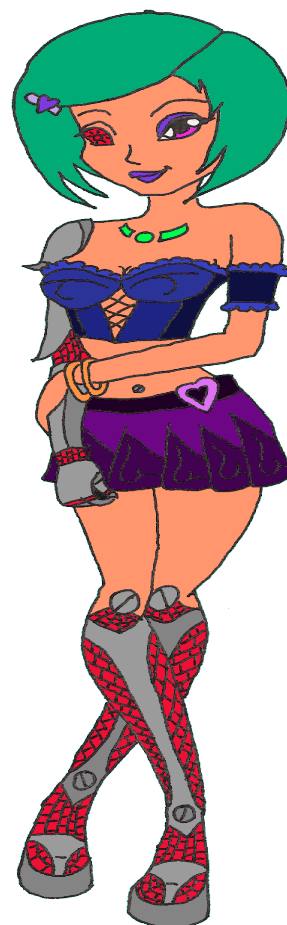
Welcome to Star Story, a science fiction RPG written in the JRPG setup. The second RPG game written in the LAURA engine, although the first in the second version of LAURA, and the 5th great RPG game I wrote in general.

First of all Star Story is a game heavily inspired by many well-known science fiction series, and a few famous cliches from this genre will pass during the game, just to mock them. In the story line I tried to combine serious story telling with a bit of parody. It is by no means meant as a 'cheap fan game', but as a full-fledged game which stands on its own, with a very strong story line and character development, although also as a game that does not take itself TOO seriously.

Second the space travel theme did allow me to give the game a bit of a different focus. The game is a bit more focussed on the action than on exploration, although I tried not to go too far on this. That is why this game does not have many cities like you are used to see in an RPG and a bit more dungeons, and most of all a lot of optional or short mission. Nearly every world you will get past has one or two secret dungeons or short mission and there is even an entirely secret world. It's up to you to take on these optional stuff or not, but if you think this game is "too short" you should definitely try to seek out all hidden stuff.

On a few rather technical notes, the LAURA engine has gotten a complete makeover. LAURA stands for "Lua-based Advanced Utility for Role-Play and Adventuring". The name gives away that Lua is the scripting language used, and yes, LAURA is only the engine, the game itself has been written in 100% Lua code. That is why the customization possibilities are very extremely flexible giving me the best opportunities to make the UI very well fit for this kind of game. The first LAURA engine (which was used to write "The Secrets of Dyr") had many flaws and that is why Dyr will very likely be the first and last game to ever be written in that engine. LAURA II has proved to me to be that what LAURA I had to be from the start, so you may expect that if I'm going to write more RPG or Adventure games in the future LAURA II is a very good candidate for the engine I'll use.

A nice technical thing to note is the replacement of the Teddybear map engine by the Kthura map engine. The differences between the two engines couldn't be bigger as the very base of the two engines are not alike at all. Where Teddybear is a tile-based map editor (the name of the system was after all a pun to TED (with means Tile Editor. A tool used to write the maps for Commander Keen, Wolfenstein 3D, Rise of the Triad an many more games)), Kthura is an object-oriented map system. Because of this Kthura is harder to use than Teddybear, but it's so much more flexible in every single way. You will notice that not everything is as nicely in a title grid as you think it is, and Kthura is also easier to manage with moving and animated things. Color changing, scaling, rotation.



Kthura supports it all. All maps contain something a tile based system like Teddybear could NEVER cover (although sometimes you'll have to have a keen eye for detail to see what). Kthura supports what I regret I couldn't do when developing Dyrt.

Star Story is also fully based on the mouse. Something I was already planning to do for Dyrt, but due to a few interface issues that idea was eventually dropped. Although the current interface is not usable for a tablet or smartphone, the idea was to eventually make the game possible to port to such devices with only a few UI changes, and no changes to the gameplay at all (except maybe for a few bug fixes).

Well, talked enough, let's get down to business. ;)

Getting Started

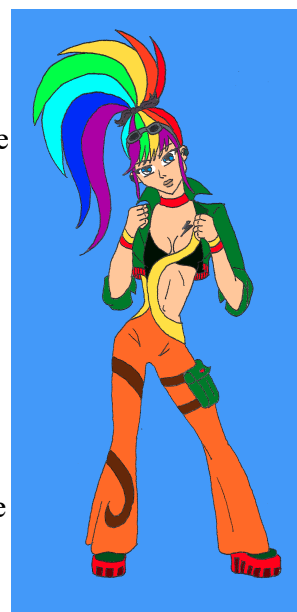
In this chapter I'm going to explain how to get the game to work.

On the moment this version of the manual was written we have a version for Mac and for Windows, though there are possibilities to get the game running in Linux as well, however none of the current methods are currently officially supported (a few investigations will point out if an official version for Linux will ever see the light or not).

On both Mac and Windows, the game can also be downloaded and managed through the GameJolt client. This client can be downloaded from <http://www.gamejolt.com>

How to install and run the client itself is perfectly explained on the GameJolt site itself, so I will not go into the deep of that.

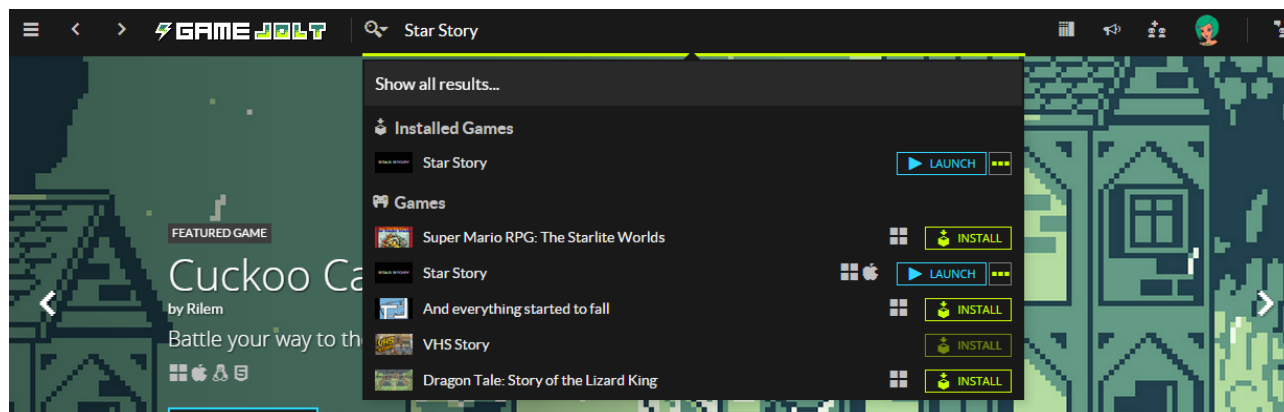
(NOTE: A release on itch.io is planned, and then the game will also be manageable through the itch.io client, but a section about that will only be added to this manual, once the game is added there, which will only be the case once the full version has been declared “stable”).



Installing and running the game through the GameJolt client

It doesn't matter if you are on Mac or Windows for this, and if a Linux version will ever come to be this story will apply there in the same manner.

In order to use the GameJolt client, you must have a GameJolt account. You can create that on the GameJolt site itself, read the instructions there. Once you have a GameJolt account run the client and Log In.



If you type “Star Story” in the search bar on top of the screen, the client will already look for it. In the screenshot above you can already see “Launch” as the game was (of course) already installed on my system, in your case it will be labeled with “Install”. Click this install button and the game will be installed. After that you only have to click “Launch” in order to launch the game.

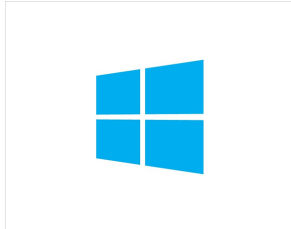
If you click the game title itself you can find out more about which distribution there are as you may want to pick a certain distribution fitting your system a bit more.

The pro about the client is that it automatically checks for newer versions of the game and will also install updates automatically as soon as they arrive. When you are not fully into computers, this can be the easiest and safest route to go.

I need to note that on the moment this manual was written, the client is still in development stage, so a lot of bugs and other undesirable behavior may be expected.

See the last section of this chapter so see why you should look for a certain distro and why not.

Windows Installer

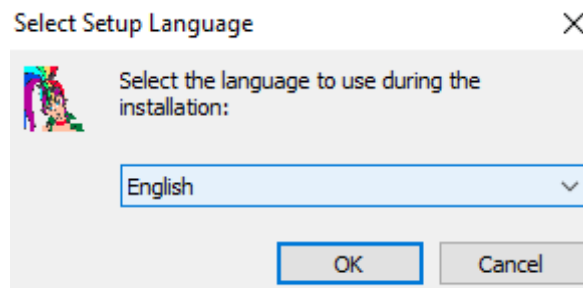


I need to note that to cut the amount of time for beta and quick bug fix releases I will only make the installer available for download on the first “stable” release of the game's full version. I apologize for that.

The installer will also only be available for download on Sourceforge, this in order not to cause any conflicts with clients available on game sites.

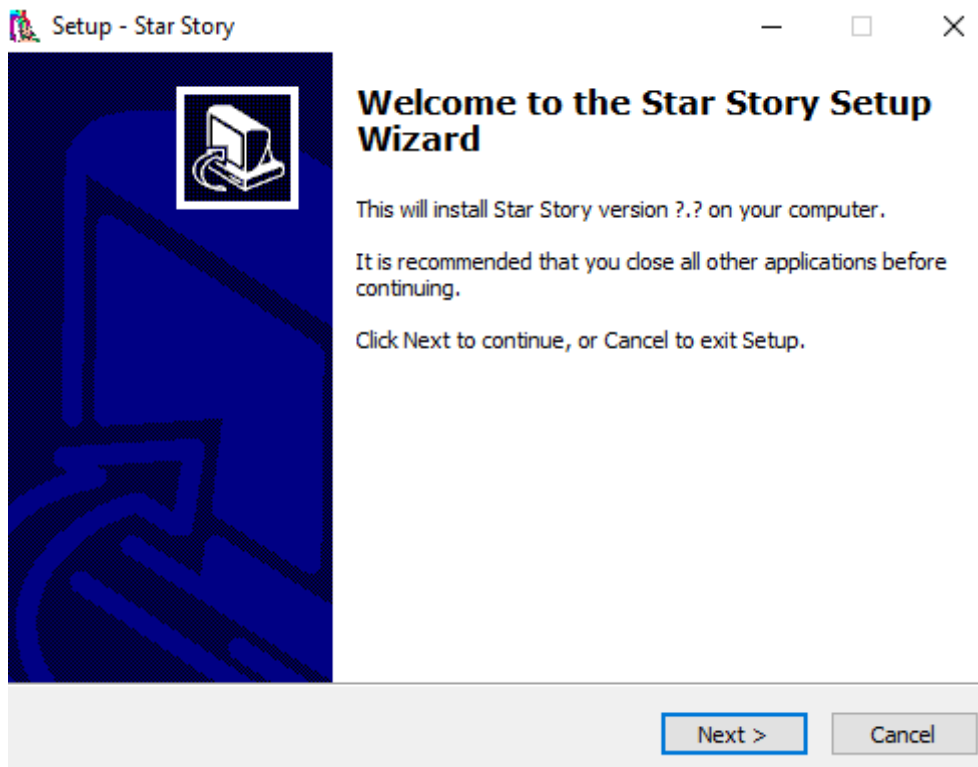
The pro of the installer is that you not only install the game, you can create a desktop shortcut and a quick icon on the taskbar. After the GameJolt client this is the easiest way to install the game (although the game does not auto-update, so you'll have to deal with that one yourself).

Once you downloaded the installer run it:



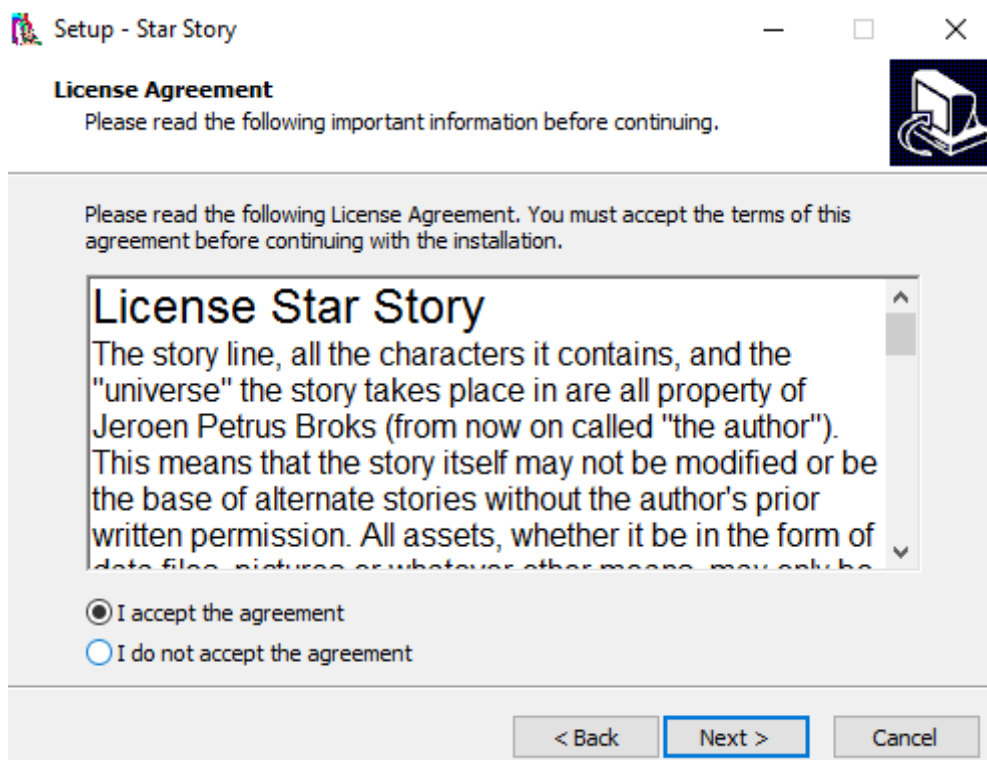
The installer can run in both English as Dutch. This choice only affects the installer, and not the game itself. Choose the language you prefer and click OK.

For this manual I'll assume you picked the English language.

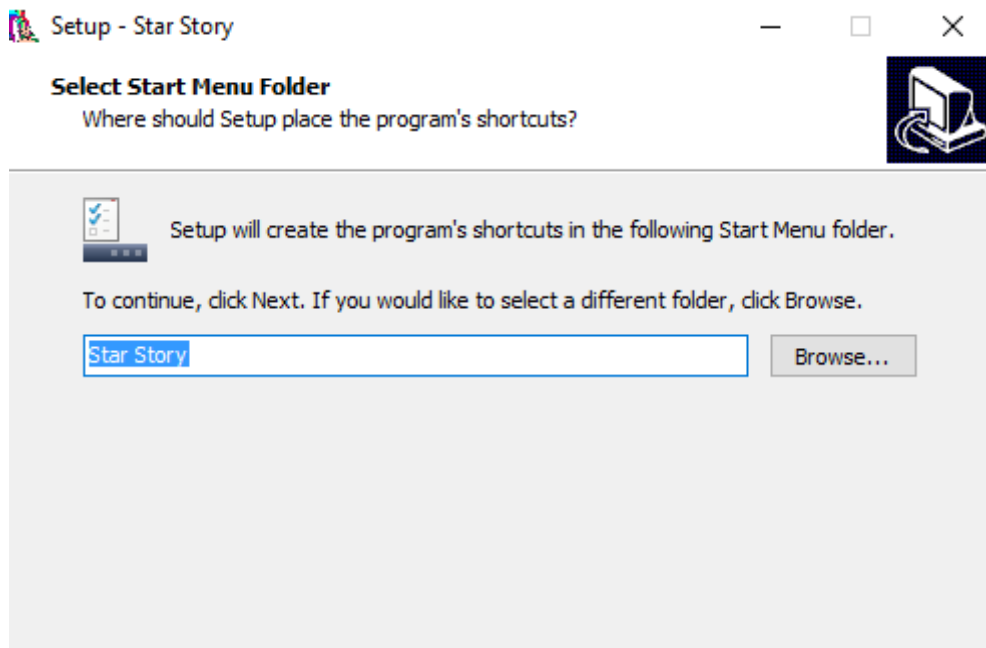


This is the welcoming screen of the installer. The version is in this screenshot ?? as this shot was taken during a test run only. In the actual game the current version will be written in Ubuntu style. YY.MM.DD based on the date of the release.

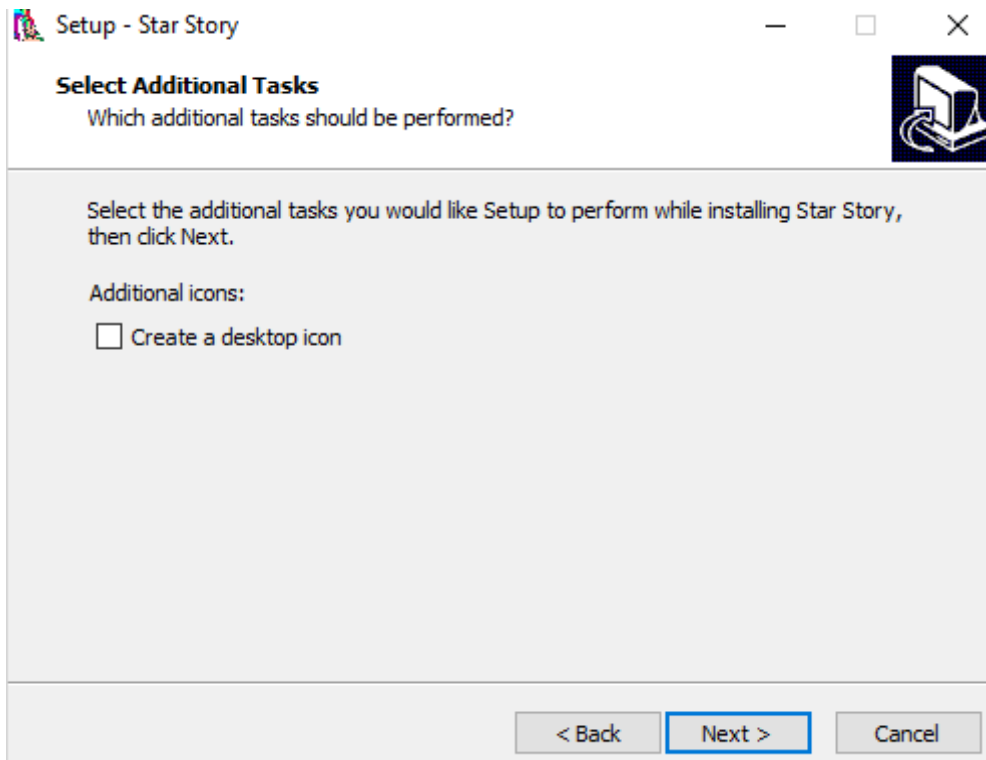
Just click “Next >”



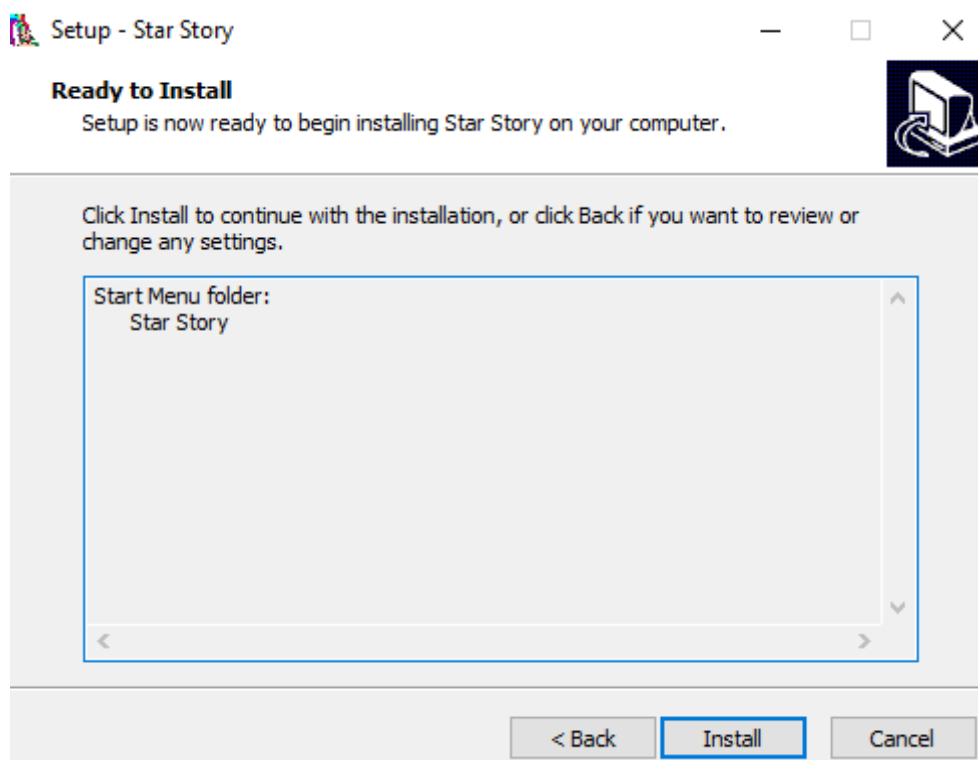
Yeah, the boring stuff nobody wants to read. Just read it through and check “I accept the agreement” and click “Next >”. You cannot click this button as long as you didn't accept the agreement.



You can best leave this window the way it is, and click Next.



If you check the box, the installer will create an icon on your system's desktop. It's entirely up to you if you want such a thing. Neither having it or not having it is better than the other, it's just your personal preference on such matters.



And in the end you get this screen. If you think anything is wrong you can use the “< Back” buttons to set it right. You can click “Cancel” to stop the installation right now. If you are sure you want to install the game, just click install.

After this, you'll be able to find the game in your start menu. In Windows 10 you may need to look under “All Apps” to find it.

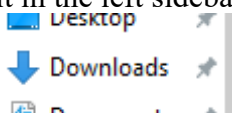
Setting up the game by using a zip file

(This explanation only works on Windows 10. On other Windows versions a few other setups may apply. This manual only takes the ENGLISH version of Windows 10 into account. Sorry).

When you download the zip file, you can place it in any folder, but let's just assume you go for the downloads folder. After you did this, open the Windows Explorer. That is the icon below on the task bar:

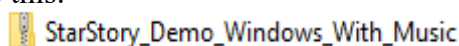


Go to the folder in which your download is located. If you just downloaded it into your downloads folder as you should just find it in the left sidebar.



Just click it once.

You will find the zip file like this:



(Possible the word “demo” is replaced with “full” if you got the full game, and “with” or “without” may differ on the distro).

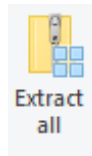
Click this file twice.

GameJolt.net	NET File	62 KB	No	62 KB	0%	4-2-2016 12:40
Init	Configuration settings	1 KB	No	1 KB	38%	4-2-2016 12:40
LAURA2	Application	860 KB	No	1,766 KB	52%	4-2-2016 12:40
Star Story	Application	312 KB	No	723 KB	57%	4-2-2016 12:40
StarStory.JCR	JCR File	14,333 KB	No	14,899 KB	4%	4-2-2016 12:40
StarStory_Music.JCR	JCR File	51,054 KB	No	51,695 KB	2%	4-2-2016 12:40

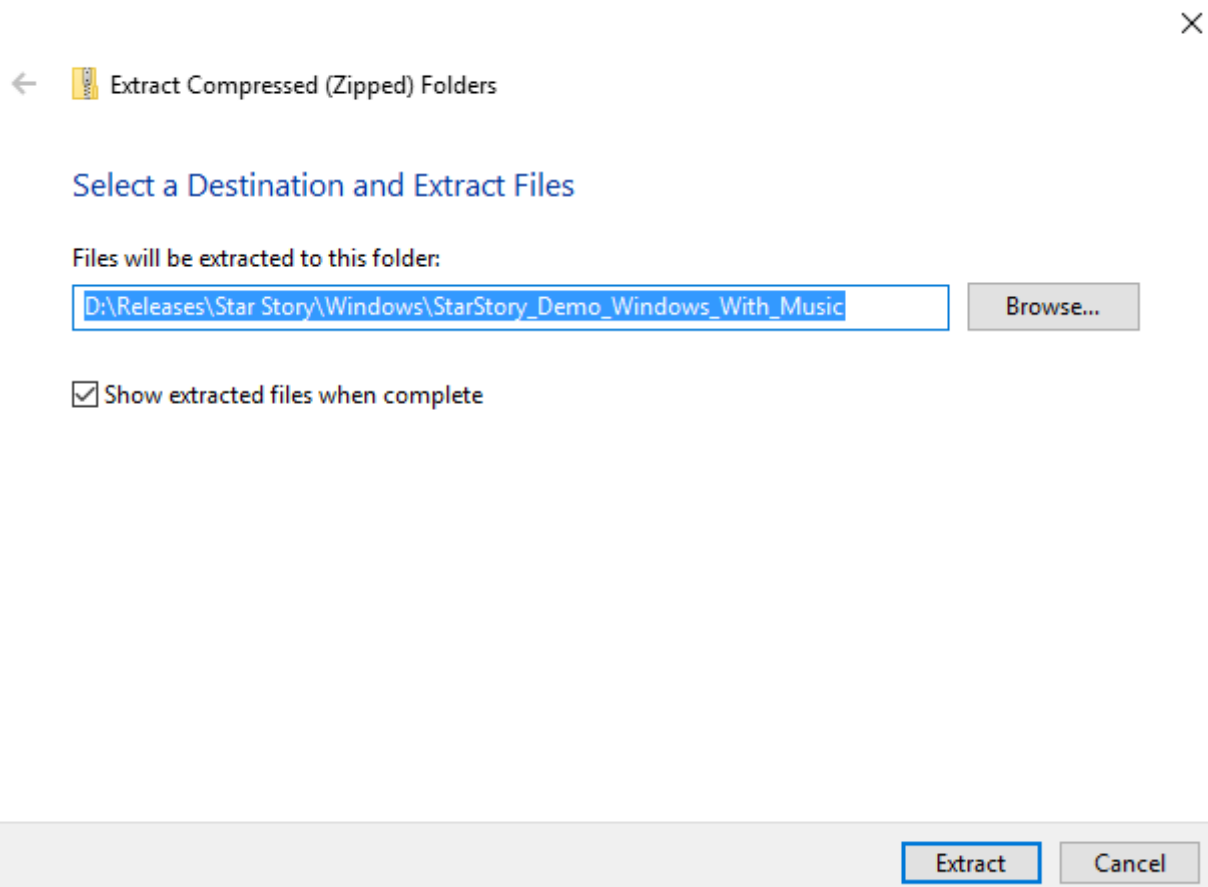
You will see the list above. Now listen carefully, I shall say this only once!

DON'T TRY TO RUN THE GAME FROM THIS WINDOW AS IT WILL BE UNABLE TO FIND THE DATA FILES AND THROW AN ERROR!!!!!!!!!!!!!!

On the top of the screen you should see the “Extract All” icon. Click it!

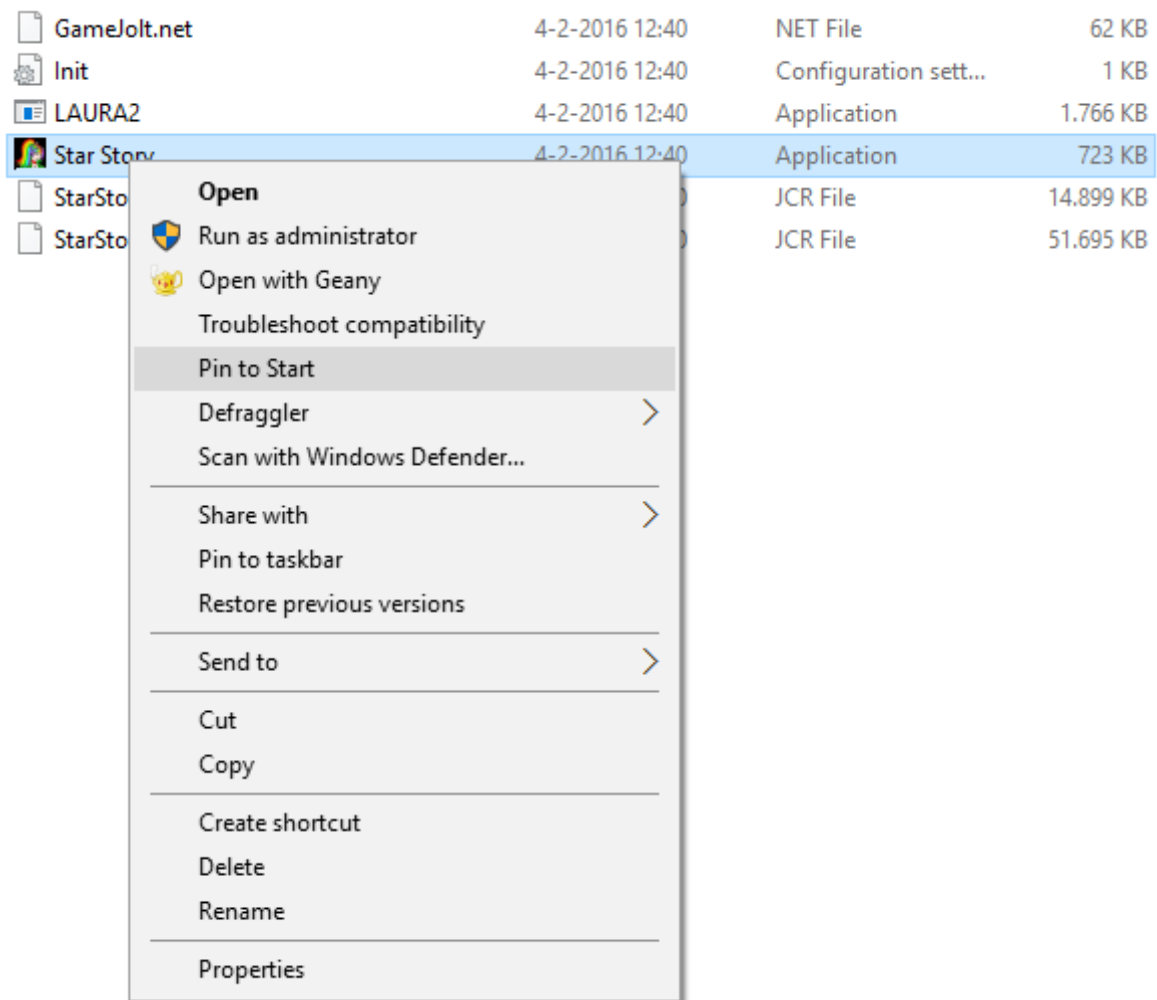


Once you did you'll see the next window:



Just enter the path name of the folder you want to extract the game to, or click the browse button to find a good location. I recommend to keep the “Show extracted files when complete” box checked. After that click Extract, and the game is basically installed.

One one final optional tip. If you extracted the game to an internal hard drive, go to the folder in which you extracted this stuff (should open automatically if you checked the “Show Extracted when complete” box). And click once with the right mouse button on “Star Story”.



If you select “Pin to start” the game will be added to the Start Menu.
If you want to pin it to the task bar, just drag the icon to the task bar.

Installing the game with the Mac Installer



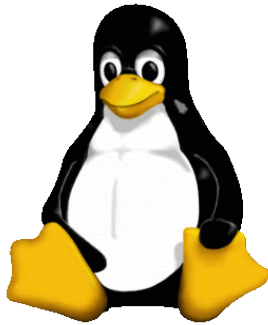
Will be added later as I cannot screenshot Mac from Windows, where I am now :D

Installing the game with to Mac with a zip file



Will be added later as I cannot screenshot Mac from Windows, where I am now :D

A few notes for Linux users



At the moment this version of the manual was written, there was no official Linux support. The main reason for this is because the LAURA II engine was entirely written in BlitzMax, and Linux + BlitzMax = Disaster.

Compiling can prove to be major hell, not to mention that BlitzMax has some input bugs in Linux nobody can fix.

I am not unwilling to research if a Linux version can see the light, but I cannot yet make any promises.

Most BlitzMax games do appear to work with WINE, which grants at least one possibility to play the game. You may experience a lot of speed issues though, and sound may also be downright horrible (so the distro WITHOUT music may be desirable), and I cannot guarantee the game will fully work as intended. Also, the game does contain a few in-game jokes based on the OS you are using, and the game will this way (of course) assume you are a Windows user, as the game is unable to detect whether you are a REAL Windows user or just using an emulator or VM.

For those you do like to dig into the adventure of compiling the game themselves, can best go to my github repository and download the source codes of the launcher and of course of LAURA II. None of the other files in the repository matter at this point. This repository can be found on <https://github.com/Tricky1975/Star-Story>

Then go to <http://www.blitzmax.com> and download BlitzMax for Linux (the site does require membership for that, but that's all free, so don't worry). The compiler requires a high-load of dependencies. On the Linux forums several shell-scripts to install them all can be found. The list can differ per Linux distro, so find the right script. Please note, all scripts come "as is" so no guarantees they all work the way they should. Most Linux developers use Ubuntu, so that distro is most likely to work. (Yeah, don't give me any crap about Ubuntu being a bad distro, as I know and agree, but I do not form the community on my own, you know).

In the BlitzMax folder itself several modules I wrote myself will also need to be added. Most of them can be found on <https://github.com/Tricky1975/TrickyMod>

Just download the entire repository and put all folders suffixed by ".mod" in the "mod" directory of your BlitzMax installation folder. Then run BlitzMax with the "MaxIDE" application.

Run "Build modules" in order to compile all modules I added.

Then load the LAURA2.bmx file and the "Star Story.bmx" file and compile them both.

If both compilations are successful, you are well on the way.

Now make a release folder and put both the LAURA2 and Star Story executable you created in there. Download the zip file of the Windows version of the game and copy all files suffixed with .JCR to this folder as well. (It makes no sense to copy GameJolt.net, as self-build compilations are unable to contact GameJolt anyway).

Now open your favorite text editor and put the next lines of data in the text file and save it into this folder as Init.Ini

```
-- Init file for Star story
Var:LauncherResourceDir=
Var:Resource=./StarStory.JCR
Var:Linux=LAURA2
```

After doing all this, running the “Star Story” application should run the game.

As far as I know, the game should require no additional dependencies.

I CANNOT GUARANTEE THIS WILL WORK!

If this doesn't work, feel free to ticket me on my issue tracker, but I will NOT promise a fix.



As I mentioned earlier. When you compile the game yourself (no matter for which platform) the game will NOT support contacting GameJolt. This is a security measure in order not to compromise GameJolt's security.

With or without music. Why the difference?



Well, perhaps if I screenshot the two distros on the demo download page on Game you'll understand.


Releases

Star Story - Demo Version - WITH music



  • Version: 16.2.4 • 12 days ago

This is the DEMO version and allows you to play the game with all the music. This is therefore a bigger download, but it does give you all the fun. If you have a low bandwidth or little haddisk space, you may consider the version WITHOUT music



 **DOWNLOAD** (65 MB) 


 **MORE**

Star Story - Demo Version - WITHOUT music

  • Version: 16.2.1 • 16 days ago

This is the demo version of Star Story. The game is EXACTLY the same as the version WITH music, except for the fact that the music files were (duh) stripped from the game. You can use this download in case you got either a) too little diskspace or b) too little bandwidth for huge downloads. If your computer and connection can take it I do recommend the version WITH music though for the full experience.

 **DOWNLOAD** (15 MB) 

 **MORE**



And this is only the demo, in the full version the differences are greater. The version with music is a lot bigger, which is quite logical as the music files are real space eaters. If you have little bandwidth or very little disk space I recommend the distro without music. If you don't need to care, I recommend the version WITH music in order to have the full game experience.

That's all there's to it!

Cast of characters

The Main Protagonists

The game focusses most of all on the two girls Wendicka Lovejoy and Crystal McLeen.

 <p style="text-align: center;"><i>Wendicka Lovejoy</i></p> <p>The main protagonist of the story. Wendicka is a tomboy who presents herself as a pretty carefree girl who doesn't give a damn about anything. She has also a very straightforward personality and is pretty quick to say whatever she got on her mind. Due to that she can often appear as a rude anti-social person, however when you are able to see her the way she truly is, you'll discover the opposite is quite true.</p> <p>Wendicka was found and raised by admiral John Lovejoy. She doesn't know who her real parents are and due to a condition she calls "her curse" she is unable to eat and drink and has to feed on electricity. Whatever causes this is unknown. Unfortunately, it's about to be revealed.</p> <p>Weapon: Wrench</p>	 <p style="text-align: center;"><i>Crystal McLeen</i></p> <p>Crystal is a surrogate sister to Wendicka and only two years younger than her. Crystal has a very calm nature and forms a contrast with Wendicka in any possible way. Crystal is also one of the few who appears to see Wendicka for what she really is, though she has trouble to handle her when she's in a panic.</p> <p>A terrible accident almost claimed her life, though an unknown individual kidnapped her and turned her into a cyborg and saved her life.</p> <p>Crystal is a vegetarian, although she's very well aware that a space traveller can be forced let those principals go. She also prefers to avoid violence, however, she's realistic enough not to be too obsessed on that.</p> <p>Weapon: Bionic Arm</p>
---	--

Other characters:

Experimental Human Replica Unit (ExHuRU)



ExHuRU is an android who is programmed to protect Wendicka by Wendicka's (adoptive) father admiral John Lovejoy (much to her displeasure). He has no sense of own will, opinion or emotions, all he does is following his programming.

As Wendicka does not want to be protected, she's constantly annoyed by his presence and constantly calls him name with devices that no longer exist in the time she's living. Crystal tries to make her act more polite towards him, but miserably fails.

Weapon: Fist spikes

Yirl, son of Astrolon



A bounty hunter, smuggler and a guy who's pretty good in winning people's money. Yirl has quite a reputation among the entire universe. It also seems he knows a lot about everything and Wendicka suspects he knows stuff and is determined to get it out of him. Yirl is however a professional in the sneaky stuff he's in and does not open up easily.

Weapon: Ray gun

Foxy Firefox



A thief and prostitute. Foxy likes to see life as the opportunity to have as much fun as you can have before you die. Therefore Foxy is always in for a little adventure and she basically forces her way into Wendicka's party just for fun.

Foxy is always accompanied by her little dragon Reggie, however she has quite some trouble keeping him under control and she's quite eager to kick him whenever he makes another remark that was really rude.

Weapon: Dagger

Xenobi



An honorable Ji knight who lives by hard training and discipline. Despite all that he appears to develop a crush on Crystal. Xenobi has been training the ways of "The Power" for as long as he remembers under the watchful eye of master Yayorn. Xenobi is a very kind man, who always helps those in needs, and is determined to help Wendicka and Crystal against the threat that is upon them.

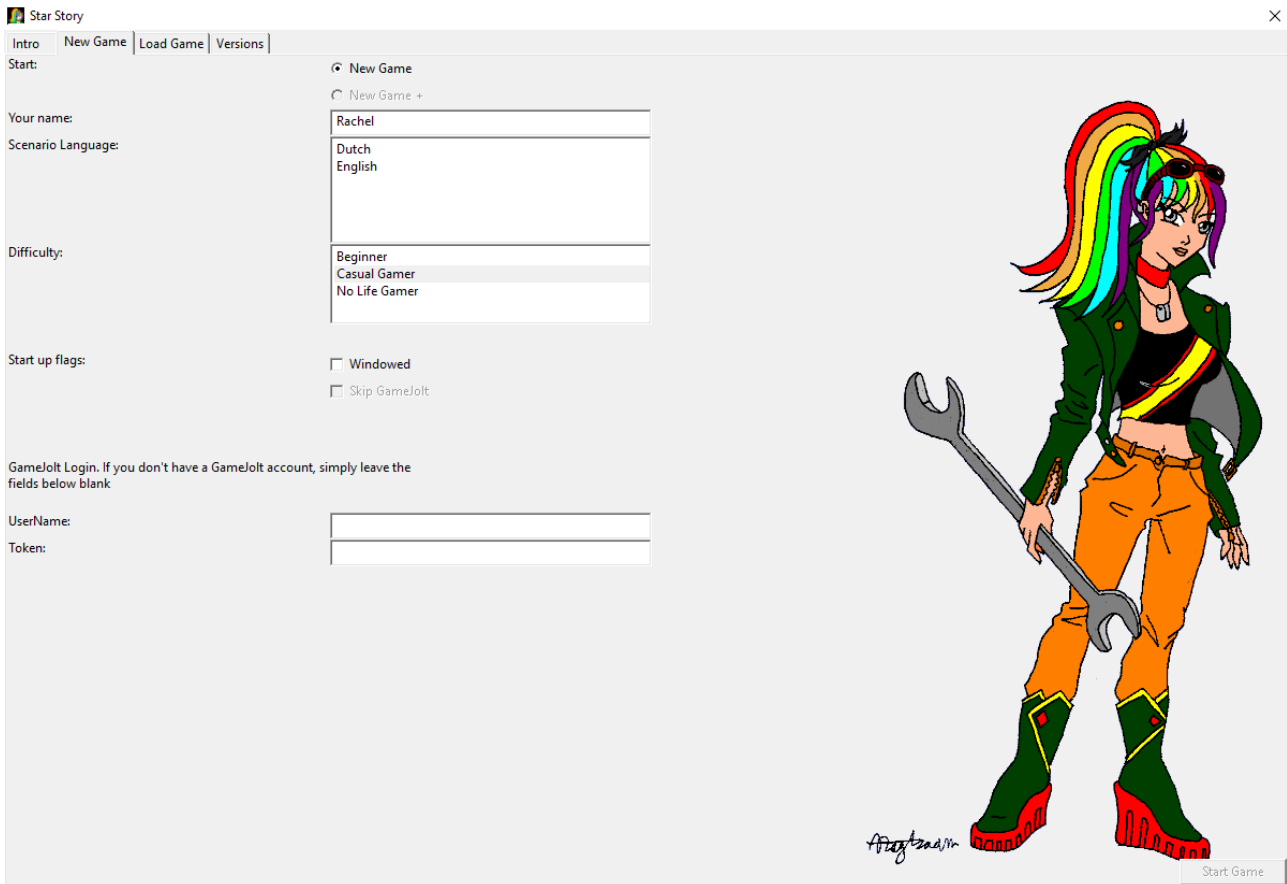
Weapon: Light saber

Regilius "Reggie" Ryuda



Reggie was born in a laboratory when mad scientists were trying to play god. Their experiment to create a fire breathing dragon appeared succesful, but unfortunately they neglected to raise him properly. As a result Reggie lacks all sort of manners and his comments are therefore very extremely rude, and often very sexually offensive. Every time he goes too far Foxy kicks him across the room, but Reggie never appears to learn his lesson.

Starting a new Game



The screenshot above was taken in Windows 10, however the screen in the Mac version has the same setup (only with the typical Mac UI graphics).

Once you run the game, just choose the “New Game” tab to access this screen.

Pay good attention to it, as except from the start-up flags you cannot change anything anymore once the game has truly begun.

For now, ignore “New Game” and “New Game+” (the tags will most likely be removed in the full version, as I have a few different ideas on how the New Game+ might be started).

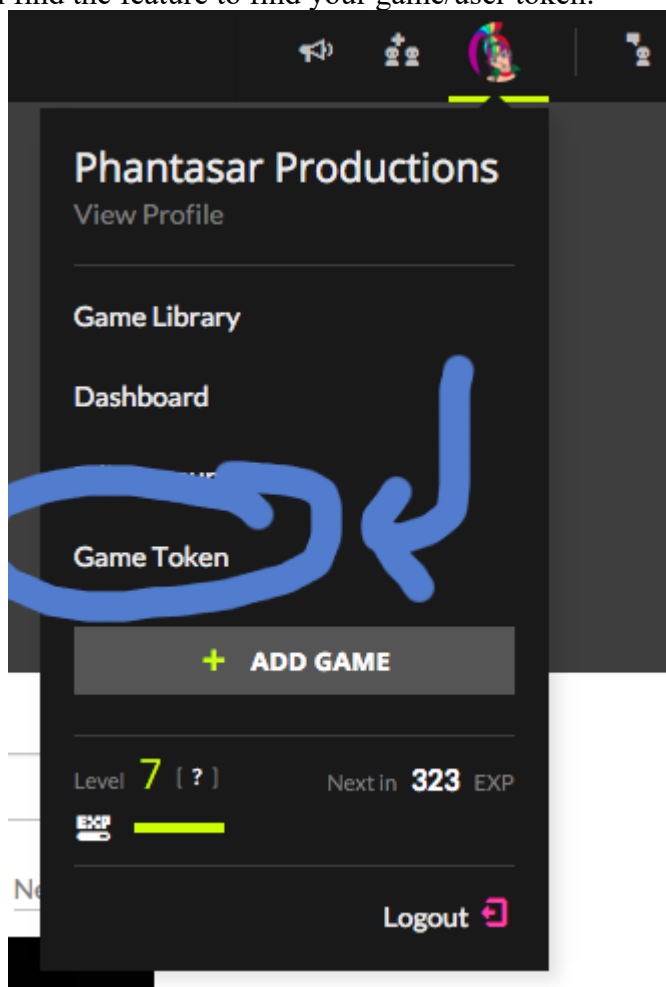
In the field your name, your system name as set in your OS is filled out by default. You can basically enter any name you want, as long as it only contains letters and numbers. Your name is only used to determine the folder in which your savegames are going to be stored. If you don't really care about such things you can best leave it be. The name is handy when you have multiple players on the same OS account or if you do multiple playthroughs in which you want to keep the savegame separate from each other.

In the language box you can select your language. On the moment this manual was written the only two available languages are Dutch and English. If people feel game to translate the game to any other language, they might be added here. I need to note, only the scenario text (the text that appears in textboxes) will be translated if you choose a foreign language. All other messages, enemy names, spell names, character names and whatever will remain in English.

The difficulty setting is very important. The “Casual Gamer” mode is the default mode, in which you will experience the game exactly how I intended it. If you are quite familiar with the RPG genre, this is the best option to go for. The “Beginner Mode” is heavily simplified and actually “too easy”. If you never played a JRPG before, this mode can be a good way to get familiar with RPG games. The “No Life Gamer” difficulty is for people who constantly whine about games are too easy and that they want an challenge next to impossible. Well if you are such a guy, this is the setting for you. You may not immediately experience the difference, but trust me, you will soon. Everything that I could imagine I don't want to see in a game as that makes a game to hard or frustrating has been put in that mode. Only choose this mode when you are a complete RPG-Geek who eats everything a game developer can come up with to bother you for breakfast. When you are the kind of guy who can beat Final Fantasy X without using the sphere grid and with the initial equipment without ever upgrading or modifying it, you might be the kind of player for this mode.

Start up flags allow you to play the game Windowed in case you hate full screen games. I recommend never to use Skip GameJolt from the “New Game” screen, as when you put in any typos in your login data, you can never fix it any more.

Which also brings us to the last part of this screen. If you are a GameJolt member you can enter your username and game token here (I say it once again TOKEN not PASSWORD!!! And game token and user token is just the same thing. If you don't know your token, just log in on GameJolt either through the site or on the client and click your avatar on top of the screen, in the menu you can find the feature to find your game/user token:



I have to note, you cannot edit this data, once the game has begun. If you change either your username or token, the game can never contact GameJolt anymore on that specific playthrough nor on the New Game+ playthroughs coming from that game.

The only thing the game does with GameJolt is mark your achievements on the GameJolt site. You can gain EXP on the GJ site and show off your level. It doesn't have much more value than that, but who cares. ;)

(If you cannot enter your GameJolt login data, you either have a version of the game not compatible with GameJolt, or you have a modified version of the game).

Once you set out everything right the “Start Game” button will be enabled and then you can start the game. (if it's disabled, you did not fill out this form well. Look well what you did wrong).

The fields: “Your Name”, “Scenario Language” and “Difficulty” MUST have a value. When entering a username for Game you must enter a token as well. If any of this is not in order the “Start Game” button will be disabled.

Once you start a new game, enjoy the opening sequence and after that you can start playing.

Saving and loading a game

When you are on a long virtual adventure, don't even dream of finishing the game in one go without eating or sleeping. Yeah, I know that stuff is a waste of time for a true gamer, but let's be a bit realistic, shall we.

Save

In the first dungeon, you'll have a diary in which you can save. Whenever you find one, use it. You can also save on the computer in Wendicka's bedroom. In the rest of the game, you'll mostly have to rely on transporter pads or the terminal in the back room of the Hawk.



More information about the transporter pads can be found in the chapter about The Hawk, but you can also use them as savespots. Whenever you find an object that allows you to save the game will ask you if you want to do so.

If you want to save you'll see the screen below:

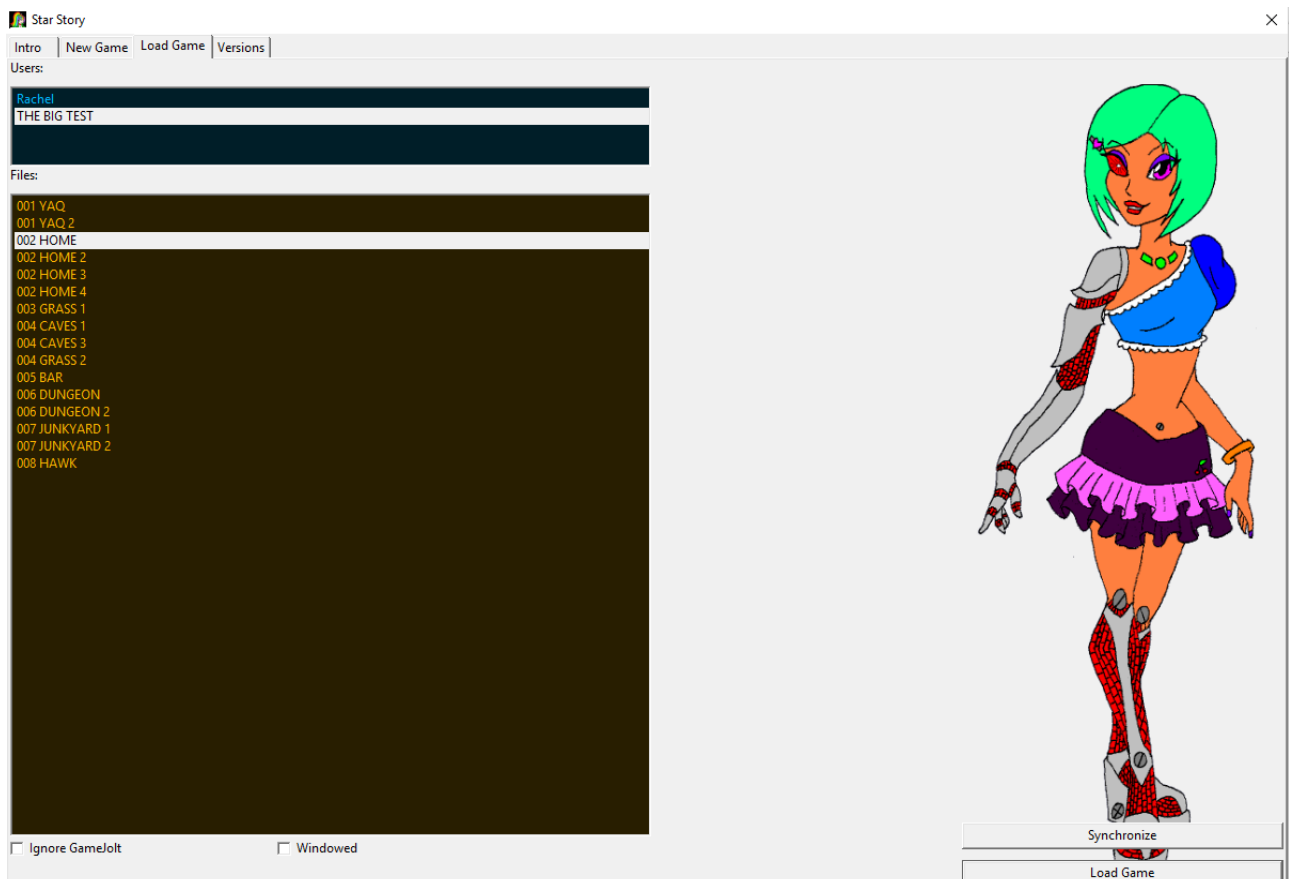


Well, things are easy here, actually. In the upper field you put in the name of the file to be saved,

and you press either Enter or click “Save”. If you click a name in the list below, it will put that name in the filename field. Saving can quite often take some time, keep that in mind.

Load

When you want to load the game, just run the game and go to the tab “Load Game” and you'll see the screen below (screenshot taken from Windows 10, but the functions on Mac are exactly the same).



Remember you had to enter your name when you began a new game? Well you can find that name the list above along with other names give up on other “New Game” starts. When a name is selected you can see all savegame files. When you double click one, or when you select one and click the “Load Game” button, your game will be loaded, it's as simple as that.

The “Ignore GameJolt” checkbox is there for when the GameJolt servers are busy. If that's the case you can have a terrible time getting the game logged in. If that's the case, just click “Ignore GameJolt” and the game will not login on GameJolt. Of course, during that play session the game will be unable to log your achievements to GameJolt. In that case you can when the servers are in a more calm state select your last savegame and click the “Synchronize” button and the game will send all acquired achievements to GameJolt making sure your list is adequate again.

NOTE: As your savegames are tied to your account, it makes no sense to swap savegame files. Don't even think about “hacking” the savegame as the system is more sophisticated than that!

Lastly the “Windowed” checkbox, I think that pretty much explains itself.

Emergency saves and quit saves (Mac Only)

This system unfortunately only work son Mac. Windows failed on much occasions in testing this system, and on Linux I could not yet properly test this at all, so for those to platforms the system has not been made available (yet).

Every 20 minutes in the field (combat and other subscreens not counted) the game will save automatically. If you quit the game this file will be deleted. This is the emergency savegame. Should the game or the computer as a whole crash, this file remains meaning nothing is lost. (If you made a savegame at a later time, this one may of course be more important).

(Pretty irony that Windows, the system needing such a feature most, does not properly support it whatever I try).

The Quit save can on Mac be made when you quit the game. If you click savegame the game will be saved.

If you start the game, the launcher will in stead of allowing you to load a game or start a new game, ask if you want to load the quit save or the emergency save. You must decide on that moment or the file will be deleted. The file will also be deleted after it's been loaded succesfully.

Delete savegames

Unfortunately, the game does not support a full deletion tool. This most of all due to BlitzMax's poor support for deletion on some OSes (Windows in particular).

Savegames are also NOT deleted upon uninstalling. This most of all, because this way you can resume a game, if you decide to re-install the game, you still got your savegames.

How to delete this stuff differs a bit per platform.

ONE WORD OF WARNING!

Never delete savegames while the game or its launcher is running.



Windows

Please note this explanation applies for Windows 10 only. In other Windows versions the method is quite similar, but a few different approaches may be in order.

Work this way:

- Open the Explorer and open “This PC”
- Open your C drive (the onscreen name is suffixed with (C:)).
- Open “Users”
- Now click the folder whose name is the same as your own user name in Windows
- Open the “View” tab in the toolbar above
- Check the box “Hidden Items”
- Now the hidden folder “AppData” will become visible, open it
- Open the folder “Roaming”

- Open the folder “Phantasar Productions”
- Now if you delete the “LAURA2” folder ALL savegames of all games written in LAURA II are removed and if you choose that way, the other steps no longer matter. If you do not wish to go that way, skip this step
- Open the LAURA2 folder.
- When you delete the “Star Story” folder all savegames of Star Story are destroyed. If that is what you want, just right click the folder and choose delete and say “yes” to the next question. If that is not what you want, skip this step and read on.
- Open the “Star Story” folder
- Open the “Saved Games” folder
- Now you see the folders of the users. If you want to delete all games of a specific user, simple right-click the folder and chose “Delete” and say “yes”. If you want to delete a specific file only, skip this step.
- Open the folder of the user holding the desired save game.
- Right-click the savegame you want to get rid of. Choose “Delete” and say “Yes”
- You're done now, you can close the explorer if you wish.

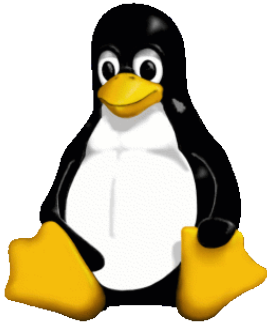


Mac

Unfortunately Apple decided the folder you need to be should be totally inaccessible to the Finder and why is anybody's guess. Because of that we will need a little work-around to get into this folder anyway, and after that we can continue in the Finder. The first MacOS X version I ever worked with was Tiger, although the method I describe here works in Tiger and in all MacOS X versions later than Tiger (and most likely also on all earlier versions, although the game won't work on those versions anyway, since it requires at least Snow Leopard or later).

1. Open the Finder
2. Go to “Applications”
3. Open the “Utilities Folder”
4. Open the “Terminal”
5. Type the next command precisely the way I just did and hit enter.
`open "~/Library/Application Support/Phantasar Productions"`
6. A newFinder window should open with the folders we will now work with.
7. Now if you delete the “LAURA2” folder ALL savegames of all games written in LAURA II are removed and if you choose that way, the other steps no longer matter. If you do not wish to go that way, skip this step
8. Open the LAURA2 folder.
9. When you delete the “Star Story” folder all savegames of Star Story are destroyed. If that is what you want, just drag this folder to the trashcan in your dock. If that is not what you want, skip this step and read on.
10. Open the “Star Story” folder
11. Open the “Saved Games” folder
12. Now you see the folders of the users. Simply drag that user's folder to the trashcan. If you want to delete a specific file only, skip this step.
13. Open the folder of the user holding the desired save game.
14. Drag it to the trashcan

Linux



Now the crap with Linux is that millions of people all around the world shaped the system, all of them with different insights, and as such countless distros are there, and loads of them not fully compatible with another. The method I describe below should at least work on all distros, though I'll admit it may not be the most user friendly approach. (But I would recommend a Mac anyway if it's user friendliness you want).

On the other hand most Linux users are “nerdy” enough to know how to do this from the GUI once they read the explanation below.

Of course, as we all know Linux is CASE SENSITIVE in nearly EVERYTHING.

- i. Open the terminal
- ii. Type: `cd "~/Phantasar Productions/LAURA2"`
- iii. Type: `cd StarStory`
- iv. `cd "Saved Games"`
- v. `ls -l`

Now you have a list of all the usernames known to the game.

- i. Type: `cd <username>` (and substitute “<username>” with the desired username)
- ii. Type: `ls -l`
- iii. You see a list of all savegames
- iv. Type: `rm <sg-file>` (and substitute <sg-file> with the desired savegame name. Case sensitive!!!)

And the explanation above should work on most OSes in the Linux and Unix family, providing you got the game to work in such a system.

If Linux is officially supported in the future, I might add an explanation to do this from the GUI interface from one of the most common distros.

ONE IMPORTANT NOTE! THE DESCRIPTION ABOVE ONLY WORKS IF YOU ACTUALLY COMPILED YOUR OWN LINUX VERSION OF THE GAME! IT DOES NOT APPLY TO RUNNING THE GAME IN WINE!

Transfer savegames to a new computer

You just bought a new computer? And you don't want to lose your savegame data?

No problem. The savegames files are fully transferable to a new computer. They are also cross-platform, so savegames written in Windows should just work on Linux and Mac and vice versa.



Well, you can transfer files on several ways. One of them is to connect one computer to another, however, the easiest paths to follow are often by either using a USB flash drive or a cloud service like DropBox (especially when you got the DropBox app always synchronizing all its folders automatically). This manual will go for that method.



The USB flash drive or cloud service will in all explanations below be called “The Transfer Device”.

One note, if you use a cloud like DropBox, the synchronizer app needs time to get all files you put onto it synchronized. Make sure the synchronization is completely up-to-date before continuing.

Windows to Windows

Your old PC was a Windows computer, and your new computer too? Then let's get into the deep of this. Now I must note, the way this explanation was set up only works for 100% when both computers were using Windows 10. Overall, most stuff should be the same, but a few differences can apply. Apologies for that.

- On your old computer
 1. Open the explorer
 2. Click “Start” inside your explorer window
 3. Choose “New Window”
 4. You now have two windows. I'll call the window we're going to use for finding the savegames Window #1, and the Window which we'll use for the transfer device Window #2.
 5. Go to Window #1
 6. Open “This PC”
 7. Open your “C:” drive
 8. Open “Users”
 9. Click the folder holding your OS username
 10. Open the view tab on the window's tool bar
 11. Check “Hidden Items” and several hidden folders will now be shown
 12. Open “AppData”
 13. Open “Roaming”
 14. Now go to Window #2
 15. Navigate this window to your transfer device

16. Now drag the “Phantasar Productions” folder from Window #1 to Window #2
 17. If Window #2 uses a cloud service please wait until the synchronization is complete. (if you use DropBox, you will see  when the app is still synchronizing and you will see  when DropBox is finished). Of course if you use a USB Flash Drive you can skip this step.
 18. And with that you are done with your old computer.
- On your new computer
 1. Well if you use a cloud synchronizer you should of course first wait until it's completely synchronized. Very important or you may transfer half or incomplete data. (if you don't use a cloud, skip this step).
 2. Open the Explorer
 3. Click “Start” inside your explorer window
 4. Choose “New Window”
 5. Once again, you'll have two Windows. The window where the savegames will need to go to will be Window #1 the one where either your cloud will live or your USB Flash drive will be will be Window #2.
 6. In Window #1 open “This PC”
 7. Open your C: drive
 8. Open “Users”
 9. Open the folder holding your system account username.
 10. Open View on the Window's tool bar
 11. Check “Hidden Items” and the hidden folders will be shown.
 12. Open “AppData”
 13. Open “Roaming”
 14. Now go to Window #2
 15. Navigate to the place where you placed the Phantasar Productions Folder
 16. Drag this Folder from Window #2 to Window #1
 17. If you used a cloud synchronizer, the original Phantasar Productions folder in Window #2 will disappear. If you used a USB Flash device, this will very likely not happen. You can just right-click it then in Window #2 and choose “Delete” and say “Yes”.

Well, when you just install the game again, you should now be immediately able to access all your savegames of all games I wrote under the “Phantasar Productions” name. Have fun.

Transfer from Mac to Mac

Mac always takes pride in being able just to transfer files from one mac to another. However as Apple is always very eager to deprecate stuff very soon, and remove stuff even sooner I already experience that this method is not always gonna work (I could not transfer stuff from my old iMac to my new MacMini due to this The cables simply wouldn't fit). So using a cloud or an USB flash stick will be a method that always works.

Another notice. As of version “El Capitan” the finder supports tabs. You can use them in stead of a new Window, although following this explanation may not follow give you a full allowance for that. If you have an older OS X version, you will need to do it with classic windows (Finder extentions are not taken into account in this manual, especially not since “El Capitan” all these extentions are blocked).

- Your old Mac
 - i. Open the Finder. I'll call this window Window #2
 - ii. Go to "Applications" in the Finder
 - iii. Open "Utilities"
 - iv. Open the Terminal
 - i. Type the Next command: `open "~/Library/Application Support"`
 - v. A new Window will open, I'll call that Window #1
 - vi. Now go to Window #2 (if you opened the terminal before from your dock, you can press Apple-N to open a new window, and if you have El Capitan or later you can press Apple-T for a new tab, which I shall also call Window #2)
 - vii. Open the cloud sync folder or the flash device in Window #2
 - viii. Drag the Folder "Phantasar Productions from Window #1 to Window #2
 - ix. If you are using a cloud you'll need to make sure the cloud is done synchronizing.
 - x. If you are using a USB Flash drive MAKE SURE YOU UNMOUNT IT FIRST BEFORE REMOVING IT FROM YOUR MAC!!!! (If you actually shut your Mac down, you can safely remove the stick after the Mac has been shut down).
- Your New Mac
 - i. If you are using a cloud synchronizer make sure first the synchronizer is completely up-to-date before continuing.
 - ii. Open the Finder. I'll call this window Window #2
 - iii. Go to "Applications" in the Finder
 - iv. Open "Utilities"
 - v. Open the Terminal
 - vi. Type the Next command: `open "~/Library/Application Support"`
 - vii. A new Window will open, I'll call that Window #1
 - viii. Now go to Window #2 (if you opened the terminal before from your dock, you can press Apple-N to open a new window, and if you have El Capitan or later you can press Apple-T for a new tab, which I shall also call Window #2)
 - ix. Open the cloud sync folder or the flash device in Window #2
 - x. Drag the Folder "Phantasar Productions from Window #2 to Window #1

Transfer from Windows to Mac



Tired of Windows? Going to Mac? Well, then you made the same decision I made years ago, and I'm still happy I did (despite Apple's current hostile policy towards its users, I must admit that).

Now when transferring files between Windows and Mac, I can at least say that when you use DropBox there is no problem at all. The synchronizer is available for both platforms.

When using a Flash USB device you should make sure that it is partitioned in a way that both platforms support. FAT32 is a very common way to handle this, as both platforms can read and write this. ExFAT can be read as of Windows 7 or higher (I don't know about Vista, but I'm quite sure XP does not support this). On Mac "Mountain Lion" or higher should support ExFAT (I don't know about Lion or Snow Leopard. Earlier versions certainly will NOT support this).

The NTFS system, which is the default system for Windows, is on Mac Read-Only. Now according to the English version of Wikipedia, on version 10.6 (Snow Leopard) or later does support a tag that can make NTFS writable, but it's strongly recommended not to turn this feature on, as it appears very extremely buggy and therefore extremely dangerous for your data. It's therefore strongly recommended not to use NTFS at all, and use one of the FAT formats.

When you use Mac's "Disk Utility" partition and format your stick I recommend against ANY format without the word "FAT" in them, as those formats are Unix based formats and Windows can read and write to none of them (unless you use extra drivers for that, but let's make things not more complicated than they already are. Stick to FAT32 or ExFAT and you'll do fine).

- On your old Windows computer
 1. Open the explorer
 2. Click "Start" inside your explorer window
 3. Choose "New Window"
 4. You now have two windows. I'll call the window we're going to use for finding the savegames Window #1, and the Window which we'll use for the transfer device Window #2.
 5. Go to Window #1
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 7. Open your "C:" drive
 8. Open "Users"
 9. Click the folder holding your OS username
 10. Open the view tab on the window's tool bar
 11. Check "Hidden Items" and several hidden folders will now be shown
 12. Open "AppData"
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 16. Now drag the "Phantasar Productions" folder from Window #1 to Window #2
 17. If Window #2 uses a cloud service please wait until the synchronization is complete. (if you use DropBox, you will see  when the app is still synchronizing and you will see  when DropBox is finished). Of course if you use a USB Flash Drive you can skip this step.
 18. And with that you are done with your old computer.
- Your New Mac
 19. If you are using a cloud synchronizer make sure first the synchronizer is completely up-to-date before continuing.
 20. Open the Finder. I'll call this window Window #2
 21. Go to "Applications" in the Finder
 22. Open "Utilities"
 23. Open the Terminal
 24. Type the Next command: `open "~/Library/Application Support"`
 25. A new Window will open, I'll call that Window #1
 26. Now go to Window #2 (if you opened the terminal before from your dock, you can press Apple-N to open a new window, and if you have El Capitan or later you can press Apple-T for a new tab, which I shall also call Window #2)
 27. Open the cloud sync folder or the flash device in Window #2
 28. Drag the Folder "Phantasar Productions" from Window #2 to Window #1

Walking in the field

Let's now get into the actual gameplay at last.
Let's give a bit of an overview with a screenshot



Let's explain all things that are important one by one

1 = The current hero(ine). In this case Wendicka. Whenever you click somewhere on the screen Wendicka can go, she will walk to it. Obstacles won't bother her. If there is a way to get there, she will walk to it, and look for a way around any obstacles on her way. If Wendicka (or any other active hero) does not respond to your request to go to a position, he/she simply cannot go there as there is no valid route available. If you click an object that has value to the story, you can click on it and the hero(ine) will walk to it and perform the appropriate action.

2 = The status bar. This bar is visible is about 98% of all screens the game will show you. It will show the face of the three heroes who are on the front row in combat (see combat section on page 50), and their HP (Health points or Hit points) their AP (Ability points. Needed for performing abilities) and their current level + experience bar.

The reason why Crystal does not have an AP bar is because she has a gun in her bionic arm which requires ammo in stead of AP, and each ability this grants her, as its own ammo. When you click any of these character with the left mouse button you can open the game menu for this character (see Game Menu section on page 31). When you click it with the left button again in the

game Menu you'll return to the field. If you click a portrait with the right mouse button you will switch the active hero to the person you right clicked. (This does not work in the Yaqirpa during the prologue, and on the Hawk).

3 = The dug-out. You can only have 3 characters up front in combat (see Combat section on page 50), the other three characters are shown here with only a small icon depicting their faces. You can still activate them with the right mouse button, or view their menus with the left mouse button respectively.

4 = Messages corner, and extra data. When there are no messages the game will show here your game time, your amount of Aurinas and Credits. Aurinas are occasionally dropped by enemies and they are very important. In the game there are some persons collecting them giving you money for them in the form of credits. While their value is nearly nothing at the start of the game, their value will increase if you spend money or perform certain tasks in game.

If the game has something important to tell, these stats will temporary disappear from the screen and the game will show the message in stead. After a short while this message disappears and when all messages are gone these stats are shown again.

5 = Vital functions. You see three icons here. Let's explain them.

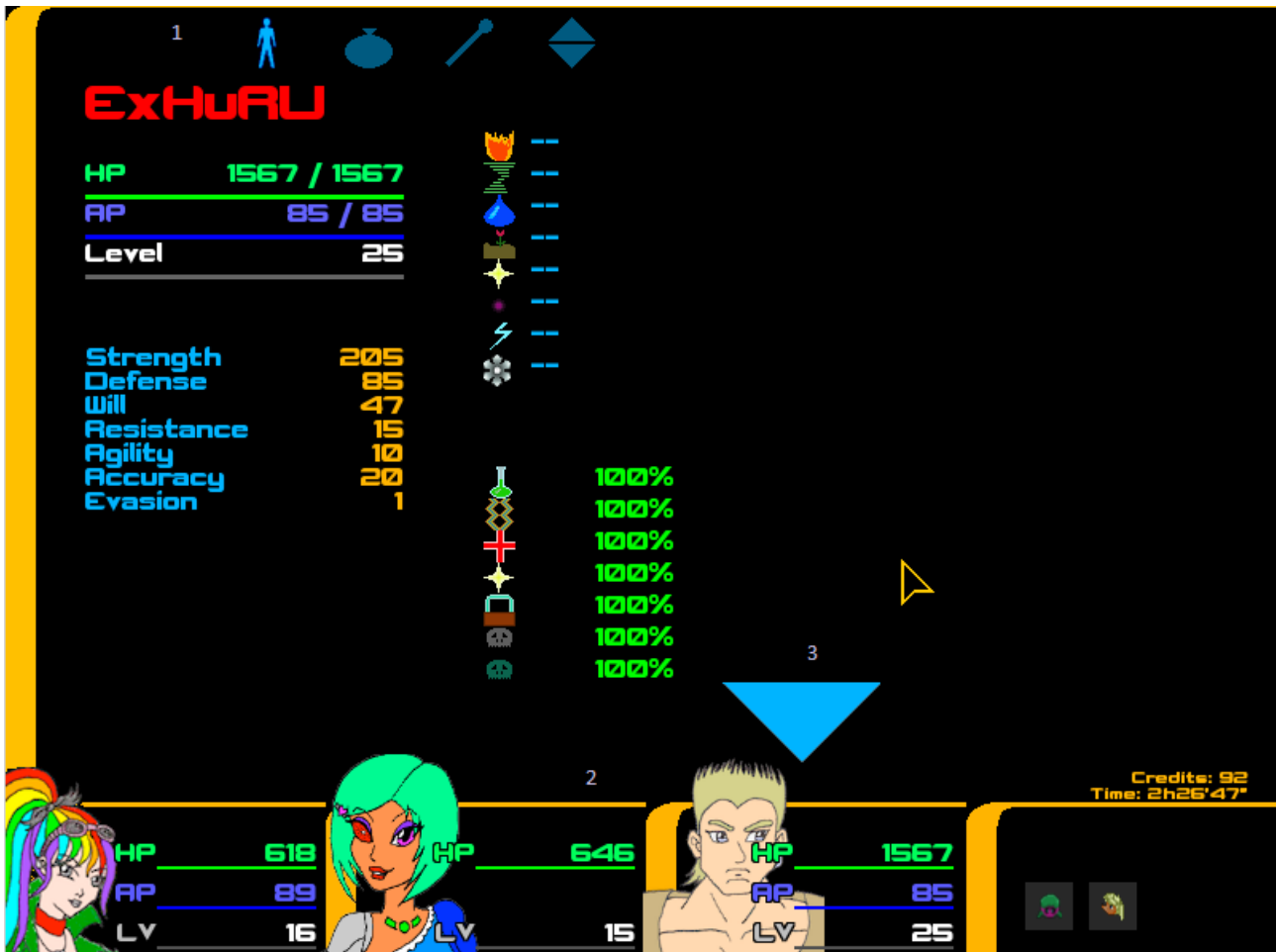


Achievements. Click this will show you the list of achievements this game has. When you want to scroll down, simply move the mouse to the bottom of the screen, and when you want to scroll up move the mouse to the top of the screen. If you click with the right mouse button, you can return to the field.

Messages. If the messages in the message corner annoy you scrolling in, you can use this feature to put them to “instant” or to disable them completely. Some REALLY important messages can always pop up no matter what. Oh yeah, regardless of the language setting, these messages always appear in English.

Quit. Any explanation required?

Using the Game Menu



The Game Menu shows as soon as you click somebody's face on the status bar below.

The Game Menu has 4 pages for each character and below I'll take them out one by one, but first let's show and explain to you the stuff that appears on each page.

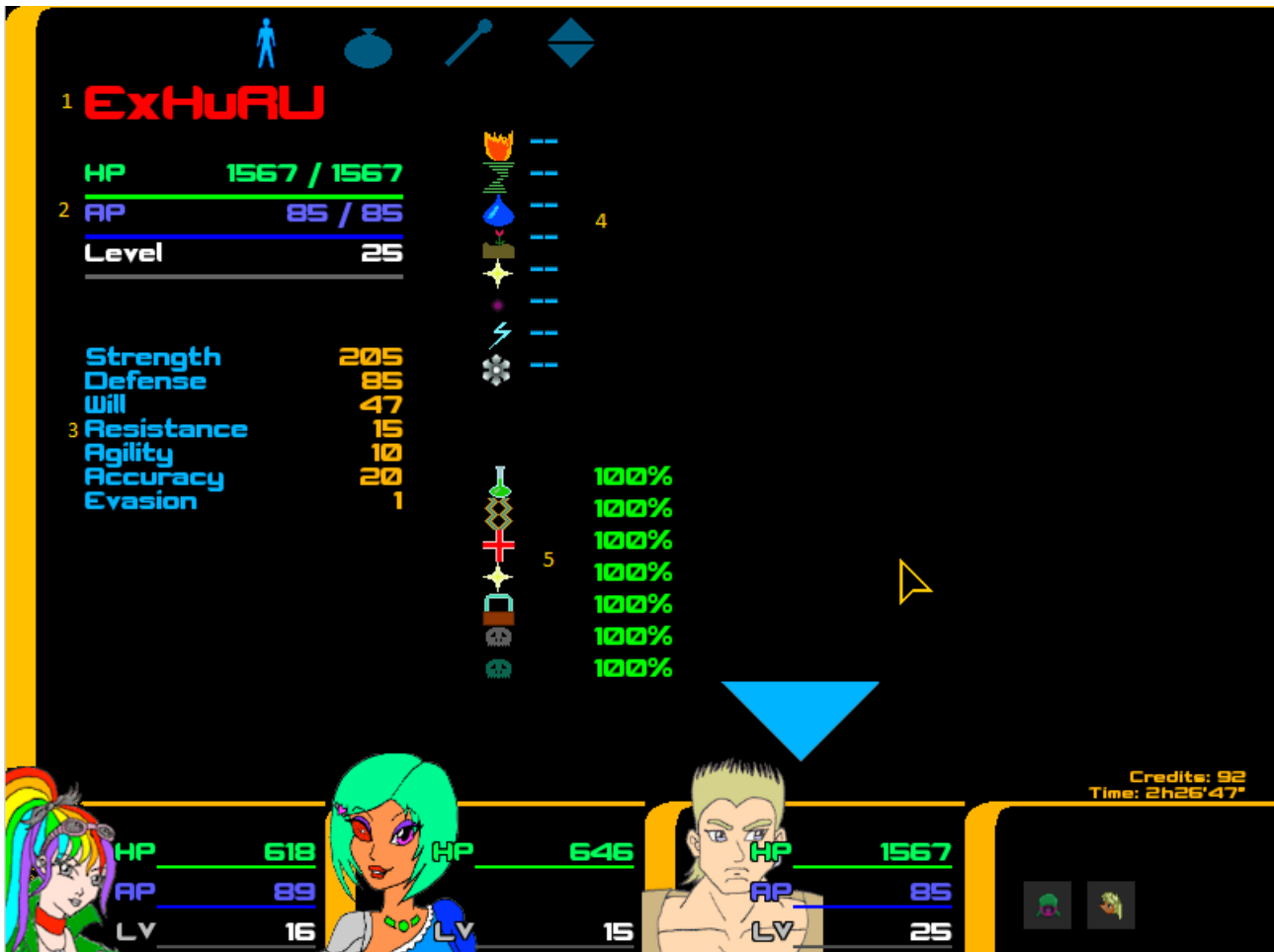
1 = The page icon strip. They depict the four pages you can find on each character. From left to right they are: Status, Inventory, Abilities/ARMS and change order. The the subsections of this chapter I'll go in deeper detail of this.

2 = The status bar. Like I said in the last chapter, visible in 98% of all game screens. When you click the character you are not viewing at the time, the system will go to that character, if you click the character you are viewing at the time, you'll get back to the field.

3 = The marker pointing at the character you're viewing at the time, in the case of this game that would be ExHuRU. You can also view the characters in the dug-out (just click them), then the big triangle will show as a square border around their face icon.

In the next sections I'll explain all pages into the deep.

The Status Screen



Let's explain all sections of this screen:

1. The character's name (duh)
2. The Health Points or Hitpoints, the AP and the level + EXP bar.
3. These are the characters base statistics. Let's take them into the deep:

★ Strength

The higher this number, the more damage you can do to the enemy when performing a physical attack. Some healing abilities (like Crystal's Healing Spray) are will do more healing when your strength is high.

★ Defense

The higher this number the more the damage the enemy can do to you will be reduced.

★ Will

Affects all abilities performed with the mind. Wendicka's lightning abilities will do more damage if the Will is high, and Xenobi's abilities are also all more powerful. This of it as magic if you will.

★ Resistance

Reduces damage from abilities performed wit the mind

★ Agility

The higher this number, the faster you move over the time gauge

★ Accuracy

The higher this number, the more chance you got you hit the enemy

★ **Evasion**

The higher this number, the more chance you have to dodge an enemy's attack.

4. Elemental resistances.

When it displays "--" there are no special effects from elemental attacks, however they can also show the next values

★ **Fatal** – When hit by an element with this value, you die instantly.

★ **Ultra-Weak** – When hit by an element with this value, the damage will be multiplied by 4

★ **Weak** – When hit by an element with this value, the damage will be multiplied by 1.75

★ **Half** – When hit by an element with this value, the damage will be halved

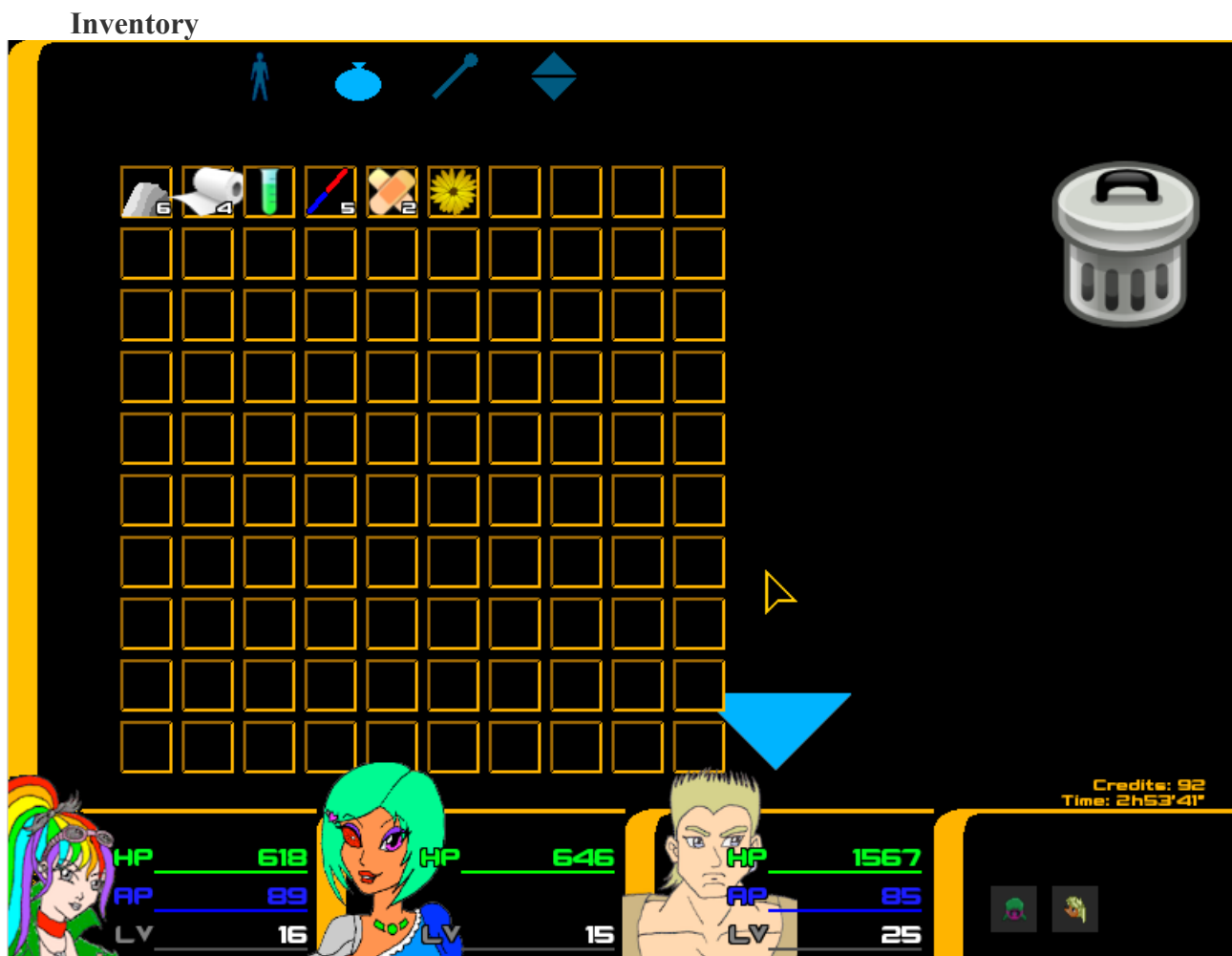
★ **Immune** – When hit by an element of this value, you won't be affected at all

★ **Absorb** – When hit by an element with this value, you will heal in stead of take damage

5. Status change resistances

These show percentages. They show how much change you got to block an hostile status change. As you can see ExHuRU is (because he's an android and not a living human being) 100% protected against them all, but other characters have lower values.

There are several objects you can find in game that can alter you elemental and status change resistances. Your base stats increase when levelling up or when you upgrade your stuff in the upgrade shop (see The Hawk on page 40)



The inventory screen might look different from what you are used to see in JRPG style games. You can collect items by walking onto them in the field. The character who is in the lead picks them up and adds it to the first available slot in his or her inventory. The number of slots differs depending on your difficulty setting (the shot above was taken in the EASY setting). In the EASY and the CASUAL settings you can store multiple items of the same type in one slot up to 10 in the CASUAL mode and 25 in the EASY mode. In the HARD mode you may only store 1 item each slot (and you'll have very little).

If you are in fear of having too much items in your bag, you can drop some of them in the vault from which you can retrieve them later (see the chapter about the Hawk on page 40) or put them in the trashcan, in which case they are gone forever.

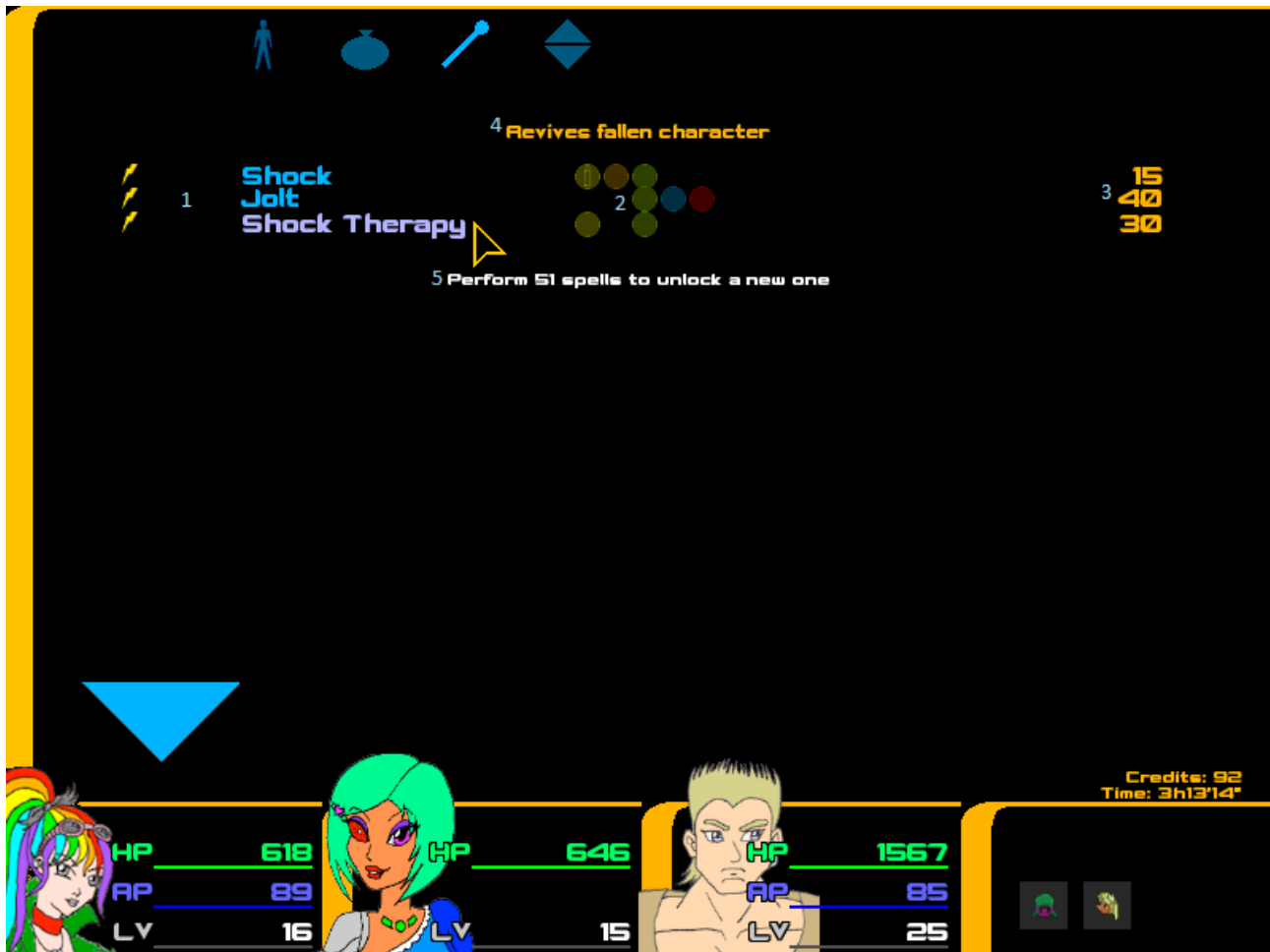
You can pick up items from you inventory by clicking them with the left mouse button, and the pointer will take the shape of the item. You can then browse to the inventory of somebody else and put the item in there, or drop it in the trashcan to get rid of it. You can make the character whose bag this is use the item by right clicking the item. If the item in question is consumable the item will disappear from the inventory.

Key items will be used whenever they are needed regardless who is carrying it, even if the key item is in the vault at the time. Items that alter your resistances, are simply used by carrying them.

Please note that some items can have a **NEGATIVE** effect on you, so check them out. These items have no effect at all if they live in the vault.

FINAL NOTE: Briggs cannot make use of the inventory screen because he's only a temporary character who only takes part of the game during the first dungeon.

Abilities








Except from Crystal (because she has ARMS) and Briggs (because he only participates in the first dungeon), everybody has special abilities. Let's put the screen in detail.

- 1) The abilities themselves.
- 2) The powerups. I shall explain later on what they mean
- 3) The AP cost for an ability. If these numbers are **RED** it means you don't have that much AP.
- 4) Description. Hover with the mouse over an ability and this description tells you what it does.
- 5) Requirement to unlock a new ability. The type of requirement is unique per character. Once you fulfilled the requirement you must attack a random enemy, and they'll perform the new ability in stead of the attack, and from that moment on, the new ability is added to your ability list.

Abilities can **ONLY** be used in combat. Even healing abilities can only be used in combat. Still this screen can provide you important information and that's why it does exist in the field menu.

I already mentioned in the last explanation you can power up an ability. Earning a powerup is completely random, however, your level and how often you use an ability are important factors that positively influence the change of earning a powerup after performing a move.

What do these powerups do?

	Instant Execution When you got this power up you don't have to move from COM to ACT, you will just execute the move immediately.
	Double Speed When using this ability you will move twice as fast from COM to ACT when using this move, and requiring only half of the time. It makes a lot of difference trust me.
	Double Power In the case of an attacking move the power will be doubled. In case of a healing move, the healing power will be doubled.
	Cancel When this move is executed against an enemy who was preparing a move and moving from COM to ACT, his/her/its planned action will be cancelled and the enemy in case will be moved back on the time gauge. This effect only takes place if the enemy is moving from COM to ACT, but using moves with this powerup wisely is an important key to an easy victory.
	AP Half This powerup halves the amount of required AP for using an ability. I guess this is getting pretty fun!

ARMS

In stead of abilities, Crystal uses ARMS in battle. These are small kinds of guns built into her bionic arm.

Her ARMS screen can just be seen through the abilities page and will look like this:

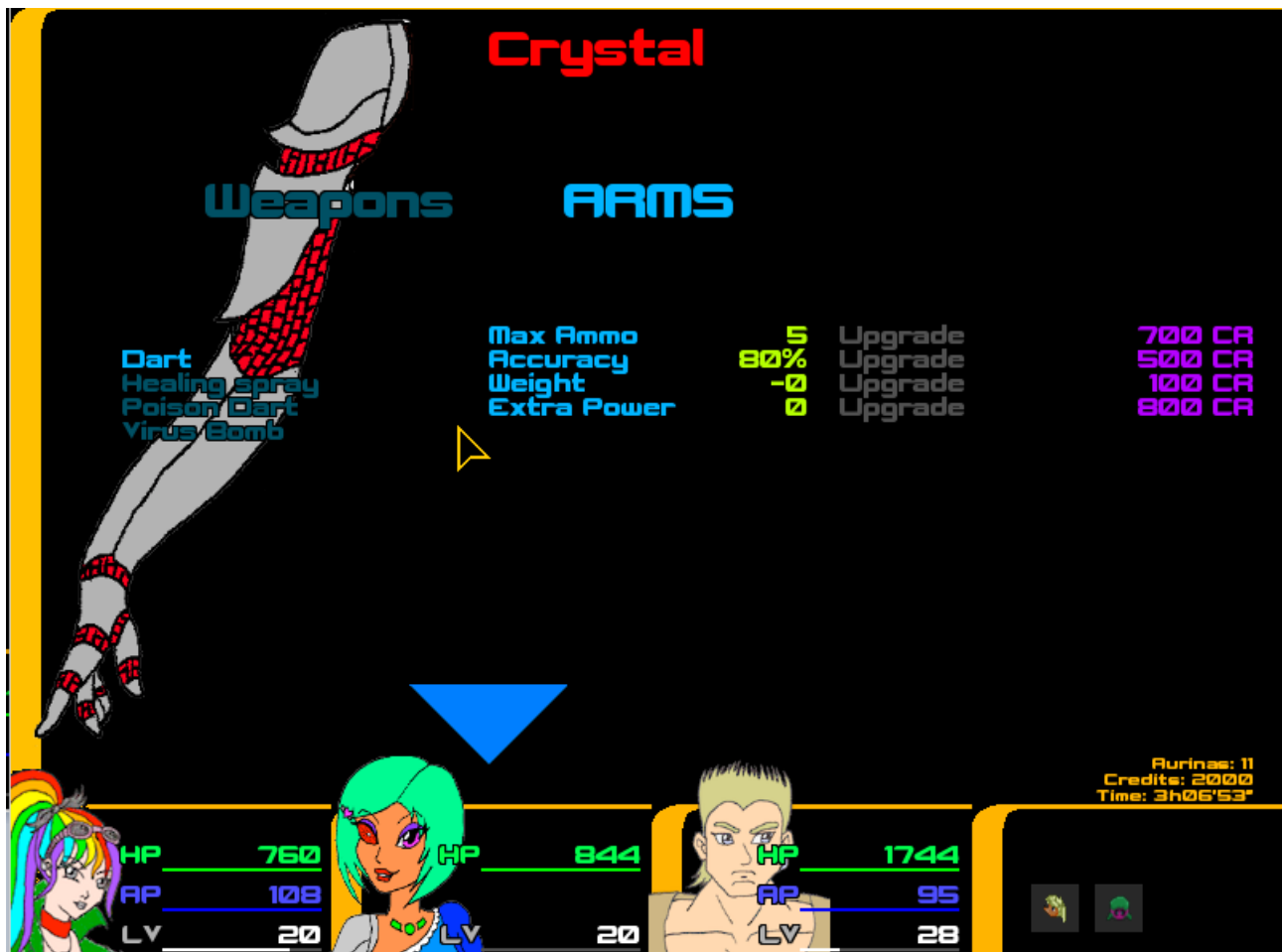


Let's explain all this.

1. The name of the ARM
2. Extra Power. The higher this number the greater the effect of the ARM
3. Weight. The more weight you can drop from your ARM the less time Crystal needs to move from COM to ACT when using this ARM
4. Accuracy. The percentage shows how high the chance is you will hit your target. The target's evasion will not be taken into account on this.
5. Ammo. How many bullets are there left in the specific ARM.

First of all, be carefull with your bullets as you cannot recharge until you reach a transporter pad. When you it to recover and save, or when you beam back to the Hawk Crystal's ARMS will refill. There are no items which can do this, so plan things out right.

Now on the Hawk you can upgrade your ARMS at the weapons upgrader. Since this section is specific about ARMS I shall discuss it here.



When you choose to upgrade Crystal's weapons at the weapon upgrader you can switch to the sub-tab “ARMS”. Now you'll see this screen. Click the ARM of your choice and now you can upgrade about everything on your ARM. If you can upgrade something the “Upgrade” link will appear. If you cannot upgrade that part of your ARM the link won't appear.

Be sure you want to upgrade that part as the upgrade takes effect immediately and cannot be undone.

Reasons why an update may not be done

- ◆ Not enough credits
- ◆ Accuracy cannot get past 100%
- ◆ Some parts are not applicable on a specific ARM. The “Munchhausen” ARM for instance has no effect from “Extra Power” and therefore that can not be upgraded.
- ◆ All upgrades that would in the mathematical formula the game uses be more expensive than 100,000 credits cannot be done. There is a cap to everything, folks!

Change the order



This is actually pretty self-explaining.

Just click the first person you want to switch, then click the other, and voila.

The top row shows the three characters who are actually in battle. The others are in reserve.

You can switch during combat though, so it's no big bother. ;)

The Hawk

Halfway the game you'll get your very own space ship named, the Hawk. This place is very important as you keep coming back here all the time. Think of it as the world map equivalent of this game.

The Hawk contains the back and a bridge. With start with the back:

The Back



1. The transporter. This is where you will end up when using a transporter pad to get back here.
2. The terminal. You can use it to save the game and ask for some game tutorials. If you find USB sticks with extra apps in secret dungeons, you'll use this terminal to run these apps.
3. Soppae. He'll be on board by default. He can upgrade your weapons and Crystal's ARMS. I'll go into the deep of that later.
4. Banika. She can sell you several items and exchange your Aurinas for money. However she will not be present by default. You will need to find her somewhere first. (Don't worry. She's hard to miss).



The Bridge

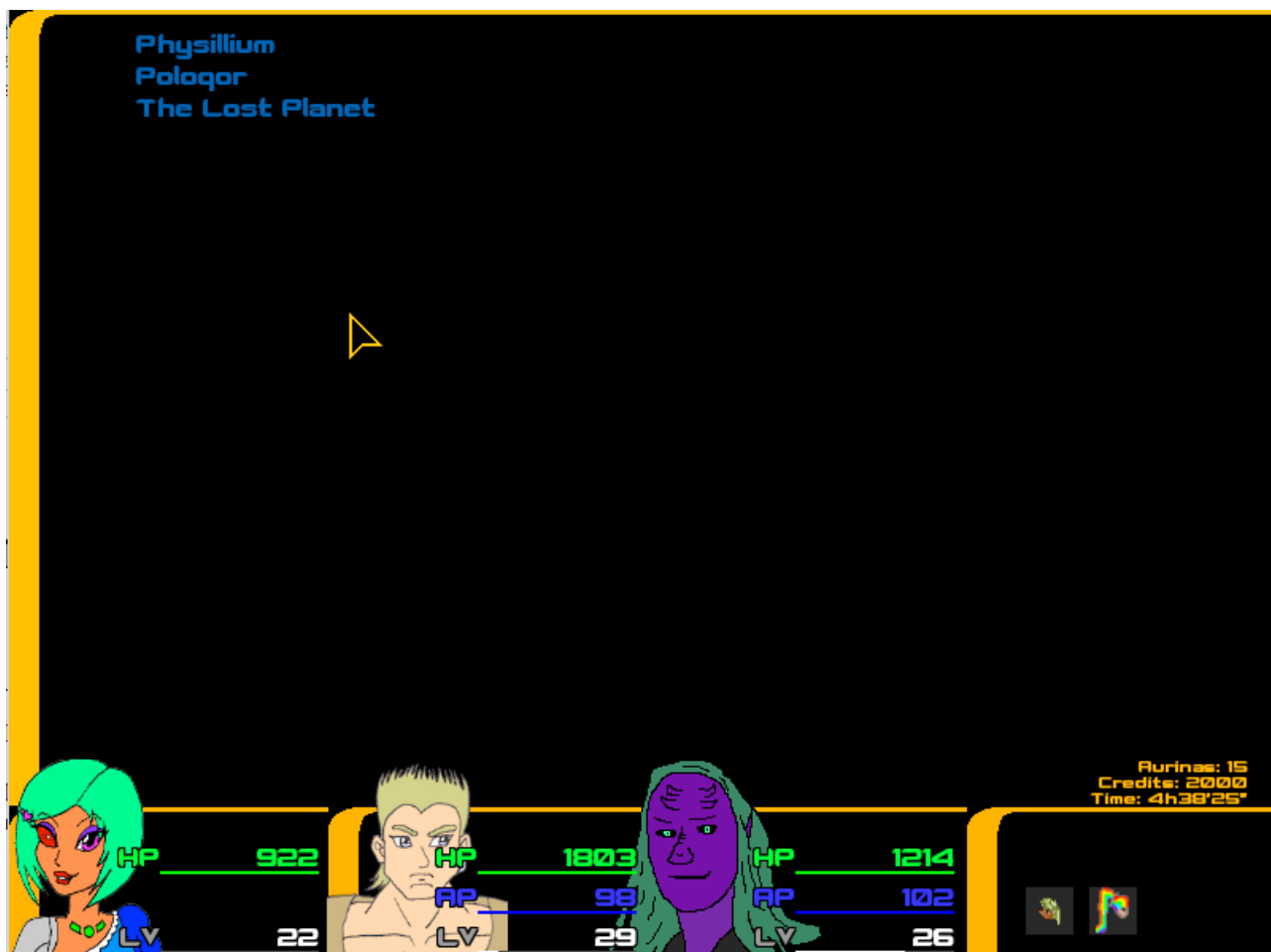
On the bridge you can, first of all, talk to your fellow party members, and they will give you their views on the current situation. It can be very important to hear them out, as they can sometimes give you an important hint.

Futhermore, some characters can if you fill certain requirements, teach Wendicka one of their own abilities. If they do you will not have this ability straight away, but if you get yourself into combat the ability will be learned just like all other abilities.

The terminal in the middle of the room is the navigation panel. With that thing you can fly to every planet and choose to which activated transporter pad you wish to beam down. This is where the real space travel happens. Read the section about this panel for more information.

The Navigation Panel

The Navigation panel basically contains 2 screens. The world selection screen, and the pad selection screen.



The use of the world selection screen can't be any simpler than this. Just click the world you wish you travel and you'll get into the pad selection screen.

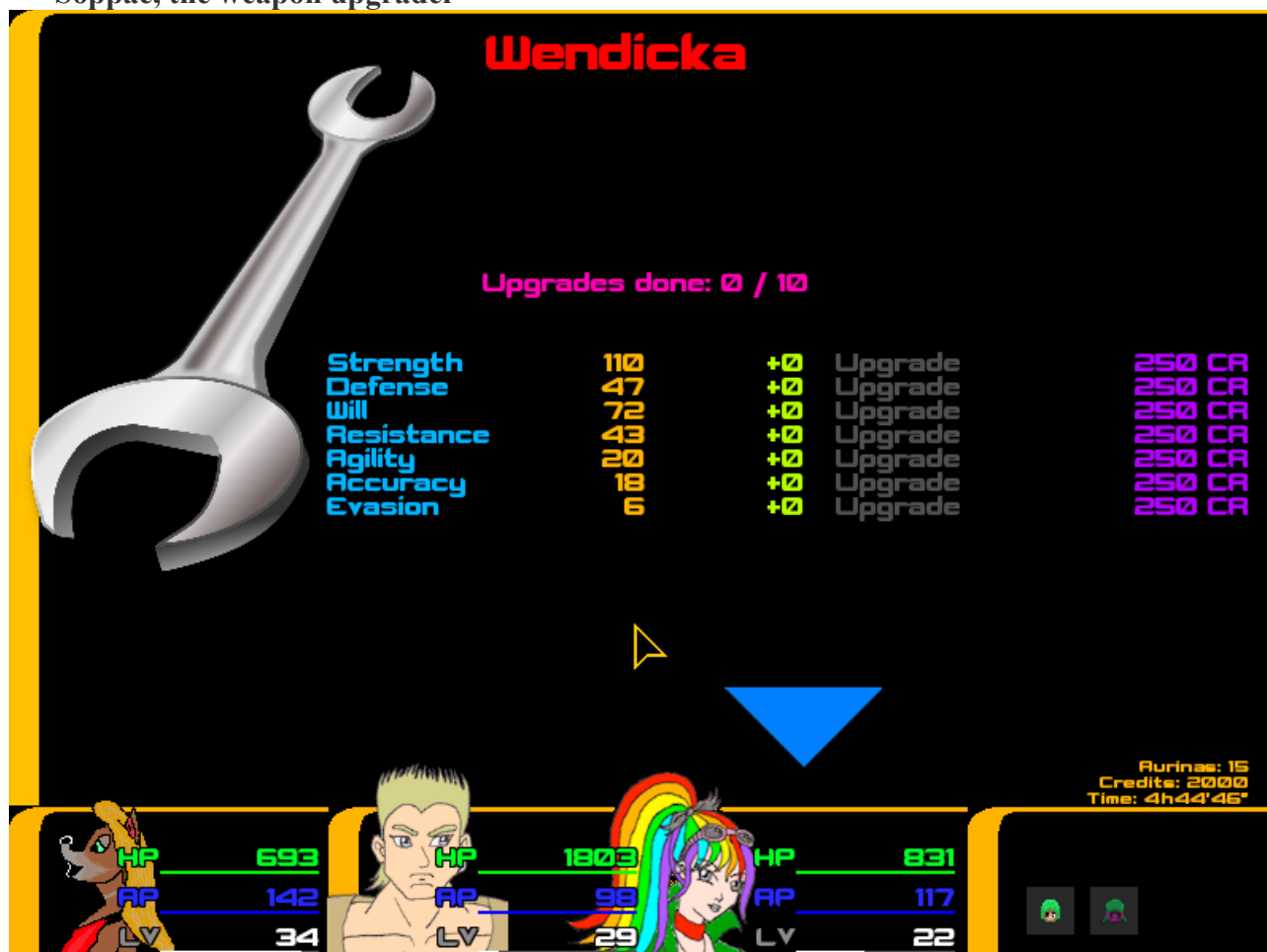


In the pad selection screen you can just click the pad you wish to transport to and the game will beam you to the surface of that place in an instant.

If you click “../” you will end up in the world selection screen.

(NO! In the Windows version is also says “../” and not “..\”. It's about time Microsoft is going to uphold the standards).

Soppae, the weapon upgrader



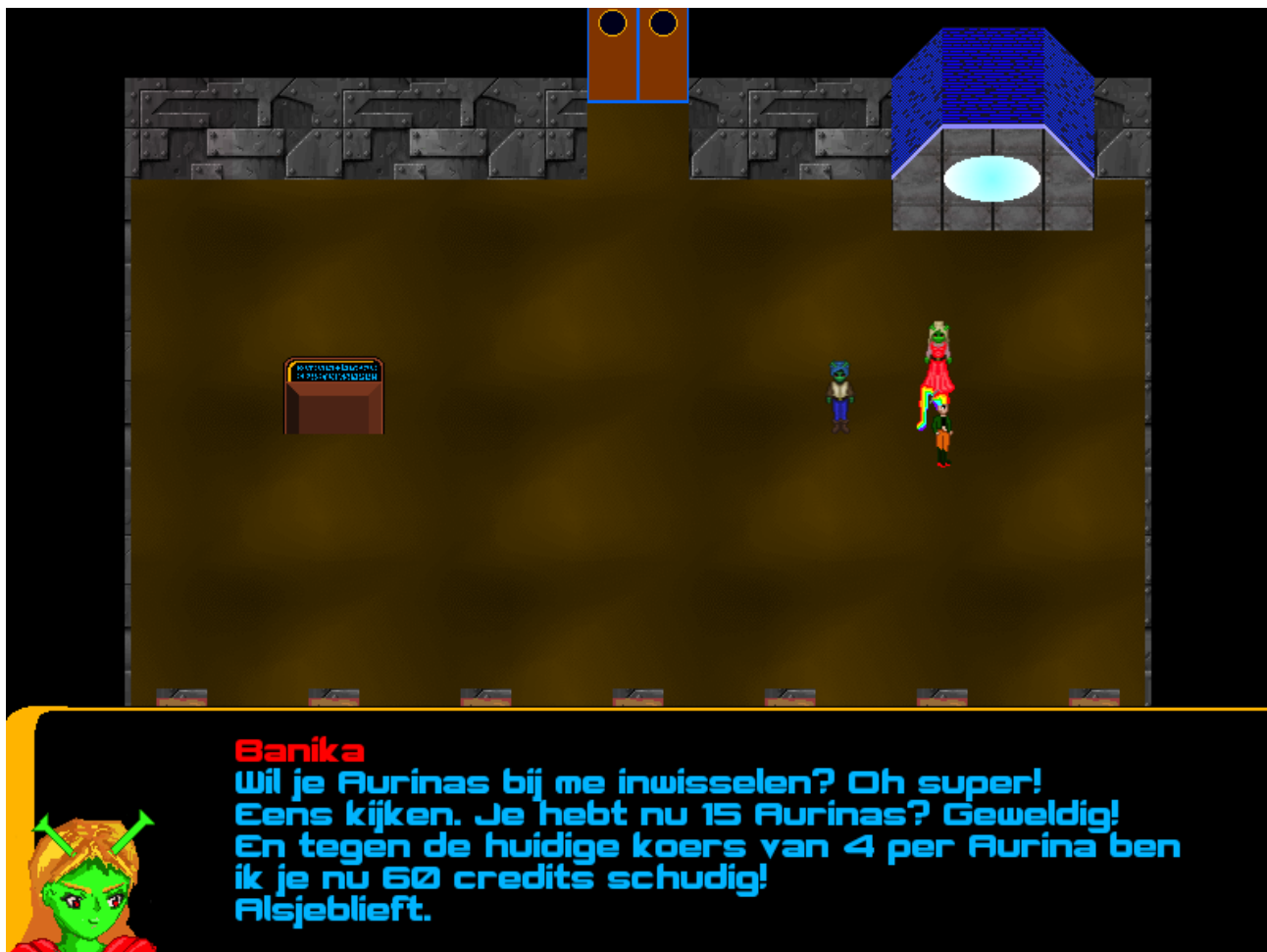
As you should have noticed by now, in Star Story you cannot change weapons and armor like you can in classic RPG games. In stead you can visit Soppae who can upgrade your weapons to increase your statistics. These changes are permanent. Choose your upgrades well as they will cost a lot of money and your upgrades are capped to a total of 10 upgrades per playthrough. So in your first playthrough the max is 10, and if you go for a New Game+ the cap is 20.

If you want to upgrade a stat, simply click the upgrade link. The game won't ask permission and your actions cannot be undone, so pick this all wisely.

The first collumn shows the “real” stat without any upgrades. The second collumn shows the upgrade value. In the normal status screen in the game menu, the totals are shown.

Crystal can also upgrade her ARMS with this. See the ARMS section (page35) for full information about that.

Banika, the merchant



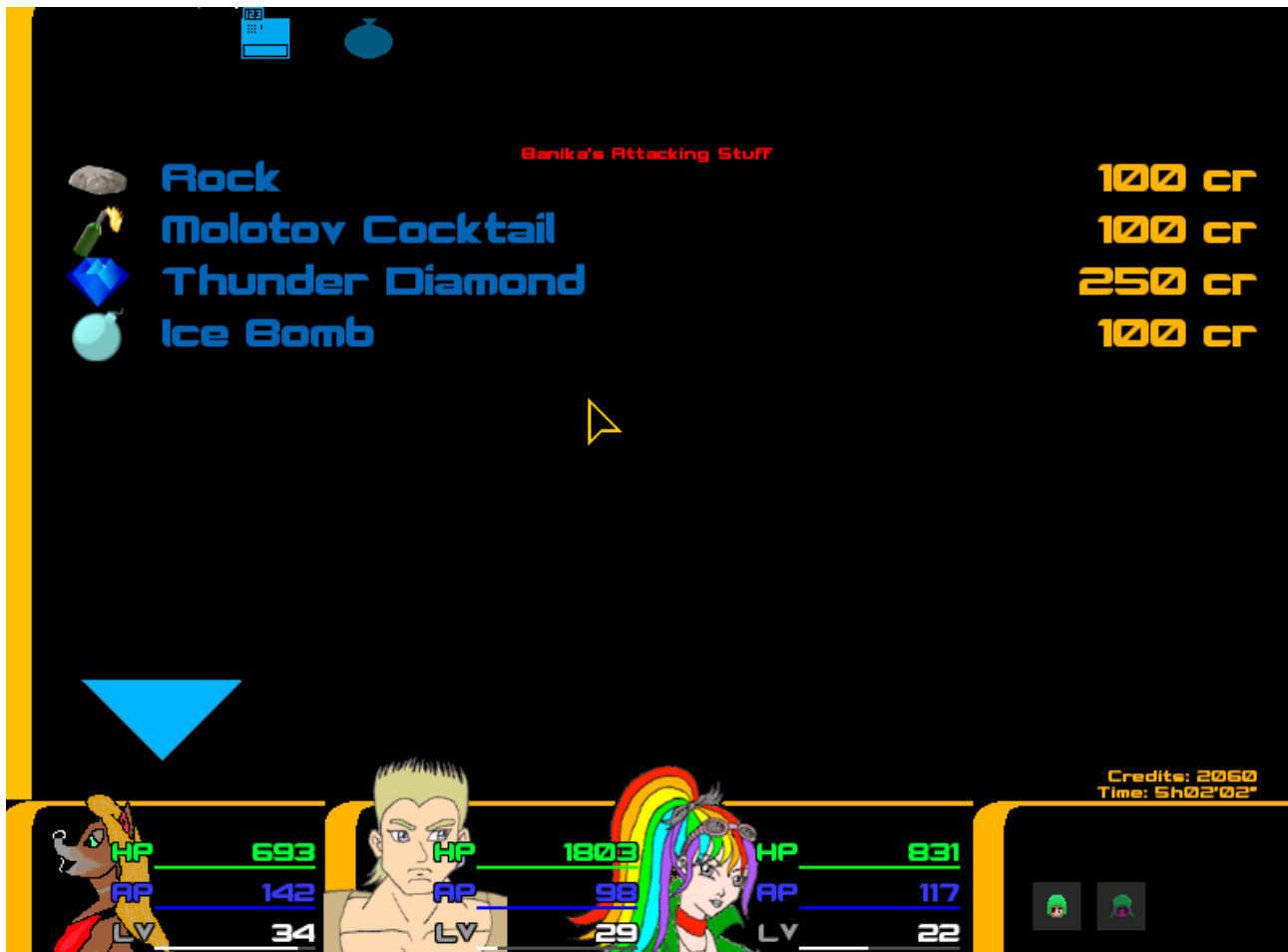
Banika can sell you items in the offensive kind, the healing kind and exchange Aurinas.

The shot above is taken from the Dutch version, but it displays Banika exchanging Aurinas. She does tell you how many Aurinas you had, how much they are worth at this moment and how much you get from her as a result.

You may find Aurina collectors elsewhere in the world too, but they will all give the same for Aurinas as Banika will, so don't try to make any comparisons.

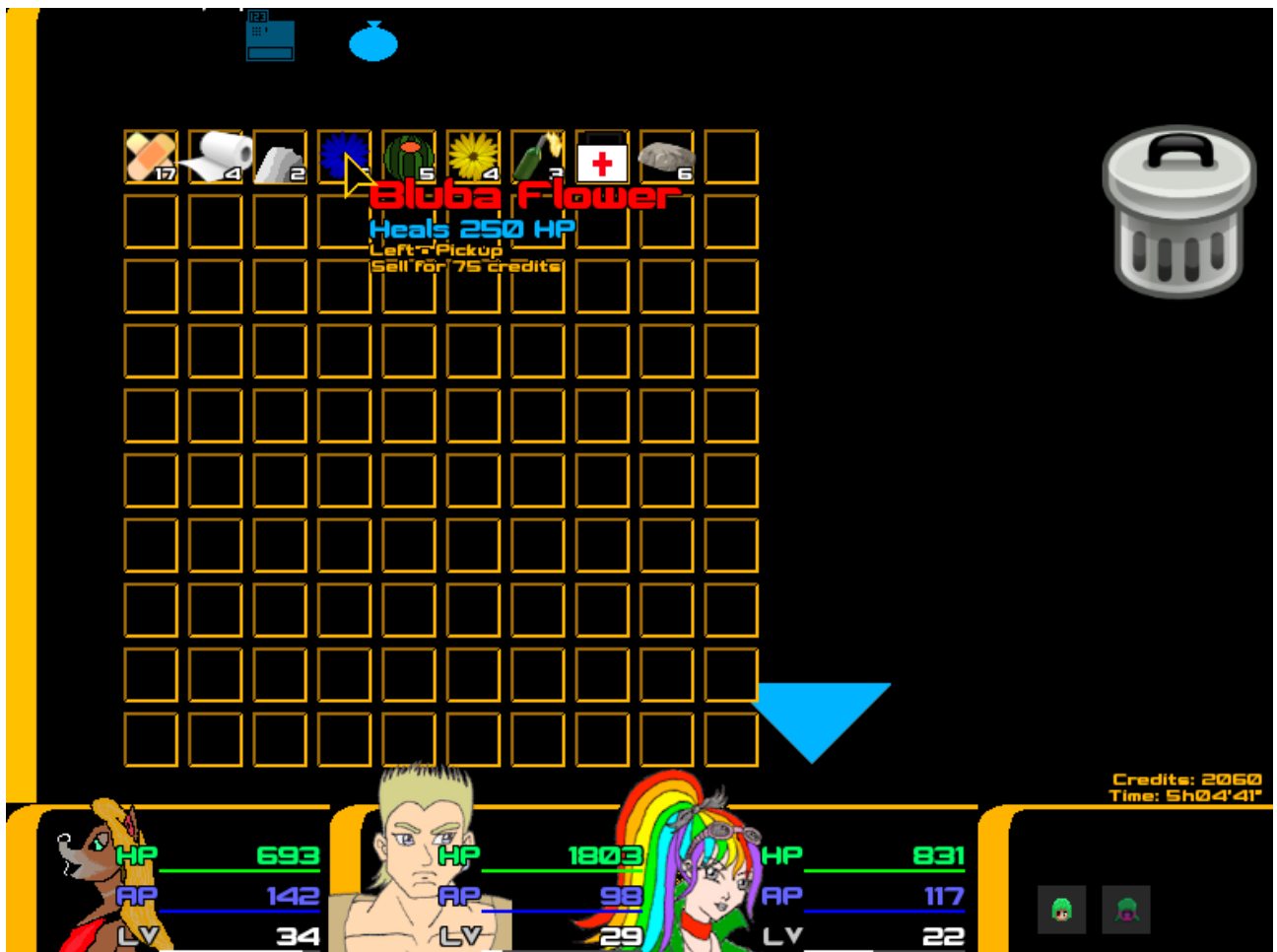
NOTE! Banika only appears if you found her in one of the dungeons you'll pass through.

Banika can also sell you things, but she will also buy your stuff, so let's get into the deep of that.



The shopping screen has two pages. Buying and selling.

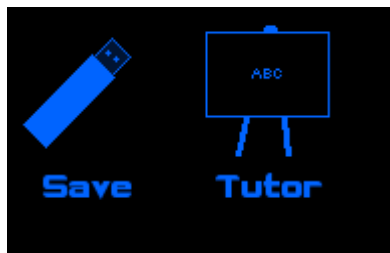
When buying stuff you see all items the merchant has for sale. If you left-click an item, you'll buy the item and then you'll have to put it in somebody's inventory (can be done in the sell screen) manually. A quicker way to buy is to right-click an item and it will end up in the inventory of the selector person (in case of this shot that would be Foxy).



The selling screen shows just your inventory in the same manner as its shown in the game menu. You can pick up items and trash them or give them to another character, or you can click with them on a random spot in the buy screen to sell them. When you right-click the item, you'll immediately sell it. On screen you can see how much the merchant would give for it.

All sell prices are the same with all merchants, and as Banika lives on the Hawk, she's the most likely candidate to buy everything you want to sell.

The Terminal



The terminal in the back of the Hawk is the primary location for making save games. See the save game section (page 20) for more information on that subject.

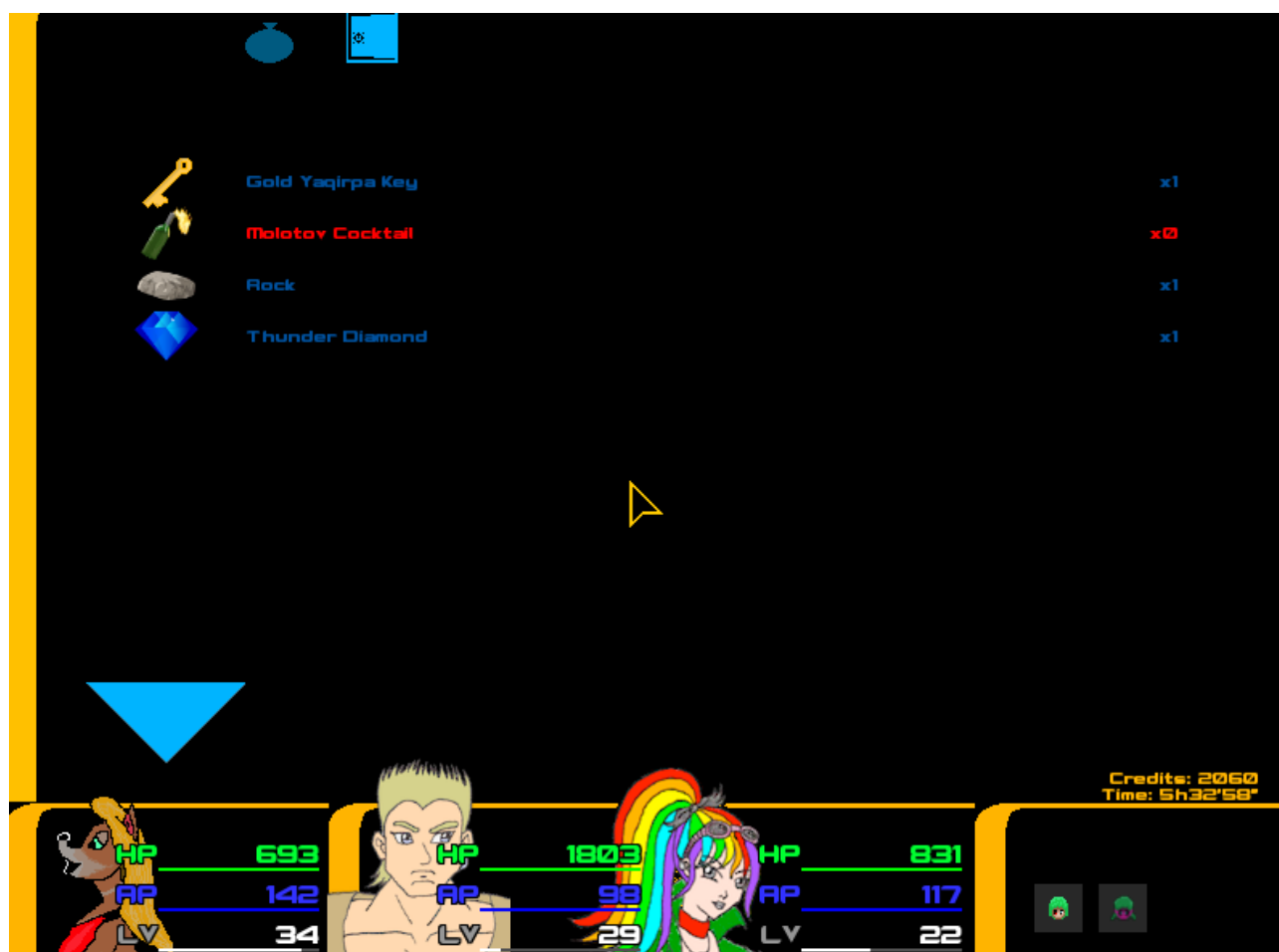
Initially it also shows a tutor where much handy stuff not covered in this manual can be found.

There is more it can do. Several USB sticks containing apps for this terminal can be found in secret dungeons. Finding those dungeons and solving them can add nice bonus material to this terminal. Maybe it's worth checking out.

The Vault



The Vault is located in the back room of the Hawk in the North-West corner. When you approach it the door will side open. When you walk inside the Vault screen will open.



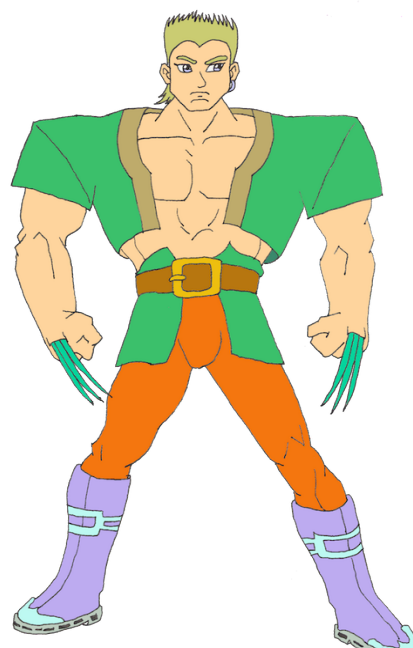
The Vault has two screens. One screen is just your inventory, the other is the Vault. Put items here you don't need for awhile, but which you expect to need later, and retrieve items you haven't needed in awhile but which you expect to need now. The Vault may not really be needed in the EASY mode, but in the CASUAL mode you may need it and in the HARD mode this place can be required to set things right.

Combat

During space travel you may get a lot of friends, but there are also a lot of unfriendly creatures who love to have your for a snack or who have other reasons to want you dead.

Star Story offers a timed battle interface, however contrary to the ATB system (what the Final Fantasy series are famous for), the time will STOP once you enter a move, and it will continue once you entered the move. This was a choice, as ATB takes an important part of RPG playing away. The time to THINK. The combat system in Star Story has been set up to give you the possibility to THINK and if you'd be amazed how much you can do when you fully mastered playing the game with this combat system.

Most of the time combat engages when you touch a monster icon in the field.



The color of the monster icon can differ. Green monsters are too easy for you and will not easily chase after you. Light green monsters are about your level. Yellow monsters are pretty hard, but still doable. Red monsters are too high level for you and they are very hard (if not impossible) to avoid too.

Let's now have an overview of the combat screen, shall we?



- (1) Status screen. You know what it's for now.
- (2) Combat menu. I'll go into the deep of that later
- (3) Time Gauge. Very important
- (4) Ammo, in case the character in case uses a fire weapon. Characters using a melee weapon will not need ammo, and thus it won't show then.

Before we get to anything else in the combat it's important you first of all understand the flow of the battle, and that all takes place on the time gauge.



On the top of the gauge you see the heroes, below the the enemies. Based on the character's agility he/she/it moves from “IDLE” to “COM”. As soon as COM is reached you get to enter the move of that specific character. The AI of the enemies will also enter the enemy's move when the enemy reaches COM. Then depending on the action you chose you will move with a certain speed from COM to ACT, and once ACT is reached the action is performed, and the character will be moved back to the start of the gauge and start all over.

I said it before and I'll say it once more. This is not ATB, so you can take all the time in the world to enter your move. The time freezes while you are entering the move. So don't hurry. Haste

makes waste and this combat system allows THINKING. It even REWARDS thinking!

The combat menu appears above the head of the character you are entering a move for. The commands you see in this menu can differ depending on the character or the current situation in the battle or the game as a whole.

The commands you have can be

🔴 **Attack**

Attack the enemy. Any questions?

🔴 **Shoot**

Attack the enemy with a firearm. You can only do this if you have ammo left

🔴 **Reload**

If you have a gun, you need to reload it or you can't shoot any more. This command is only available if the character in question uses a gun/firearm and when at least one bullet is shot.

🔴 **Ability**

If the character has at least one ability this item will appear in the menu. Choosing it will show the ability list. Click the ability you want and select the target if the ability needs that.

🔴 **Item**

All characters (except Briggs) can use their inventory. The inventory screen is the same as it normally looks however, you cannot move items in combat. Only select one you wish to use.

🔴 **Guard**

Skip this turn, but damage you suffer until the next turn is reduced

🔴 **Switch**

Available once you have 4 or more characters available. With this command you can switch between the front and back row.

IMPORTANT NOTE: Sometimes a certain character must be up front all the time due to scenario reasons. If that is the case, this command is not available for that specific character. The other characters might still be able to switch though.

Some abilities, items or attacks require of course you select a target. That may look like this:



You can just select a target by clicking it with the mouse, but DON'T BE TOO FAST! Unless you play the HARD mode where only the enemy's name is shown, the game will show you so much more by simply hovering over the enemy with the mouse. First of all the enemy's level. This can vary in every fight. If if you meet the same enemy twice in one fight the levels are very likely not the same. Statistics and even special abilities can vary based on this level so always take a good note of it. The green bar is the enemy's health. When you play the CASUAL mode, the health bar only shows a "?" when you fight an enemy for the first time.

If the target is moving from COM to ACT you can even see what move the target is planning to do, and in the case of a one target move even on whom. This information can be vital in planning a good move, especially when you have the opportunity to use abilities with both the instant and cancel powerup on them. And even more dirty tricks can be if you think things through well.

In most situations the battle is over once all characters of either side is down. The party who has at least one character up is then the winner. If you win a battle the game goes on, if you lose a battle

the game is over and you'll go back to the launcher.

If you win a battle, all knocked out characters will be revived to 1 HP (regardless of difficulty setting).

Troubleshooting

Some things can go wrong. Here are a few things that can go wrong which I cannot do anything about as they can be an issue depending on factors I have no influence on.

- On Mac the Launcher starts, but the game itself doesn't.
 - That issue comes to life because I don't pay Apple about EUR 100 a year, and solely because of that Apple wants to protect you against me (or rather they want to protect themselves for a developer they cannot gain money on).
To solve this:
 - Right-click the “Star Story” application and click Show Contents
 - In the window that opens open the folder “Contents”
 - Open the folder “Resources”
 - Right-click the application “LAURA2”
 - Select “Open”
 - If Apple warns you just insist on opening the application.
 - Now the game may possibly open, or it may throw an error. Either way, you should be rid of this problem now as long as you never uninstall the game. If you used the installer or the GameJolt client from the start, this issue should never happen
- The game is slower in Windowed mode than in full screen mode
 - I know, and that is only natural. It's neither a bug nor a real issue. In Windowed mode the system must emulate stuff inside the window a little and keep the rest of the OS also on screen and going. In full-screen mode all that crap is out of the way and that makes it cost less time to render the screen and thus you win speed. If you have a high performance PC you may not suffer from this
- Sometimes login onto GameJolt takes forever.
 - That is very likely due to the GameJolt servers not functioning the way they should. This can have many reason. Busy overcrowded can be one of them. If this happens you can better check the box that allows you to skip GameJolt login and synchronize your achievements later.
- The GameJolt Login fields are always disabled
 - This can have two reasons.
 - Either the version you have is not compiled by me, and then the game is not able to handle GameJolt
 - Or the file GameJolt.net is missing.
 - You can best go to GameJolt or any official site of mine and download the official version, that one should have GameJolt support
- What to do if I find a typo?
 - Report it on my issue tracker: <https://github.com/Tricky1975/Star-Story/issues>
Please be as detailed as you can about where the typo lives. A screenshot is even the best way to go. Also note if it is the English or Dutch version you're talking about.
If it's handles a version in a different language please contact the translator in stead. I only speak English and Dutch, so I cannot judge other languages.
- In Windows I can see a console Window running next to the game. Why?
 - Simply put, because if I compile the game in a way that doesn't show this window the game crashes, and the reason why is beyond me. The Mac version does not suffer this way. If anybody knows what causes it I'm all ears, and note it on my issue tracker.
- I was an alpha tester and now that I play the beta or stable game I cannot load my

savegames any more.

- That was not a bug, it was a feature. No that is not the famous cliché excuse, but an actual fact. A security feature to be exact, and you just confirmed it works the way it was intended.
- The game throws a Lua error. What must I do now?
 - Copy all data the game provides about this error. If you can make a screenshot of the error message it's even better. Do not report this right away though. First make sure you have the latest version of the game, as the issue may already have been fixed. If you downloaded the game through the GameJolt client the game will update automatically as soon as you start the client. You can use the launcher to check the versions too.
 - If you are sure you got the latest versions, try it again, and if the error persists, write me a ticket on my issue tracker and give me all data the game provided and if you got screenshots post them there. GitHub supports pasting a picture directly into the ticket so you don't need to upload your screenshots on a different host. I wish more services provided that sophistication.
- I think I found a bug. What do I do now?
 - Report it on my issue tracker.

My issue tracker is hosted on GitHub <https://github.com/Tricky1975/Star-Story/issues>
If you want to post an issue there please keep a few things into account

- ★ A GitHub account is required to post issues on the issue tracker. Hey, that's GitHub's requirement. Not mine. ;)
- ★ Be nice to me. When I see words like “moron” or “idiot” or “loser” or “fix, or I'll be uninstalling” or any other kind of rude behavior, I'll close the ticket instantly and mark it as “spam”. Depending on the level of rudeness or frequency of this rudeness I can ban you from all my repositories. Be nice to me and I'll be nice to you. It's impossible to make a big game like this without getting some bugs. Alright?
- ★ Give me as much detail as you can. “It doesn't work” is not informative enough. The more information you provide, the more likely it is I can fix this bug on short notice. In fact the more like it is I can fix this bug at all.
- ★ Don't report stuff mentioned in the points above, unless I told you in the standard replies you should do so.
- ★ Please take a look at the issue tracker if somebody else didn't already report this bug. Duplicate issues are counterproductive and will be closed on sight.
- ★ Also take a look at the closed issues. It might be possible the bug you found is already fixed, but that the fixed version is not yet uploaded.
- ★ ALWAYS MAKE SURE YOU HAVE THE LATEST VERSION OF THE GAME!!!
- ★ If the issue you report can force you to give spoilers on the issue tracker, please MARK THEM AS SUCH in the subject bar. Just add [SPOILER] or something crazy like that. The issue tracker is an open place and people who did not yet reach a certain point in the scenario, might not yet want to know everything. Don't make them accidentally read stuff they don't wish to know.
- ★ And report your bugs or other issues on GitHub only. This game may pop up everywhere on the web, maybe even on websites I don't know, and if you report your bugs there, there is no telling when I find out you reported something there (if I find it, at all).
- ★ And if you report stuff on GitHub, make sure you do so in the correct repository XD

License

The game as a whole may freely be distributed to anybody you know under the conditions that:

- The game and all its components are unmodified.
- And the game is completely available free of charge and without requirements to be a member or anything.
- Exception on membership requirement applies to sites where I uploaded the game to myself or who have been given explicit permission.
- You accept that the game comes “as is” and that in no possible way its developer can be held liable for any possible damages that may arise from using the software or any of its components.
- You respect the licenses of the components used to create the game.

The game engine, LAURA II is written and released under the terms of the GNU General Public License version 3 (<http://www.gnu.org/licenses/gpl-3.0.en.html>)

LAURA II itself falls under this license. The games written in LAURA II (read: all components found in the JCR files) do not fall under this license (not even the scripts) as they are all considered the data.

This being said any license can be used if you write a game in LAURA II yourself, as long as the engine itself remains GNU GPL.

Most of the Lua scripts may even have a Phantasar Closed License, in which case they may only be used with an unmodified version of the game (those are files most of used to shape the story line). For most other Lua scripts goes that if you can remove all references to the story line of any production of mine you may use them under the terms of the zLib license. You will need to look inside the comments on top of each Lua file to see which license applies.

All assets that directly refer to the story line (like assets depicting a character) are property of Jeroen Broks (regardless who created them) and may only be used in an unmodified version of the game.

All other assets remain copyrighted and licensed by their respective creators and they may not be extracted from the game unless the license those creators set up explicitly allows you to. Some assets (the music files in particular) may have had a little downgrade in quality in order to keep the game as portable as possible, and therefore I recommend to get those assets from the original sites if possible.

Viewing the StarStory.JCR file with the GJCR utility (for JCR6, not JCR5) tells you exactly which file was created by whom and which license was applied with it.

Contacting me

If you contact me about a bug report, please go to my issue tracker. A few questions about the game can also be asked there (see chapter troubleshooting on page 54).

If you have any other reason to contact me, the best course of action is to go to <http://www.phantasar.nl> and write me a ticket on the “Contact Me” system there and I shall try to get in touch with you as soon as possible.