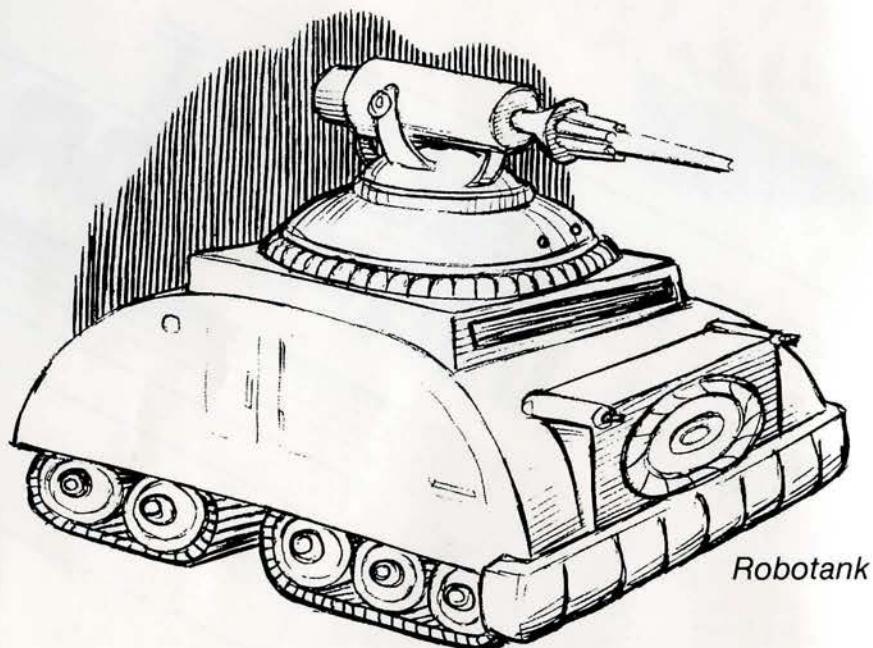


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STARQUEST STAR WARRIOR





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Star Warrior

For the Stellar Union, it was just another war of conquest. For the peaceful people of Fornax, it was prelude to a year of subjugation, humiliation, and frustration. Finally, they had had enough: they called in the Furies.

Bound by a code of ethics as tightly as any Samurai or knight of the Round Table, the Furies were not soldiers of fortune but soldiers of justice, paladins for hire, mercenaries with a cause. Like their mythical namesakes, the Furies were agents of retribution.

In this second STARQUEST, **you** are one of the Furies, an interplanetary avenger on a mission of justice—and danger—as you take on an entire planetary occupation force alone. Although outnumbered, you're far from helpless. You may use any one of three quite different suits of energized armor, from the powerful Dragoon model to the faster Marauder or the nearly invisible Ninja. (With disk versions, you can even custom build a suit to your own specifications!) Each gives you the firepower of a regiment in the form of three diverse weapon systems designed to combat everything from airborne flitters and lightly armed skimmers to heavy tanks, deadly maulers, and fortresses you can't even scratch with a heavy blaster.

Star Warrior is distinctly different from any previous STARQUEST or DUNJONQUEST game: there are no walls, no doors, no rooms, and no underground floors. Instead, you can walk, jump, or fly over terrain that ranges from swamps to mountains. The basics are particularly easy for newcomers to learn, since the emphasis is on fast action. In flight, you can move and shoot simultaneously, but you may find yourself in combat with a fortified installation and a roving enemy unit at the same time.

Despite the ease of play, the game is far from elementary. You may choose from 19 commands (all new or modified for **Star Warrior**), two scenarios, and five levels of skill. The graphics are much improved, and the computer opposition is intelligent. Systems can fail or be repaired, and sighting and range considerations make it possible to hide from enemy patrol craft or to be blasted by unseen guns.

In Scenario One, a diversionary action ideally suited for learning the game, your primary aim is the destruction of military installations and vehicles—a perfect excuse for unleashing all your shoot-'em-up fantasies. If it moves, you can blast it, but you must be careful not to damage civilian settlements. Scenario Two requires you to use your sensors to track down and then destroy the tyrannical military governor and his staff. Since they do not always remain in the same place, and since they are protected not only by the guns of the installations but also by mobile units, this scenario is a double challenge.

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Background: Fury For Hire

Clutching the small case to his chest, his eyes darting apprehensively about, Neville Chambers scurried along the sidewalks of Freeport. It was his first trip to Autarchia—his first time off his home world of Fornax, in fact—and he was feeling lost in more ways than one. It would have been easier to take a jitney from the airport, but he did not want anyone to know his destination.—A paranoid reaction, of course, but he knew that.

The presence of so many armed people did nothing to quell his unease. He had considered, briefly, buying a gun in the port area, but he had never carried one in his life, and it would simply have made him more nervous than ever. He didn't know what would happen if someone tried to take the case from him, but he had thought of little else since he left the ship.

His posture alone made him conspicuous, but the erect, confident, loose-footed walk of the free was impossible for him to imitate. On Fornax a head not bowed in subservience might not long remain attached to the body, and walking upright was taken to mean you were not bearing your share of the load. So Neville Chambers hunched forward, while his eyes kept trying to see the shadow that had spent the past year lurking at the edge of his vision.

He knew he had reached his destination when he saw the sign.

The Furies "Retribution Is Our Business"

The office he found himself in minutes later was furnished comfortably if not opulently, well lit, quiet, and private. The illusion provided by the big viewwall would have been perfect had Neville not known he was deep underground—how deep he neither knew nor cared.

Behind the desk opposite, the woman who had introduced herself with a private smile as Tisiphone was now frowning as she read from her DataComp screen. "Fornax. Earthlike to two decimal places, no native sapients, initial colonization 43 E.E., human population 3.5×10^6 . Political status—" She paused. "Class IV Protectorate of the Interstellar Union of Civilized Peoples. Date of annexation... a little over a year ago."

Her voice was carefully neutral; yet it seemed to invite comment. For some reason, Neville Chambers felt defensive. "We were—are—a peaceful people. We had no army except police and no navy at all.



Weapons were banned from private use so long ago most of us had never seen a gun up close. There was nothing we could do."

"No one fought?"

"Some did, for a while. Those who still had guns from the old days, and had never turned them in. A few others. But many felt it wrong to resist, whatever the cause."

"What made them change their minds?—I assume they did, or you wouldn't be here."

Neville nodded, looking bitter. "Controls. Censorship. State-issued identification. Regulations no one understands. Taxes on everything: income taxes, sales taxes, use taxes, excise taxes, import tariffs, export duties—something new every week. What doesn't go to support new conquests by the Stellar Union pays for more tax collectors, and what's left just lines the governor's pouch. He ignores our complaints, of course, and our appeals to the Union for a hearing, a change in status, or a new governor go unheard."

The woman who called herself Tisiphone smiled sardonically. "Taxation without representation."

"What's that?" asked Neville, feeling confused.

"An old complaint. If that is your wish—full membership in the Stellar Union, voting rights (such as they are), citizenship—the Furies are not the answer."

Neville shook his head but, despite himself, had trouble speaking. This was the point they had argued for six months, as conditions on Fornax deteriorated. It wasn't just taxes and inflation and endless regulations. Conscription, night arrests, and "re-education camps" were worse, but even they weren't quite the heart of the problem. Not in the stars, but in themselves, as someone had said. Along with control of their lives, the people of Fornax had lost something else in the last year: initiative, pride, joy, hope, something. It was easy to feel but hard to explain: somehow the life had been taken from life. If it was true that respect had to be earned, then maybe it was self-respect whose absence left anger in the young, despair in the old, and frustration everywhere. If so, they would not earn it as citizen slaves of the Stellar Union. Drawing breath, he said, "No. We want to be free."

After a searching moment, the woman smiled and nodded. "Good. The only thing worse than taxation without representation is taxation *with* representation, but most people never learn that."

"You'll help us?"

"Yes indeed. 'Retribution is our business.' That's what the sign says. But it *is* a business—a risky one—and it will be expensive."

Neville Chambers managed a smile, weak but genuine, as he thumbed the lock of his briefcase. "We'll pay." Freedom wasn't free, but after a year he knew the people of Fornax could not afford the cost of slavery.

The Game Situation

THE SCENARIOS

Scenario One

Scenario One is a diversionary mission for the assassination attempt of Scenario Two. You do not hide and skulk; you want to be seen. You want them to raise the alarm. You want to do as much damage to enemy units and installations as you can, as fast as you can. You may roam freely, but, to draw attention away from the primary mission, your overall directional objective is to get as far north as possible. This also diverts attention from the recovery ship and, not so incidentally, increases your score (see "Scoring" under ENDING THE GAME). You continue to harass and destroy until the computer announces RECALL!—representing word from the other Fury of the conclusion of his mission. In theory, this allows both Furies to retreat simultaneously and arrive at the recovery ship at approximately the same time.

Scenario Two

In Scenario Two you actually hunt down the military governor of Fornax and destroy the installation in which you find him. Although quite similar, the terrain and the actual enemy forces are somewhat different from those of Scenario One. Your aims and necessary tactics differ dramatically. Although you do get some points for the destruction of enemy units and installations, you may spend much of your time avoiding combat. Since the governor can move around, you will need to check your sensor (the E command) often to maintain a bearing on him, and you must, of course, save some missiles to destroy him. Since you are under time pressure, and since you will probably have to proceed several kilometers north, you will necessarily spend a lot of time in the air. This is dangerous, but walking through rough terrain is unfeasibly slow. Once you blow up the governor's installation, you can head back to the recovery ship.

Since Scenario Two is more complex than Scenario One, we suggest you not try pursuing the governor until you have grown familiar with the game and the equipment.

THE TERRAIN

Star Warrior is not set inside underground labyrinths or asteroid bases. Instead, it is played across the surface of the planet Fornax.

The action of each scenario takes place in an area seven kilometers "wide" (east-west) and nine kilometers "high" (north-south). The two-sided map card supplied with the game shows the terrain for the two scenarios. Properly speaking, the two areas should be "facing" in opposite directions, but to avoid confusion during play, both scenarios are set up so that the recovery point is south (off the bottom edge of the screen).

During the game, the screen will display an area one kilometer across. Symbols on the screen will denote whether the area represents a section of mountains, swamp, woods, or plain terrain (the latter being prairie, farmland, or such). This is the only function of the symbols; a woods symbol, for instance, does not denote a particular tree and therefore provides no more cover than any other space in that section of terrain.

The different terrain affects both movement and sighting. On foot (not jumping or flying), the maximum move is 3 in a swamp, 4 in mountains, 5 in woods, and 9 in plain terrain. Wooded areas provide the greatest cover, plain terrain the least. It is much harder for you to spot an enemy unit in the woods than in the open, but, conversely, it is harder for that unit to find you in the woods. You can use the map to plan your mission, avoiding rough terrain that might slow you down or, alternatively, keeping away from open areas in which you were more likely to be spotted.

THE ENEMY

There are two major classes of enemy forces: installations and mobile units. In a particular square kilometer of terrain (i.e., the area displayed on the screen at one time), either or both may be present. The positions of both change from game to game, but within a particular game installations may not move.

There are three kinds of installations—CIVILIAN, MILITARY, and FORT—any of which can be damaged **only** by missiles. While their armament varies substantially, there are guns in all three, and those who wield those guns are hostile. However, since CIVILIAN installations (e.g., towns) are predominantly occupied by unarmed and friendly colonists, there is a strong penalty for blowing them up. CIVILIAN installations look just like MILITARY ones on the screen and can be distinguished only by using the O command (see COMMANDS). A distinctive symbol is used to represent a heavily armed and armored FORT, which is much more difficult to destroy than the others. In Scenario Two, the governor can potentially be found in any installation—creating a real dilemma if you find him inside a CIVILIAN installation. If, entering a new area, you come across an installation (of any type) you have previously destroyed, it will be displayed as a shape different from that of any intact installation.

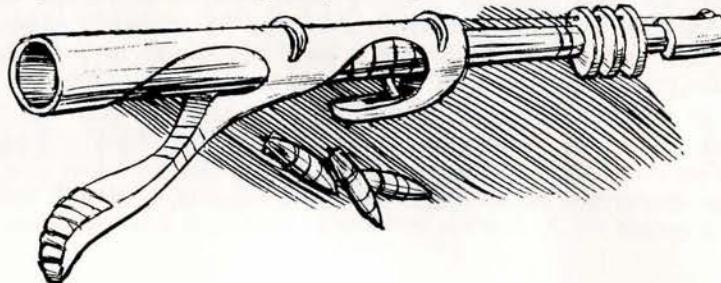
There are nine different mobile units, although not all appear in both scenarios. A **flitter** is a flying craft—more an airboat or skycar than an airplane—armed and fast-moving but vulnerable. A **heavy flitter** is simply a bigger, less vulnerable version. The **skimmer** is an all-purpose hovercraft or Ground Effect Vehicle, quick but lightly armed. The **heavy tank** is just that: heavily armed and armored and hard to destroy. A **robotank** is a smaller, cybernetic model. A **mauler** has lighter armor yet, but its three guns make it more dangerous. An **infantry** unit is hardest to destroy, but slow movement and limited armament keep it from being a major threat to an armored Fury. The other two units are not actually “mobile” at all: they are fixed in place like installations. The **nitron gun** fires a bigger blast, but the multiple guns of the **catarask** (the “down-striker”) can be devastating.

SIGHTING & COMBAT

Perhaps the biggest difference between **Star Warrior** and its predecessor, **Rescue at Rigel** (or any of our DUNJONQUEST games, for that matter), is the complex matter of sighting. In brief, you may or may not see an enemy unit even if it is in the same general area, but the enemy is in the same predicament. You may spot each other. You may be mutually ignorant of each other's presence. One of you may see the other without being sighted in return—allowing what amounts to an attack by an invisible enemy!

Sighting is dependent on several factors: the size of the unit, range, terrain, and previous actions. Hiding in the trees makes you harder to spot than firing a blaster, while flying in a straight line makes you an easier target than moving slowly on the ground. In general, anything that makes a unit (including you) harder to spot makes it harder to hit.

If an enemy unit loses sight of you, it will search the area in which you were last seen; if it fails to find you there, it will tend to continue patrolling elsewhere. Self-preservation is a factor for the enemy, too: firing at a unit may discourage pursuit (at least temporarily), spoil its aim, or keep it too worried to fire at all! Furthermore, if you destroy an enemy **before** it spots you (or after you have eluded it), it cannot return fire. Finally, if you lose sight of an enemy, launching missiles into the vicinity of its last known position may allow you to destroy it without having to spot it again.



Background: Fury On Fornax

Purvis Youngblood crouched in the shelter of what looked like an oak (but probably wasn't) and glanced at the readout of his emissions sensor. No installations nearby. It might as well be north, then. He began to work his way through the trees, but his attempts to force the pace soon had him sweating despite the Marauder's air conditioning. Tiring of the struggle, he jumped.

The jump belt overrode the suit's normal boost, but the adrenaline of his excitement took him too high, and he was spotted. As he bounced back to earth, a blast from a patrolling flitter's cannon flared against his force shield, dazzling him momentarily before his face plate could compensate. He dove for cover, rolled, and came up thumbing the powergun's range setting. The flitter swooped past, searching. Its gunner's second bolt struck overhead like a thunderclap, splintering wood and setting the tree aflame. Ignoring the cataract of branches that would have crushed an unarmored man, Youngblood clicked the aperture open another notch and fired. The pale beam lanced out, and the flitter exploded in a burst of fiery hail.

Time to move out, and fast. As he slapped the flight stud, he checked to see that his subsystems were still functioning. Then the suit's impeller thrust him skyward.

He never saw the guns that blew him out of the air, didn't even remember getting his legs under him to break his fall. He just, abruptly, found himself on the ground amid low hills at the foot of a mountain range. He was dazed and bleeding in unseen places, but there was nothing he could do about that without taking off his armor, which was suicidal.

He performed a quick status check. The medical system was still working: his head was clearing, and his wounds would be taken care of with time. Unfortunately, with Janelle chasing down the military governor, he didn't have time: she needed the diversion he was supposed to be providing now. Worse yet, the shield was down. He could manage without flying, even without the powergun, which was also dead, but without that protective force field his “diversion” would be just long enough for the first hostile unit to take aim and fire.

He was hurriedly activating the auto-repair circuits when the triple-barreled snout of an armored mauler crested a rise to the east.

How To Play

BEFORE YOU START

Absolutely the first thing to do before trying to play is to locate the separate Special Instruction Sheet for your particular computer version and **read it carefully**. (If your game box did not include one, run—do not walk—back to your dealer or contact us directly to get one. You **cannot** pass Go or collect \$200 without that sheet.) If, **after** reading the Special Instruction Sheet and this Battle Manual, you have a problem with your game, our Customer Service Department will be glad to help you straighten it out.

★ ★ ★

Since the rules of the game are actually programmed into the computer's memory, there is very little you need to know to play a STARQUEST game. In fact, because of its emphasis on fast action, **Star Warrior** may be the easiest game to start playing we have released so far. However, the game is played in real time; enemy attackers will not wait for you; and mistakes can be costly. To understand the more subtle and complicated aspects of the game, and to make the best decisions during play, please read the following paragraphs carefully.

If you've played some of our DUNJONQUEST or STARQUEST games before, some of the rules and procedures will seem familiar, but be careful: **Star Warrior** is a new game, and things have changed! This is an "outdoor" rather than an "indoor" game: there are no walls or doors, no traps, treasures, or prisoners. The seven Special Commands are **all new**, and **none** of the Movement or Combat Commands has exactly the same effect, all the time, as a command in any of our previous games.

BEGINNING

Once you have loaded the game into your computer according to the instructions on the Special Instruction Sheet, and before you can start playing, you must respond to a short series of questions or prompts. This brief procedure allows you to vary the game situation, conditions, playing time, and difficulty level enormously—making **Star Warrior** a multitude of games in one.

Scenarios. The first message—ENTER 1 FOR DIVERSION SCENARIO OR 2 FOR ASSAULT—offers you a choice of two basic game situations. Scenario One, the simpler (but not necessarily easier), is essentially a shoot-out: you roam around wherever you wish, blowing up installations and blasting everything in sight. In Scenario Two, the destruction of enemy units is subordinated to the challenge of hunting down the tyrannical military governor. (For a detailed description of the two scenarios, see THE SCENARIOS, above.)

We suggest you start with Scenario One and save Scenario Two until you feel quite comfortable with the mechanics of play. To select Scenario One, type the number 1 and hit the RETURN/ENTER key. If you want to try Scenario Two, type 2 and hit the RETURN/ENTER key.

Levels of Difficulty. To keep **Star Warrior** challenging over many playings, the game has five selectable degrees of difficulty. Level 1 is the easiest; Level 5, the hardest, is designed to be almost impossible to "win." Higher levels increase the number of forts and enemy units, your vulnerability and the forts' marksmanship, and (in Scenario Two) the frequency of the governor's moves; decrease the time you are allowed to make a move and the damage your character can sustain; and, in general, make it more difficult and dangerous to accomplish your mission while increasing the scoring potential.

Your initial venture on Fornax will probably be longer and more successful if you begin with Difficulty Level 1 and work your way up as you gain experience, but the choice, of course, is up to you. When the computer asks, WHAT LEVEL OF DIFFICULTY DO YOU WANT (1 to 5)?, type the appropriate number and the RETURN/ENTER key.

Playing Time. There is no fixed playing time for Scenario Two; you play until you destroy the installation housing the governor and get away—or get killed. If you selected Scenario One, however, you will get the message, ABOUT HOW MANY MINUTES DO YOU WANT TO PLAY? Pick a length of time that suits you (for example, 20 minutes); type the appropriate number (in that case, 20), and hit the ENTER/RETURN key. When something like that amount of playing time has elapsed, the computer will start displaying the message, RECALL!, and you can head back to your recovery point and the safety of the ship that brought you to Fornax. To be roughly comparable to Scenario Two, a "standard" time for Scenario One would be at least 20–30 minutes.

Sound. Some versions of **Star Warrior** may pose the question, DO YOU HAVE SOUND? If the question appears, and you have some sort of speaker hooked up to your computer, type Y and the ENTER/RETURN key. If not, type N and the ENTER/RETURN key. (This option was inserted so that the sound routines would not slow down the game for those who cannot use them. If the question does not appear, don't worry: you're probably getting the sounds automatically.)

Selecting a Suit. Generally, the final option before beginning play is to pick the sort of powered armor you wish to wear. (The suits and their associated equipment are detailed later, under SUITS & EQUIPMENT.) The following message will appear:

CHOOSE YOUR SUIT TYPE

- 1 - DRAGOON
- 2 - MARAUDER
- 3 - NINJA

To select one of the three standard suits, type the appropriate number (1, 2, or 3) and the ENTER/RETURN key. (This is the last time you will need to use the ENTER/RETURN key, since none of the game commands require it.) It would probably be a good idea to try the suits in the order given; the Dragoon offers more protection than the others, while the Ninja requires more expertise and is also more suited to Scenario Two than to Scenario One.

On disk versions only, an additional option will be displayed: 4 - CUSTOM. If you wish to "construct" a suit to your own specifications, type 4 and the ENTER/RETURN key. The procedure for building a suit is explained under SUITS & EQUIPMENT, but we strongly urge you not to try this option before playing **Star Warrior** for some time and becoming thoroughly familiar with the equipment.

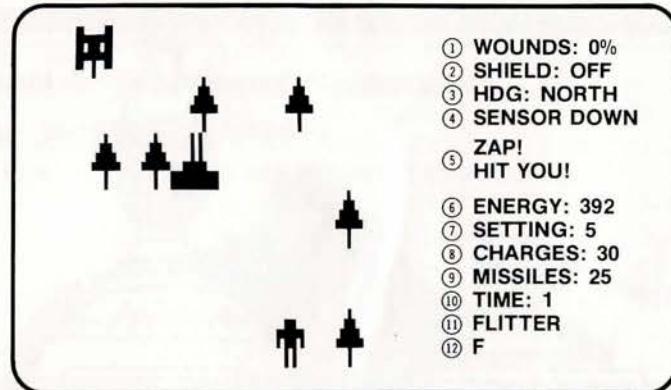
After you have selected a suit type (or "built" one), the screen will display the major features of your suit (energy level, ammunition, flight speed). After a short time, the screen will clear, and the game will begin.

THE DISPLAY

On the larger portion of the screen, the computer draws a stylized map, complete with terrain symbols, of a square kilometer of the planetary surface. The man-shaped figure initially in the center of this area represents **you**—or at least your game alter ego. If there is an additional large, stationary symbol on the screen, it represents an installation of some kind (see THE ENEMY, discussed previously). If, also or instead, there is something else on the screen that moves periodically, it is an enemy vehicle or infantry platoon. All installations and mobile units will fire on you if you are sighted, so you must be prepared to take appropriate measures. From that point you are free to move wherever you wish, in any direction, although if you exit off the south (bottom) side of the screen from that area—or any other area directly to the east or west of it—you will be in the vicinity of your recovery point, and the game will end. (See the map card.)

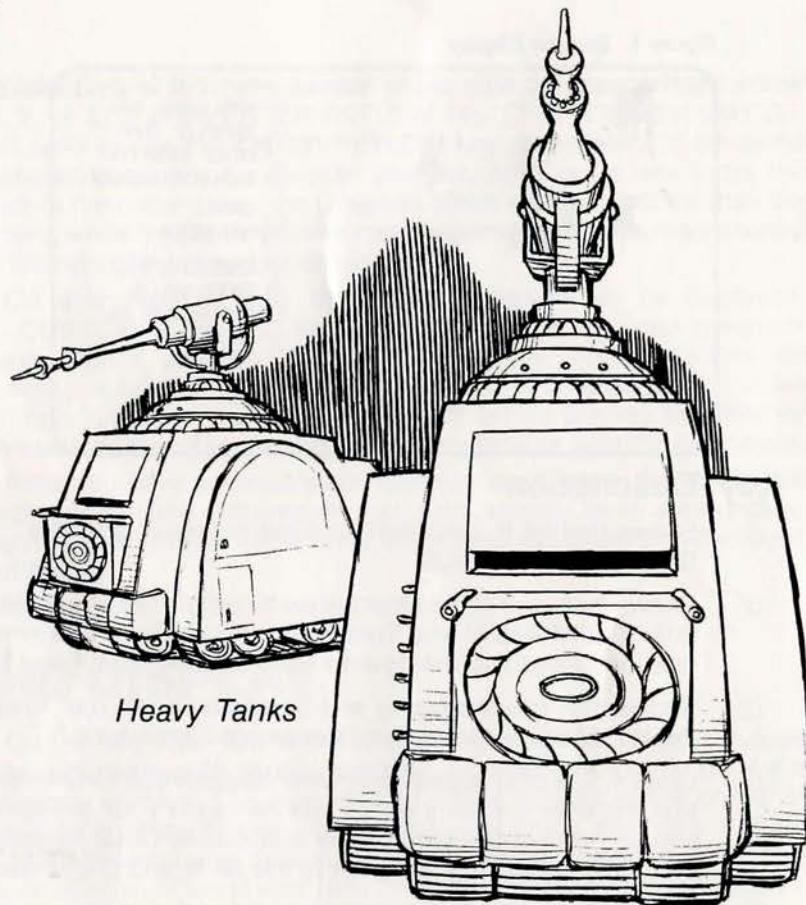
On the right-hand, textual part of the screen, the computer displays your status, including your physical condition (WOUNDS), the power remaining in your powerpack (ENERGY), the time elapsed since you began your mission (TIME), the direction you are facing (HDG), and other relevant information. Part of the display is reserved for reporting messages that are of immediate importance to you (see Figure 1). There are a number of possible messages, and more than one of these may appear at the same time. These messages are largely self-explanatory during play, but a few are included in Figure 1 as examples. The circled numbers in the figure correspond to the descriptions under the sample display.

Figure 1. Sample Display



Key Description

- ① Shows that, at the moment, you are not wounded. See DAMAGE & WOUNDS.
- ② Shows that your force shield is switched off. See the sections titled COMMANDS and Suits & Equipment for a further discussion of this and the devices referred to in lines 4 and 6-9.
- ③ Shows that you are facing and/or moving north (i.e., toward the top of the screen). See "Movement Commands."
- ④ Lines 4, 5, and 11 appear only when appropriate. Line 4 shows that the enemy flitter's attack has damaged your emissions sensor, rendering it temporarily inoperable. Other messages on this line include responses to the **M**, **P**, and **O** commands.
- ⑤ These two messages show how you fared during the previous round of combat. The first line shows that you hit the enemy vehicle (a flitter, as indicated by Line 11) with a beam from your powergun, while the second line shows that the flitter's return fire struck you. Damage from the flitter's attack would be reflected in Lines 1 and 4.
- ⑥ Shows the number of units of energy remaining in your powerpack. See ENERGY.
- ⑦ Shows that your powergun is currently set to a range factor of 5 (giving an optimum range of 500 meters). See the **P** command.
- ⑧ Shows that you have 30 charges left in your blaster.
- ⑨ Shows that you have 25 missiles left for your missile launcher.
- ⑩ Shows that 1 minute has elapsed since you began mission.
- ⑪ Identifies the closest enemy unit in sight.
- ⑫ Shows the last command entered. (When the computer is ready to accept a new command, a ? will be displayed here.)



Altogether there are 20 commands available to you for maneuvering your character across the planetary terrain and accomplishing your mission. These are discussed under three major headings: Movement, Combat, and Special Commands. Tables 1-3 summarize these commands and their meanings, and each is described in the following paragraphs. Note that **none of these commands** should be followed by the ENTER or RETURN Key; type only the appropriate letter or digit.

For a short period of time in each turn, in the lower right-hand corner of the screen, the computer will prompt you with a question mark (?) whenever it is ready for a new command. As an additional visual aid, your command will then be displayed in the same spot. It is important to enter a command **only** when the ? is showing (the only exceptions are the prompts following the P and M commands, which call for additional entered numbers). This will prevent confusion and the possible loss of a command due to trying to enter too many commands too quickly.

Table 1. Movement Commands

<u>What You Enter</u>	Meaning
#1 to 9	Move forward 1 to 9 spaces
J	Jump
T	Take off/Land
R	Turn right 45°
L	Turn left 45°
V	Turn around (<i>volte-face</i>)

Table 2. Combat Commands

<u>What You Enter</u>	Meaning
M (& 2 numbers)	Launch missile. Followed by message: AZIMUTH? Enter the number (1-8) that corresponds to the direction you want. Followed by message: RANGE? Enter the number (1-0 or SHIFT and 1-9) that corresponds to the range you want.
B	Fire blaster
F	Fire powergun
P	Set powergun (for range). Followed by message: TO WHAT? Enter the number (1-9) of the new range factor setting you want.
S	Force shield on/off (low power)
X	Force shield on, high/low

Table 3. Special Commands

<u>What You Enter</u>	Meaning
I	Infravisibility on/off
D	Release decoy
H	Hide
E	Activate emissions sensor
O	Observe installation
C	Check subsystem status
A	Activate auto-repair system
W	Check current score (winning?)

Movement

There are six commands that allow you to change your direction or move from one spot to another (see *Table 1*). None require the use of the ENTER/RETURN key.

Normal Movement. Normal movement ranges from a slow walk to a fast run, depending on the number you select. To move your character forward, simply type a number from 1 to 9. Do not use fractions, decimals, or two digits (e.g., .09). Do not enter a "+" in front of the number, either. Type only the number itself: 9.

Generally speaking, the number you enter corresponds to the number of spaces on the screen the figure will move. In game terms, one such space represents 20 meters. In plain terrain, a maximum move of 9 would equal 180 meters. However, since movement along the ground is slower in woods, swamp, or mountains, the "speed limit" is 5 (100 meters) in the woods, 4 (80 meters) in the mountains, and only 3 (60 meters) in a swamp. Thus, whether you entered 3, 6, or even 9, you could not go through the swamp faster than 3 spaces (60 meters) per turn unless you were jumping or flying (see below).

To move out of the space you are in, you must move forward (that is, in the direction you are facing). Therefore, to move two spaces backward (for example), you must first turn around (**V**), and then move forward two spaces by entering **2**. On the next turn you may turn around again.

You may also turn to the right (**R**) or left (**L**). Note that using the **R** or **L** command causes only a 45° change in direction. "**Diagonal movement is perfectly legal.**" If you are headed north, for instance, typing **R** once will cause you to face northeast (NE); typing **R** a second time will bring you around to the east. Since, on the ground, turning takes no time, you can keep turning until you face the direction you want and then move forward without delay.

Jumping and Flying. Jumping (the **J** command) allows you to move forward 10 spaces, regardless of terrain, but it takes 2 units of energy from your powerpack and makes it somewhat easier to be spotted than if you were moving along the ground.

Flying is the fastest mode of travel: 12 spaces (240 meters) per turn for the Dragoon suit, 15 spaces (300 meters) per turn for the Marauder and Ninja models—regardless of the terrain over which you are flying. Perhaps the biggest advantage, however, is not the speed flight affords but the fact that movement is automatic: every turn you are in flight, you will move forward 15 (or 12) spaces without any further movement commands. On every turn you are in the air, you can use any of the combat or special commands and still, automatically, move at flight speed.

To take off—that is, to begin flying—type **T**. On that turn—and every subsequent turn you spend in the air—you are allowed to use an additional command before your character is moved forward. To

land—to stop flying—just type **T** again. Landing takes a full turn: you cannot, for example, in the same turn land and fire a weapon.

You can change direction while flying simply by typing **R** (right) or **L** (left). This change of direction takes place immediately, but it is the only thing you can do during that turn. Other commands—firing a weapon, switching on your shield, or even continuing to change direction—must wait for your next turn. Note that you cannot reverse direction in flight: the **V** command will act as an **R** or **L** command and simply deflect your course 45°. To turn around, you can either fly in a great circle or land (**T**), reverse direction (**V**), and take off again (**T**).

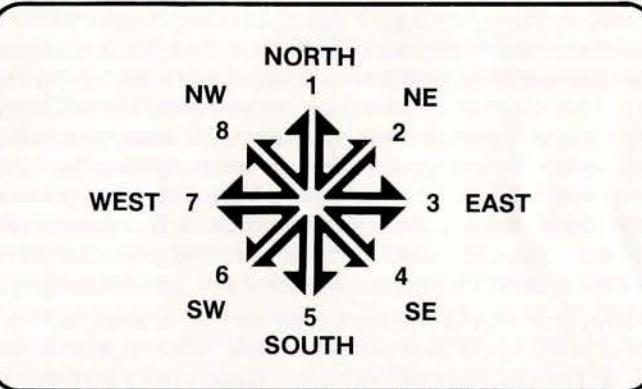
Note finally that flying for turn after turn in a straight line makes your course predictable and you extremely vulnerable to enemy fire. Flying in a zig-zag course—turning back and forth every other turn—makes you less likely to be spotted or fired on.

Either the Flight or Jump subsystem may become damaged in combat (see *DAMAGE & WOUNDS*). If that happens, you cannot use the damaged subsystem until you repair it (see "Repairing Systems" under **Special Commands**). If, for instance, your jump subsystem were damaged and you typed **J**, you would merely get the depressing message, JUMP DOWN, and you would, effectively, lose the turn. If you were flying when your flight system went down, so would you, without having to land via the **T** command. (While this method does not take a separate turn, it is not generally recommended.) To resume flight, you must repair the flight subsystem (using the **A** command) and then take off again (**T**).

Combat Commands

In a single turn, you may choose from three types of attacks—using the missile launcher (**M**), blaster (**B**), or powergun (**F**)—and three auxiliary Combat Commands—setting the powergun (**P**) or switching the force shield on low (**S**), high (**X**), or off. Except for **P**, any of these commands may temporarily be disabled if the corresponding subsystem is damaged during combat (see *DAMAGE & WOUNDS*). As always, none of the six commands should be followed by a carriage return (i.e., do **not** push the ENTER or RETURN key).

Launching a Missile (M). Missiles are the most powerful weapons at your command, and they are the only weapons which will affect an installation. Typing **M** is the first step in the three-phase sequence necessary to launch a missile. When you do this, the message AZIMUTH? will appear in the text display on the right-hand part of the screen. When this happens, enter the number (from 1 to 8) which corresponds to the direction in which you wish to launch the missile. The 8 possible directions—and the corresponding numbers—are shown below. (Note that these are the same eight directions toward which you may move or face.)



After you type this first number, a second prompting message (RANGE?) will appear. To prevent you from blowing yourself up, you are **not allowed** to fire your missiles at a range **less than** 11 spaces away from you. Typing the single digits 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0 (representing 10) will yield a range of 11 to 20 spaces, respectively (i.e., 10 plus the entered digit—counting 0, again, as 10). If, instead, you hold the SHIFT key down and, simultaneously, type a digit from 1 to 9, you will get a range of 21 to 29 spaces, respectively (i.e., 20 plus the entered digit). Thus, typing 1 means that the missile will go off 11 spaces (220 meters) away from you (in a direction determined by the previous digit typed—after AZIMUTH?). Typing a SHIFT 9 means the missile will explode 29 spaces (580 meters) away from you.

Although this entire procedure may seem confusing at first, you will find that with only a little practice it will become second nature. Also, since game time "stops" while you are "aiming," you can take your time and be certain you are entering the right numbers. However, remember that once you type **M** you must finish the missile-launching sequence before entering any other command.

When you launch a missile you will see an explosion on the screen where the missile landed. This will allow you to adjust your aim, if necessary, for the next missile. Because of range and direction limitations, you may have to maneuver your character to get a missile right on target. It may take several missiles to destroy an installation (especially a fort), while even a near miss will destroy most vehicles. It is even possible to destroy (accidentally or on purpose) an enemy unit you haven't spotted (one that is not in view on the screen) with a missile. If this happens, you will see a secondary explosion.

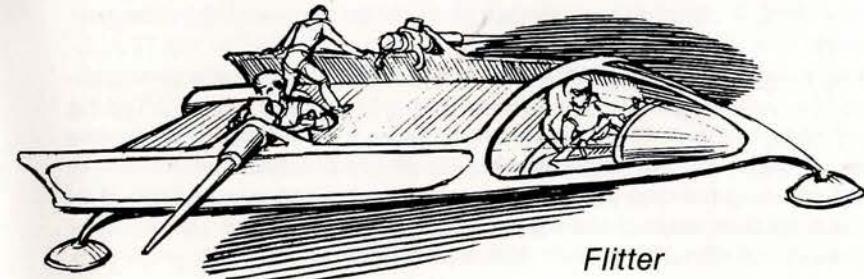
Firing the Blaster (B). To fire the blaster at an enemy unit, simply type **B**. Preliminary loading or aiming is not required, but the target must be visible on the turn you wish to fire. You can never fire the blaster at an installation, and, once you run out of charges, you cannot fire the blaster at anything. If you hit the enemy unit, the message WHAAM!! will be printed in the text portion of the screen.

Otherwise, YOU MISSED! will be displayed. If your blaster bolt destroys the unit, the message KA-BOOM!! will be displayed along with an explosion in the unit's (former) location. While a bolt from a standard blaster (the one supplied with the Ninja suit) will destroy most vehicles, a heavy tank or an infantry unit may survive two blasts. Most of the time, the triple bolts from a heavy blaster (carried on the Dragoon and Marauder suits) will take out anything. Despite its effectiveness, firing the noisy blaster will reveal your position and may bring you to the attention of additional enemy units.

Using the Powergun (F and P). Firing the powergun is much like firing the blaster, except that, instead of **B**, you type **F**, and a hit will be signaled by the message ZAP! Unlike either of the other two weapons, however, the powergun has no ammunition *per se*. Instead, the comparatively quiet powergun draws its charge from the powerpack and is useless when your energy supply is depleted (see ENERGY). Firing the standard-model powergun requires 8 units of energy; the more powerful heavy-duty powergun (carried only on the Dragoon suit) uses up 10 units of energy. Also unlike the other two weapons, the fifth beam is no more likely—or unlikely—to finish off an enemy unit than the first; the effects of the powergun are not cumulative. Finally, the powergun suffers from range attenuation: it is less likely to destroy an enemy unit at 800 meters than one at 100 meters. You can partially offset this by adjusting the powergun setting.

To change the setting, type **P**. When the message TO WHAT? appears, simply type the number (1–9) that corresponds to the estimated distance (in hundreds of meters) to the target. A setting of 3 optimizes the powergun for 300 meters (15 spaces); a setting of 7 is best for 700 meters (35 spaces). Your chances of destroying a unit are therefore dependent both on the distance of the enemy from you and on your accuracy in judging that distance. Generally, it is better to overestimate range than to underestimate it. Note that, unlike the missile launcher, the powergun does not have to be "aimed" every time you fire; however, the **P** command takes no game time: you can set the gun and fire in the same game turn.

The Shield (S and X). The shield is an invisible, protective force field that substantially reduces the damage you would otherwise



sustain from enemy attacks. It does not, however, make you invulnerable. To switch the shield on (to LOW), type **S**. This requires a full turn, but the shield will then remain on for subsequent turns until you switch it off. When the shield is on (either LOW or XTRA), typing **S** will switch it off again. If your suit is equipped with a heavy-duty shield (as are the Dragoon and the Marauder), you can get an extra measure of protection by switching the shield onto high (XTRA). To do this, type **X**. (This can be done whether the shield is off or on LOW.) Typing **X** when the shield is on XTRA returns it to LOW. A shield drains 1 unit of energy from the powerpack every turn it is on LOW and 2 units of energy each turn it is on XTRA. Note that you cannot use the **X** command with the Ninja suit, since it does not have a heavy-duty shield.

Special Commands

The eight Special Commands range from hiding to repairing your subsystems. These commands are summarized in Table 3 and described in the following paragraphs. None of them needs to be followed by the ENTER or RETURN key.

Infravisibility (I). The Ninja suit (only) is equipped with an infravisibility device that can substantially reduce the wearer's chances of being sighted or hit. Except for the letter used, switching the infravisibility system on or off is just like turning the force shield on or off: just type **I**. (You will notice a difference in your character's representation on the screen when the infravisibility system is on.) Typing **I** while the system is on will turn it off. The infravisibility device drains 4 units of energy from the powerpack every turn it is on.

Decoys (D). The Marauder suit (only) is equipped with three decoys—insubstantial lookalikes that can act to draw enemy fire away from the "real you" for a turn or two. To release such a decoy, type **D**, and a duplicate figure will appear on the screen. Note that the enemy will not be fooled by a decoy for very long, and an enemy unit very close to you may simply ignore a decoy. You can only use the **D** command three times in a game.

Hiding (H). This command simulates crouching behind a boulder, hiding behind a tree, or diving for cover into the bushes. It is effective in reducing your chances of being spotted or hit, but, like the **I** and **D** commands, it does not guarantee you will not be seen. To hide, just type **H**.

The Emissions Sensor (E). The **E** command is actually two commands in one, depending on which scenario you are playing. Typing **E** in Scenario One will tell you whether there is an installation of some type in each of the eight square kilometers adjacent (including diagonally) to the one you're in (the area on the screen). In Line 11 of the text display, each of the eight directions (NORTH, NE, EAST, etc.) will flash briefly along with the word YES or NO. For example,

NORTH: YES means there is an installation somewhere in the area directly north; if you moved off the top of the screen, you would see it.

In Scenario Two, typing **E** will give you an approximate bearing (in degrees) on the location of the military governor and his staff. Due north (the top of the screen) corresponds to 0° or 360°; 90° is east (to the right); 180° is south (toward the bottom of the screen); and 270° is west (to the left). Thus the message, BRNG: 311, would mean that the installation the governor was in at that moment was roughly northwest of your present position, although the location could be 50 or 5000 meters away. (The compass rose printed on the map card will help you interpret the bearing and locate the proper installation.) Keep in mind that the bearing is only approximate and that occasionally you will be unable to get a reading, in which case you will see the message NO SIGNAL. If you get NO SIGNAL consistently, you have probably succeeded in destroying the correct installation—and the tyrannical governor.

In either scenario, using the sensor takes 1 unit of energy from the powerpack. If the sensor is damaged in combat, you will get no results from the **E** command until you repair the sensor (via the **A** command).

Observing Installations (O). To identify the type of installation on the screen, or to tell if you have succeeded in destroying an installation, use the **O** command. If you fail to observe the necessary details—because of obscuring cover, distance, or just bad luck—you will get the message, NOTHING. Move closer, take off, or simply try again. (It is easier—but more dangerous—to observe an installation from the air.) If you are successful, and the installation is still functioning, you will get one of three messages: FORT, MILITARY, or CIVILIAN. While a FORT has a distinctive shape (and thus shouldn't require the **O** command to identify it), it is important to distinguish MILITARY from CIVILIAN installations (which *do* look alike), since you gain points for destroying a MILITARY installation and lose (more) points for blowing up a CIVILIAN one. A message of DESTROYED means that you can put away your missile launcher for a while.

Checking Subsystem Status (C). If you are not sure which of your subsystems (if any) have been damaged and which are still functional, type **C**. The subsystems will briefly display in the following order: MEDICAL, FLIGHT, LAUNCHER, SHIELD, POWERGUN, BLASTER, SENSOR, JUMP. (These are the **only** subsystems that can be damaged.) Next to each name will appear either UP (functional) or DOWN (damaged, not functioning). If a subsystem is DOWN, the associated command(s) is (are) inoperable. For example, neither the **S** nor the **X** command will do you any good if your SHIELD is DOWN.

Repairing Subsystems (A). You may attempt to repair any subsystem that sustains damage in combat (see DAMAGE & WOUNDS) by typing **A**. Activating the auto-repair circuits in your suit gives you

a chance to repair **one** damaged subsystem (per turn of use). The **A** command uses 1 unit of energy from the powerpack every time it is used—even if nothing is repaired. If more than one subsystem is damaged, you cannot predict or control which one will be fixed first, although continued use of the **A** command will eventually repair them all. When, as a result of the **A** command, a subsystem becomes operational again, an appropriate message will appear briefly: e.g., SENSOR UP.

Checking Current Score (W). To see how high your score is at any point in the game, type **W**. This takes no game time and does not count as a turn. Note that if you waste too much time after RECALL!—or get killed—your final score **may be lower** than this running score.

ENERGY

Much of your equipment—the powergun, shield, emissions sensor, and the jump, infravisibility, and auto-repair systems—is powered by the energy stored in your powerpack. Using that equipment subtracts from that energy supply. The **E** (emissions sensor) and **A** (auto-repair) commands drain one energy unit from the powerpack each time they are used. The **J** (jump) command uses 2 units of energy. The **P** (powergun setting) command takes no energy, but **firing** the powergun (**F**) subtracts 8 units of energy (10 if it is the heavy-duty powergun). The shield commands (**S** and **X**) do not directly take energy, but the force shield itself uses up 1 unit of energy every turn it is on LOW and 2 units of energy every turn it is on XTRA. Similarly, the **I** (infravisibility) command takes no energy *per se*, but keeping the infravisibility system **on** drains 4 units of energy per turn.

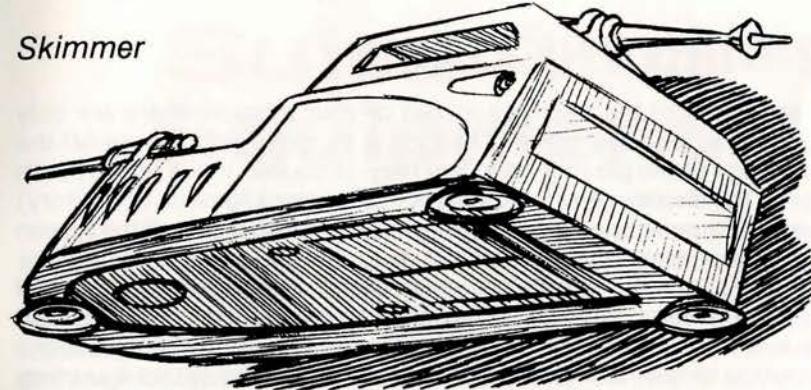
The computer keeps track of and displays next to ENERGY the amount of energy *left* in the powerpack. Unlike WOUNDS, this figure is not a percentage; it is the absolute number of energy units remaining. For example, if the display reads

ENERGY: 25

you have only 25 units of energy left, and your powerpack is nearly depleted.

You cannot use more energy than you have available, and when your powerpack is empty (ENERGY: 0), you can no longer use the **J**, **F**, **S**, **X**, **I**, **E**, and **A** commands. (In fact, you may have trouble squeezing the final erg—the last point of energy—out of the powerpack.) If the shield or the infravisibility system is on, it will automatically cut off. Furthermore, unlike wounds or subsystem damage, there is no way to recharge the powerpack (to increase the number next to ENERGY). However, even with a depleted powerpack, you can still move, fly, launch missiles, fire your blaster, use most of the Special Commands, and be healed by the medical subsystem.

Skimmer



DAMAGE AND WOUNDS

Whenever you are attacked by the guns of installations or enemy units, there is a chance—even if your force shield is on—that you will be wounded and/or that one or more of your subsystems will be damaged. The big guns of a fort or heavy tank will tend to do substantially greater damage than the light guns of a civilian installation. The computer keeps track of and displays next to WOUNDS the percentage of damage you (not your subsystems) have taken. For example, if the display reads

WOUNDS: 10%

you are still relatively healthy, because only 10% of you has been wounded. (If you have played some of our other games you should be aware that this display system is the **reverse** of the one used in *Rescue at Rigel* and our previous DUNJONQUEST games.)

Initial damage to a subsystem will be displayed briefly at the time it occurs. For example, BLASTER DOWN means that your blaster has just taken damage and is now inoperable until it is repaired. Since you may not always notice these messages when they occur (particularly if more than one subsystem is damaged in the same turn), you can always check to see which subsystems are still functioning by using the **C** command. Note that, in subsequent rounds of combat, a damaged subsystem may suffer **additional** damage, which will not be separately displayed, but which will make it increasingly difficult to repair.

You may attempt to repair subsystem damage by using the **A** command. Your wounds are healed, automatically but gradually, by the medical subsystem—as long as it is working. (MEDICAL DOWN usually occasions some fast **A** commands.) There is no separate “healing” command; nor does the healing process prevent you from using other commands in a normal fashion.

You can continue to function more-or-less normally until your WOUNDS rating reaches or exceeds 100%. At that point, you are dead, and your mission is over.

ENDING THE GAME

Regardless of the relative success of your mission, there are only two ways to end the game. The first is to move your figure off the south edge of the playing area. You may, of course, move off the south edge of the **display** (that is, of a particular square kilometer of territory) at various times during the game—just as you can move off the screen in any other direction. However, if you cross the southern boundary of the playing area—the bottom edge of the screen **where you started** or of any other area even (horizontally) with it—the game ends. (If this is confusing, a look at the map card should make it clearer.) Once you exit in this fashion, you cannot re-enter without starting over.

If you do get out alive, you will be rewarded with the message, **SAFE RECOVERY**. The more common method of ending the game, alas, is involuntary: you will get killed. If this happens, you will be informed, **MISSION TERMINATED DUE TO DEATH OF OPERATIVE**.

In either case, your score and the length of the game will be displayed. (Although you cannot add to your score or continue the game, you can begin a new game simply by typing RUN and hitting the ENTER/RETURN key.)

Scoring

Since Scenario One is a diversionary mission, scoring in it depends on how far north you penetrate; how many forts, military installations, and enemy units you destroy; and how often you are spotted. Remember, however, that you **lose** points for blowing up a civilian installation—more, in fact than you gain for destroying a military one. There is a bonus for getting out alive and a second bonus for leaving after the RECALL sounds. If you dally for too long after RECALL!, your score will decrease, since you are putting at risk your rescue ship and your fellow Furies.

Scoring in Scenario Two is highly dependent on eliminating the military governor. You get considerably fewer points for the sheer destruction of enemy units, and if you fail to find and destroy the governor, your score will not be high. Time is important: your bonus for successfully completing your mission (even if you don't make it back to your recovery point—although doing so will raise your score) decreases steadily after twenty minutes.

On average, scoring for the two scenarios should be roughly comparable. In either case, playing on higher levels of difficulty increases your possible score, although you may actually get fewer points because of the greater dangers involved. For your first few missions, you can expect scores in the range of 100–300 points. With practice, you may exceed 1000 points. We are still waiting for the first player to break 2000.

Suits And Equipment

The suits of powered armor worn by the Furies are something of a cross between a spacesuit and the plate armor of a medieval knight. Far more elaborate and efficient than the ineffective stuff worn by the Empire's storm troopers in **Star Wars**, these suits more closely resemble the equipment described in books like Robert A. Heinlein's **Starship Troopers** and Joe Haldeman's **The Forever War**. Armed, armored, and self-contained, the Furies' energized suits give an individual combatant something more than the mobility of a helicopter and the compact power of a tank.

STANDARD SUITS

The specifications for the three standard suit types—the Dragoon, the Marauder, and the Ninja—are given in the table below.

Table 4. Standard Suit Specifications

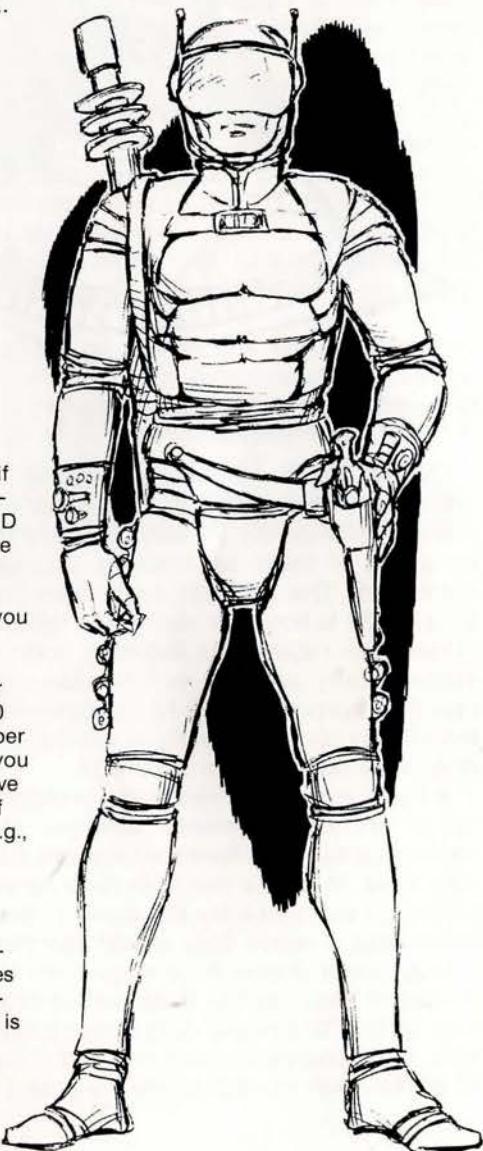
	Dragoon	Marauder	Ninja
Medical Subsystem	Yes	Yes	Yes
Emissions Sensor	Yes	Yes	Yes
Jump Capacity	Yes	Yes	Yes
Flight Speed	240m/turn	300m/turn	300m/turn
Armor	Heavy	Standard	Standard
Shield	Heavy Duty	Heavy Duty	Standard
Infravisibility	No	No	Yes
Decoys	0	3	0
Missile Launcher	Yes	Yes	Yes
Blaster	Heavy Duty	Heavy Duty	Standard
Powergun	Heavy Duty	Standard	Standard
Missiles	30	25	22
Blaster Charges	30	30	12
Energy	300	400	500

CUSTOM SUITS (DISK VERSIONS ONLY)

Table 5. Custom Suit Options

Question	Responses	Cost
DO YOU WANT THE MEDICAL SUBSYSTEM?	Y or N	200
DO YOU WANT THE FLIGHT SUBSYSTEM?	Y or N	200
DO YOU WANT THE LAUNCHER SUBSYSTEM?	Y or N	200
DO YOU WANT THE SHIELD SUBSYSTEM?	Y or N	200
*DO YOU WANT THE HEAVY DUTY KIND?	Y or N	100
DO YOU WANT THE POWERGUN SUBSYSTEM?	Y or N	100
*DO YOU WANT THE HEAVY DUTY KIND?	Y or N	50
DO YOU WANT THE BLASTER SUBSYSTEM?	Y or N	150
*DO YOU WANT THE HEAVY DUTY KIND?	Y or N	***
DO YOU WANT THE SENSOR SUBSYSTEM?	Y or N	100
DO YOU WANT THE JUMP SUBSYSTEM?	Y or N	100
DO YOU WANT HEAVY ARMOR?	Y or N	***
DO YOU WANT DECOYS?	Y or N	50
DO YOU WANT INFRA-VISIBILITY?	Y or N	200
**HOW MANY MISSILES DO YOU WANT?	2 digits	20 each
**HOW MANY BLASTER CHARGES DO YOU WANT?	2 digits	5 each

On disk versions (*only*) of **Star Warrior**, you are offered the option of constructing a customized suit instead of taking one of the three standard suits described above. If you select this option, you will be given a "credit" of 2500 points with which to "buy" subsystems and supplies. Table 5 below lists the questions you will be asked, the possible responses you can give (none of which require the use of the ENTER/RETURN key), and the cost of taking each item. Important: there is no separate question for energy; the number of points you have left at the end of the questions will be the amount of energy in your powerpack.

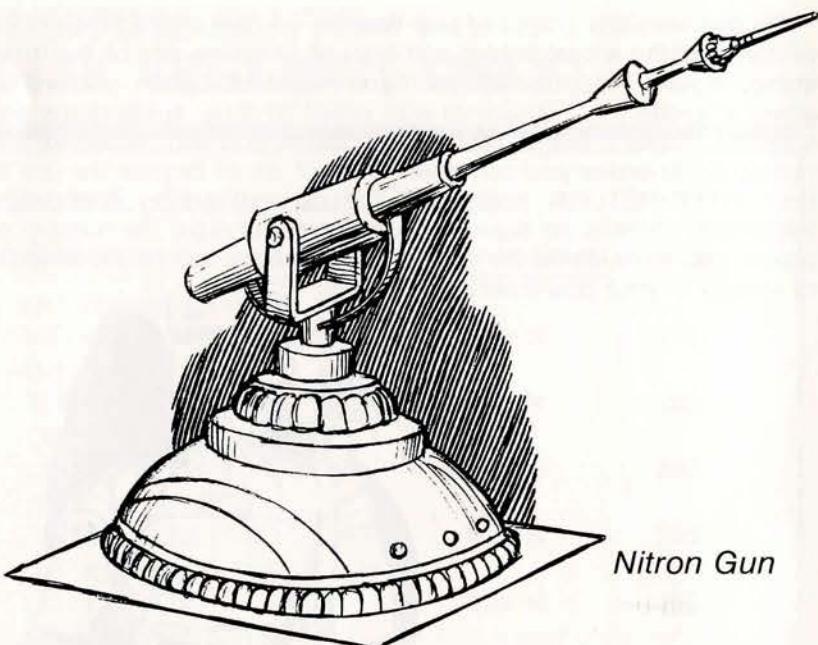


Key:

* These questions are asked only if you answered Y to the directly preceding question. The cost of the HD kind is in addition to the cost of the standard item.

** These questions appear only if you have "purchased" the appropriate subsystems. In each case, the response must be a two-digit number (e.g., 15); if you want fewer than 10 missiles or charges, enter the number you want preceded by a 0 (e.g., if you want 5 missiles, type 05). If you have a heavy duty blaster, the number of charges should be divisible by 3 (e.g., 12, 15, 18, etc.).

*** There is no additional cost for these items *per se*. The real cost of the HD blaster is the greater ammunition expenditure (three charges per firing instead of just one); similarly, the "cost" of the heavy armor is the reduced flight speed that goes along with it (12 spaces per turn instead of 15).



Nitron Gun

THE EQUIPMENT

Decoys and the flight, sensor, jump, and infravisibility subsystems are described in detail in the sections on the **D**, **T**, **E**, **J**, and **I** commands, respectively. Remember that if the suit you are using does not have one of those subsystems, you **cannot** use the corresponding command. The medical subsystem (described under DAMAGE & WOUNDS) is the only method in the game of healing your wounds; rather than requiring a separate command, it performs its function automatically, as long as it is working. The powerpack, which, for practical purposes, may be considered a giant battery that provides the energy for the powergun, shield, and certain other equipment, is described above under ENERGY.

A suit's armor provides some protection whether the force shield is on or off. The difference between standard and heavy armor is analogous to the difference between a standard shield and the heavy duty kind. In fact, a suit with heavy armor and a standard shield (on LOW) provides exactly the same protection as a suit with standard armor and a heavy duty shield switched to XTRA. Unlike the force shield, armor drains no energy from the powerpack, but the added weight of heavy armor does reduce flight speed (from 15 spaces per turn to 12). The heavy duty shield offers flexibility as well as protection, since you can have it on LOW (or even off) normally and switch to XTRA (with its higher energy drain) only when necessary.

The three weapons are quite different. The small missiles fired by the Cyclops missile launcher (a descendant of the bazooka of World War II) do far more damage than either of the two guns and are the only things that will affect installations. However, launching them requires precision of aim and placement, and, although they affect everything in a large area, their damage falls off sharply from the point of impact.

Blasters are effective against all mobile units; do not have to be aimed; and do not suffer from range attenuation (except that they miss more often at long range). The standard Colt & Remington "Thunderbolt" Mark III handblaster expends a single charge in one powerful blast, while the two-handed heavy duty Mark IV fires a burst of three charges, each doing slightly less damage (on average) than the standard blast. With a single shot from the handblaster, it is difficult to destroy a heavy tank and impossible to take out an infantry platoon, although two or three blasts will *always* do the job. While the heavy duty Mark IV is more expensive to use, its triple bolts will normally destroy anything but an installation. Against lesser units, it provides no more than an extra margin of safety against the occasional miss at long range. Unfortunately, all blasters are noisy and attention-getting.

The Larcher powerguns carried by the Furies require frequent adjustment (the **P** command) and are less effective at long range (especially against tanks and infantry); however, they are quiet, very powerful at close range, and can be fired far more often than blasters. At most ranges, the longer-barreled Larcher "HD" is slightly more likely to destroy the target unit than is the lighter standard model; however, it also drains 10 units of energy from the powerpack per firing instead of 8.

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