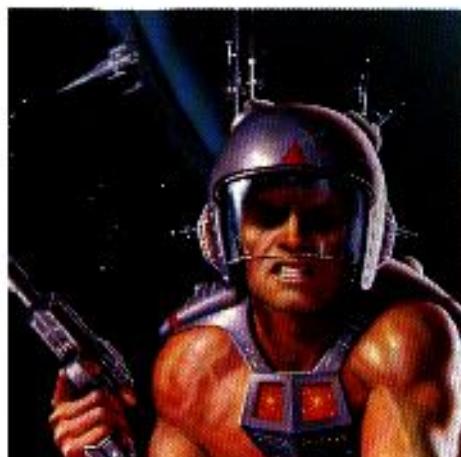


Compuserve
Compuserve

MEGAWARS I **The Galactic Conflict**

Commander's Manual



Contents

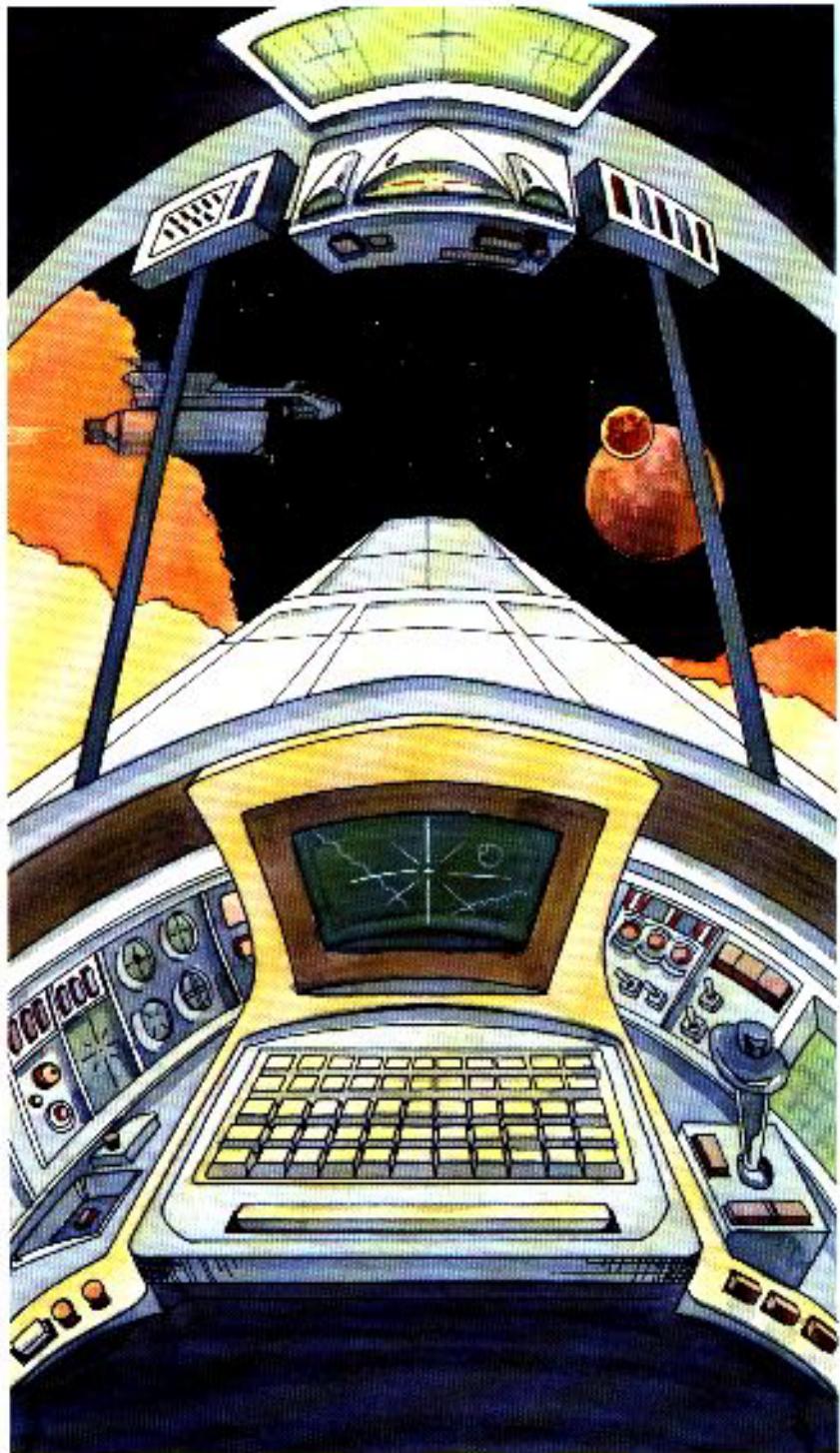
13	Introduction
19	Ships
20	Ship Names
20	Ship Devices
21	Ship Condition Report
23	The Enemies List
25	Entering Megawars
27	Leaving the Game
29	Communications
29	Specifying Coordinates
	Absolute Coordinates
	Relative Coordinates
30	Computed Coordinates
30	Output
31	Setting Your Comp Input/Output Formats
31	Coordinate Input
32	Coordinate Output
32	Prompting
32	Output
32	Scans
33	Changing your Name
33	Changing Ships
33	Radicng
35	Looking Around
35	Scanning the Immediate Area
37	Short Range Scan
37	Finding Out What's Out There
39	Ship Damage and Repair
39	Damages to your Ship's Devices
39	Repairing Ship Devices
41	Total Ship Status
41	Docking your Ship for Repairs
43	Moving Your Ship
43	Warp Engines
43	Impulse Engines
45	Deflector Shields
45	Using a Stargate
47	Attacking
47	Firing Your Phasers
48	Firing Your Torpedoes
51	Dropping a Mine
53	Capturing a Planet
53	Building a Captured Planet

55	Helping a Teammate
55	Transferring Energy
55	Towing
57	Getting Other Useful Information
57	Score
57	Who is in the Game
58	Help
58	Honor Roll
58	News
58	Time
59	Commands that Take Real Time
61	Some Tips for Better Battling
62	Cadets Strategy
63	The Void
65	Appendix A
65	Ship Types
67	Energy Consumption Table
69	Appendix B
69	Glossary of Terms
73	Appendix C
73	Quick Reference Command Summary
77	Keyword Table
77	Stacked Commands on a Line
77	Special Character Keys

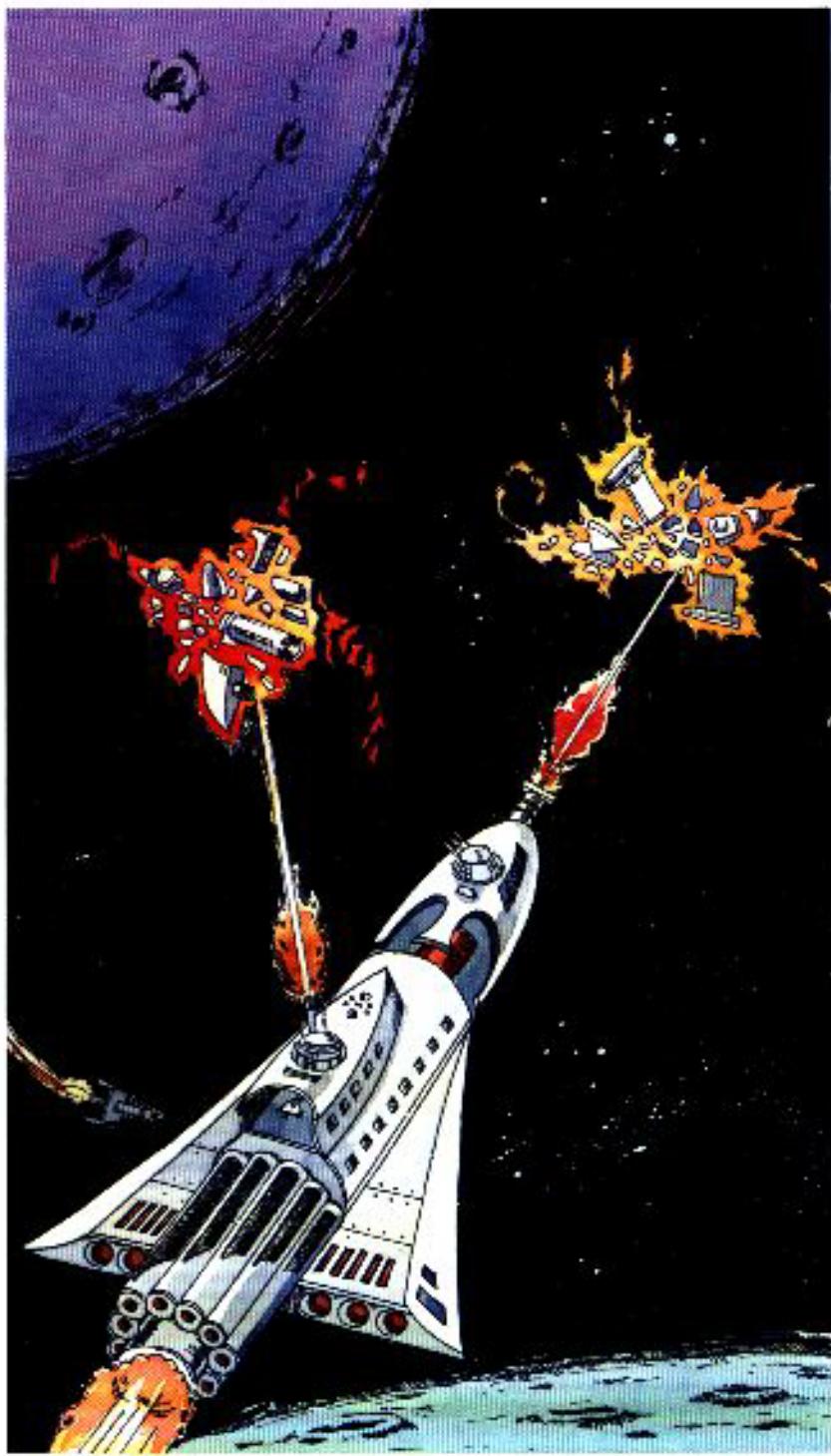
Disclaimer

CompuServe does not guarantee the accuracy, sufficiency, or suitability of the software delivered herewith. Customer shall inspect and test such software and other materials to its satisfaction before using them with important data.

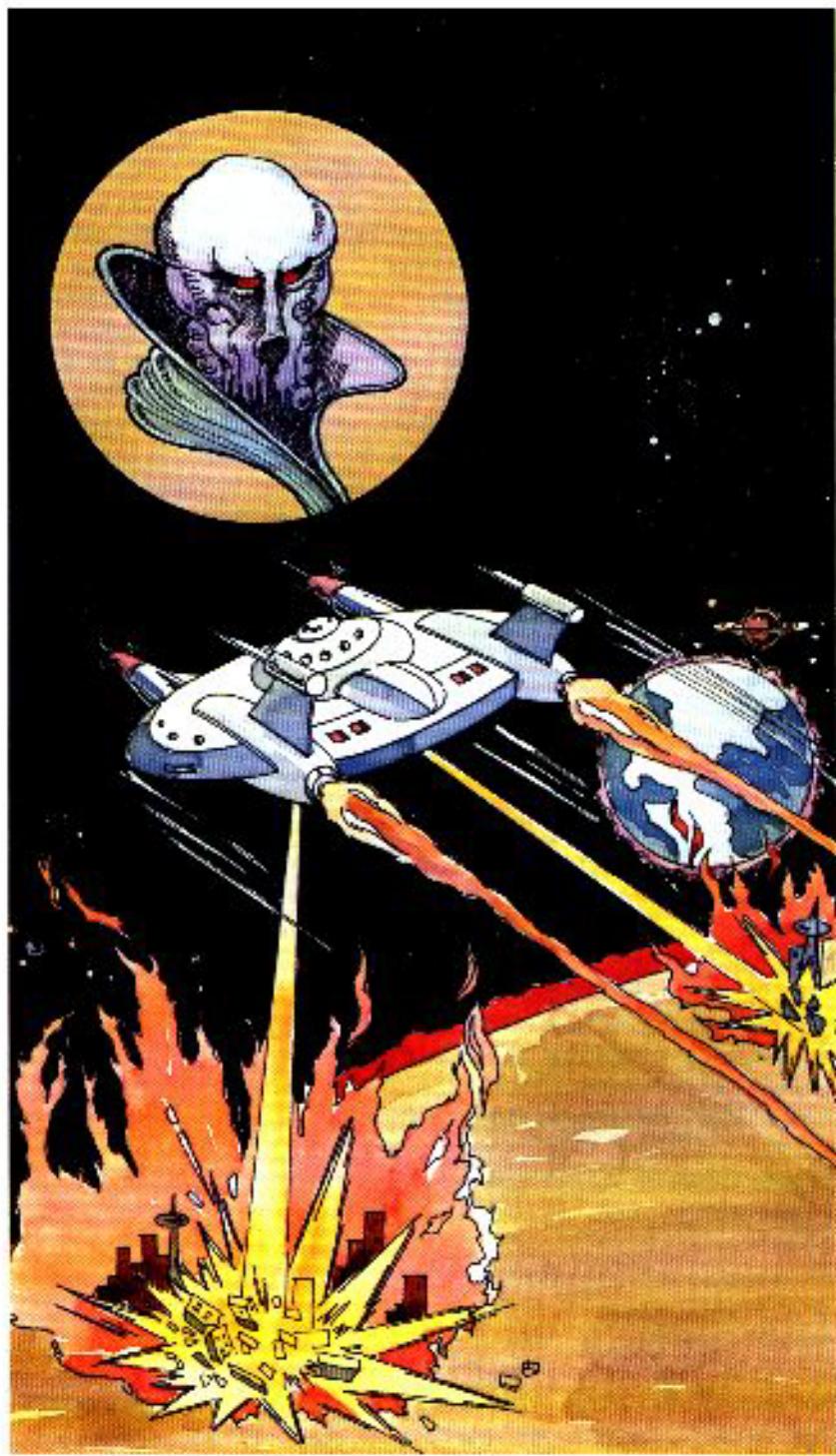
There are no warranties, expressed or implied, including those of merchantability and fitness for a particular purpose, concerning the software and other materials delivered herewith.



From the dark sister of Algol they came — unprovoked and undaunted in their determination to conquer, enslave and rule. From Algol they attacked and enslaved Perseus, conquered Capella and swept through Andromeda before we saw them. That was 700 years ago. MegaWars began without warning — without any regard for peace or civilization — when they belittled Algol. For 700 years the Kryons have now exported their culture of slavery and dictatorship; and for 700 years we Colonists of the Galaxy have fought and repelled their every thrust.



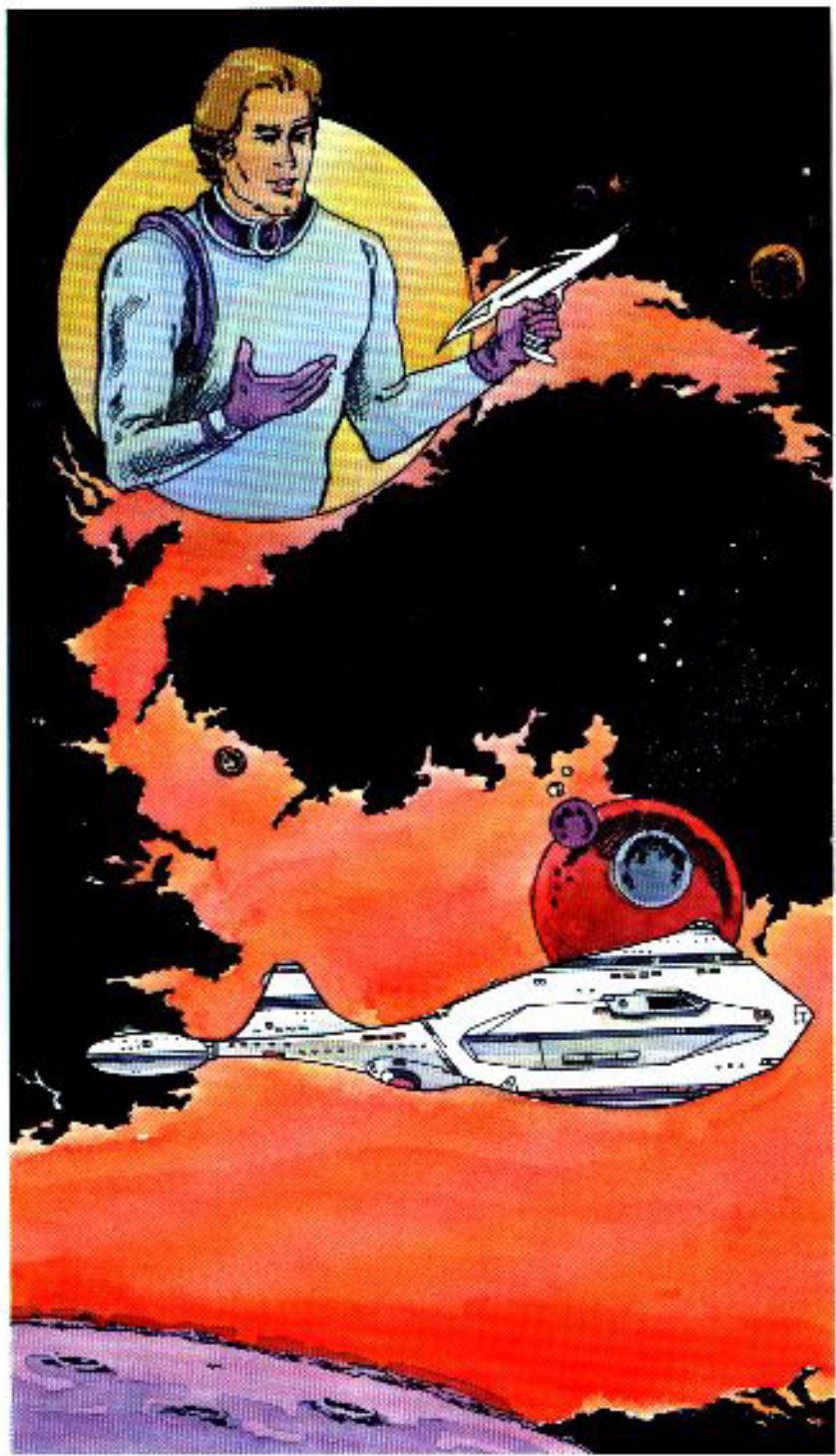
Some say that they came from the Great Void expelled and chased by the Acherons, an enemy more powerful than even the Kryons dare be. Like the wandering River Styx, the Acherons seek out all matter in their path and empty it into the Great Void. And so MegaWars continues; not with one enemy but with two! The Kryons seek to conquer and enslave all civilizations, but the Acheron, who abhor the very existence of matter, now wander, annihilating all life, friend or foe, atomizing all matter in their path, and attempting to erase not only our universe but our very souls. So be it. We Colonists will fight to the last soul.



Cestus was a ninth generation Colonist. Born on the space frigate Nimrod and weaned on the Command Instrument Screen, Cestus knew MegaWars well. His father died twelve years ago in the demise of Altair and it was only by ransom that Altair was reclaimed. Now at the helm of his own star frigate, Cestus sought not only adventure, but revenge. His father commanded the Nimrod on its last encounter. The Nimrod, shields weakened, but winning the battle against a Kryon starcruiser, was blitzed from behind by a cloaked Acheron. His father tried to abort his previously stacked phaser commands and transfer more shield energy aft; but he was too late; the Acheron's greatest weapon was that cloaking device. The Nimrod, a captain and a crew of 12,000 were lost in the Great Void. Cestus vowed at the Fleet Academy, "Death to the Acheron and to the Kryon Empire — or be it mine".

Cestus pulled his battle seat closer to his Command Instrument Screen as he responded to the ship's now familiar interrogation of "ID:" and "Password:". He waited as the current news and updates moved across the screen and then he typed "Go QAM209" into his console. Immediately CompuServe displayed "Request Recorded" as it began transferring control to the frigate's battle computer. Cestus pulled his chair even closer and flexed his fingers as he waited for the transfer to be complete. "Time is relative", he mused. "It's amazing how long ten seconds appears to be when you have a 'quest' to fulfill." "How many missions has it been now?", he asked himself as he mechanically responded to the battle computer's preliminary interrogations. "Fifty-nine? Sixty?" It didn't matter anymore. Cestus knew he could not leave his frigate now; he had a vow to keep, a nation to avenge and, whatever the cost, the Colonist Coalition to champion.

Cestus felt his shoulders press firmly against the ribs of his battle chair as his ship lunged forward into warp drive. "Concentrate now, this time — yes, this time — I will be ready. Merlyn and Ninja and KYBD are clever enemies, but this time — yes, this time — it will be their starcruisers that whimper across the stars!"



Kryon Cadets In The Ready Room

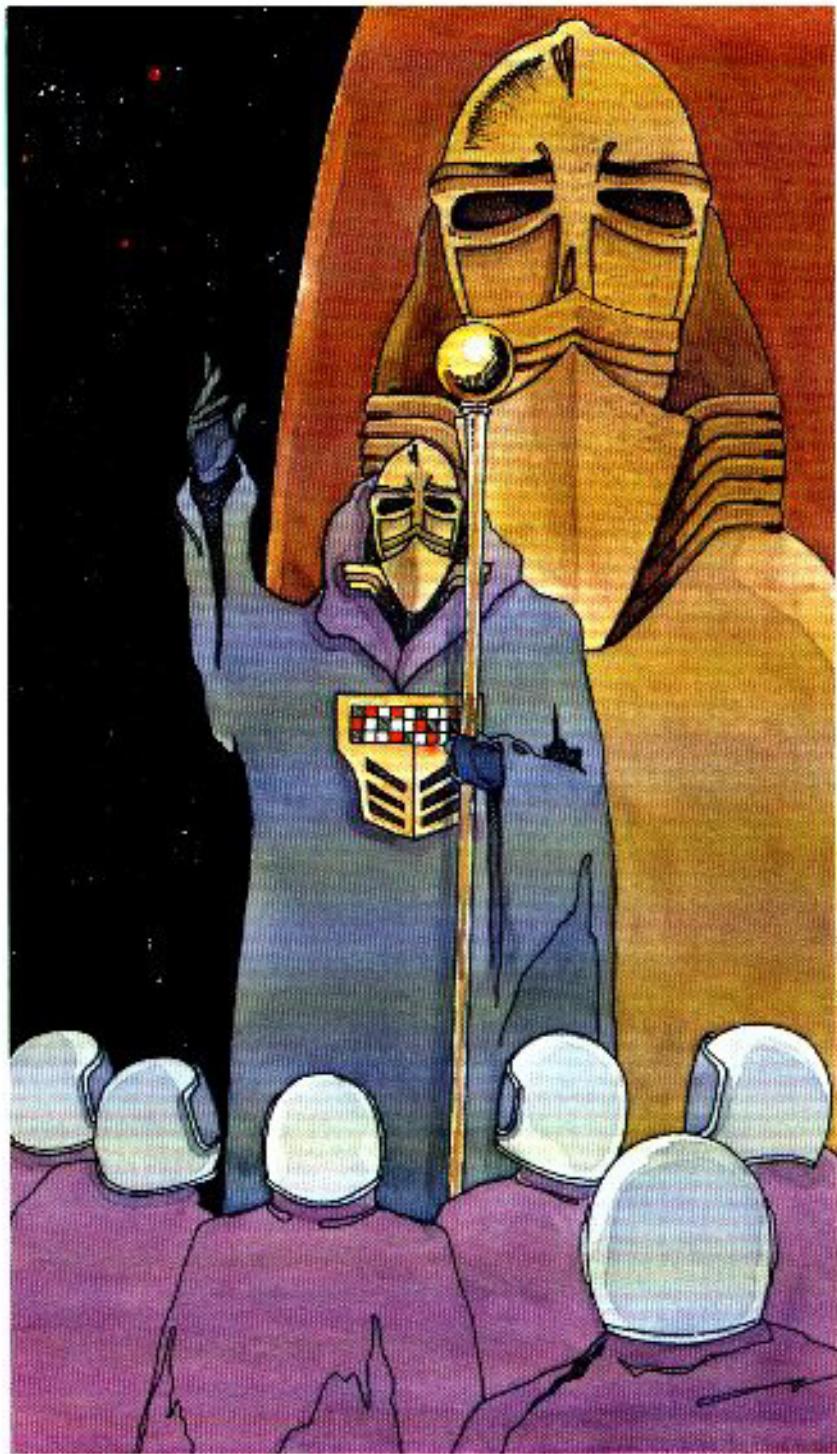
Listen up, you simpering greenhorns of the galaxy!
Close ranks and button your lips.

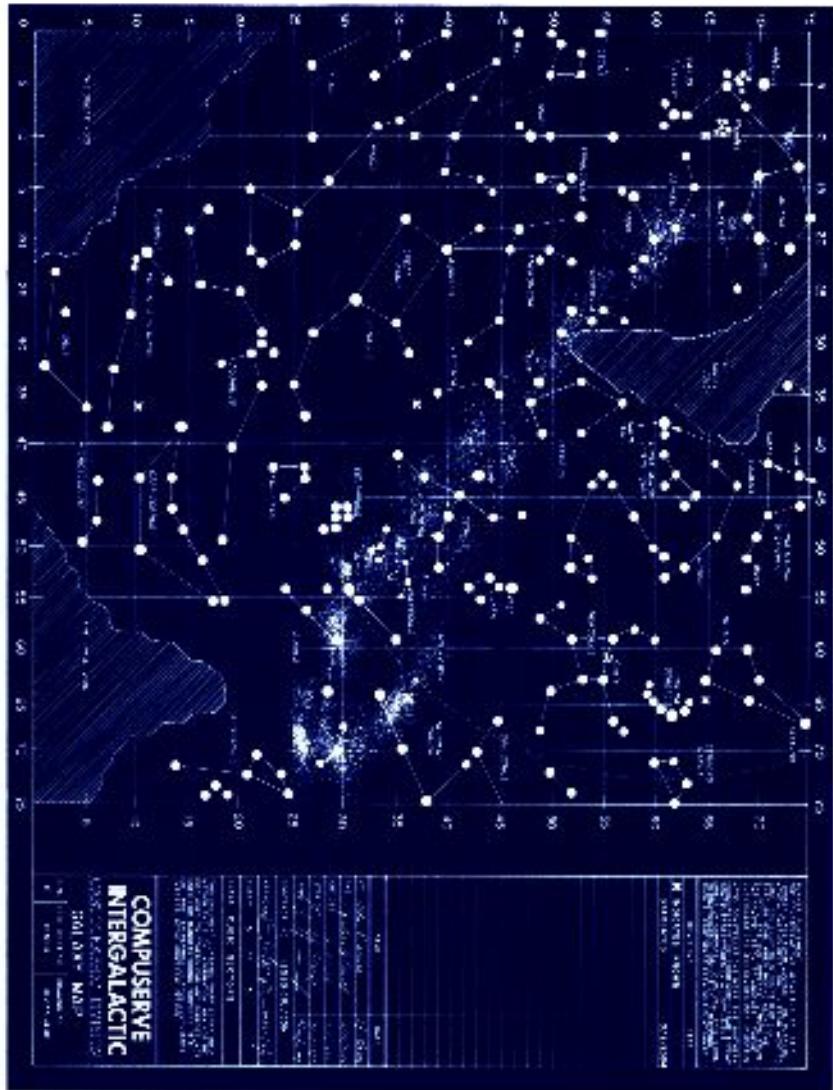
You have been privileged to join the most elite of
space forces — the mighty Kryon Empire!

Over the next few stardates, you will learn how to
operate your highly sophisticated trainer-class fighter. You
will seek out planets, grind them down and claim them in
the name of the Empire! You will help your fellow warriors
to crush the enemy!

You will forfeit your life, the lives of your crew and your
ship if necessary for our Sacred Cause! Do your job well
and you will be eligible for promotion quickly.

Go now! Death to the Colonist dogs!





To order a full sized 32" x 24" blueprint of this drawing, access the CompuServe Consumer Information Service and select "Order Products" under the User Information Menu.

Introduction

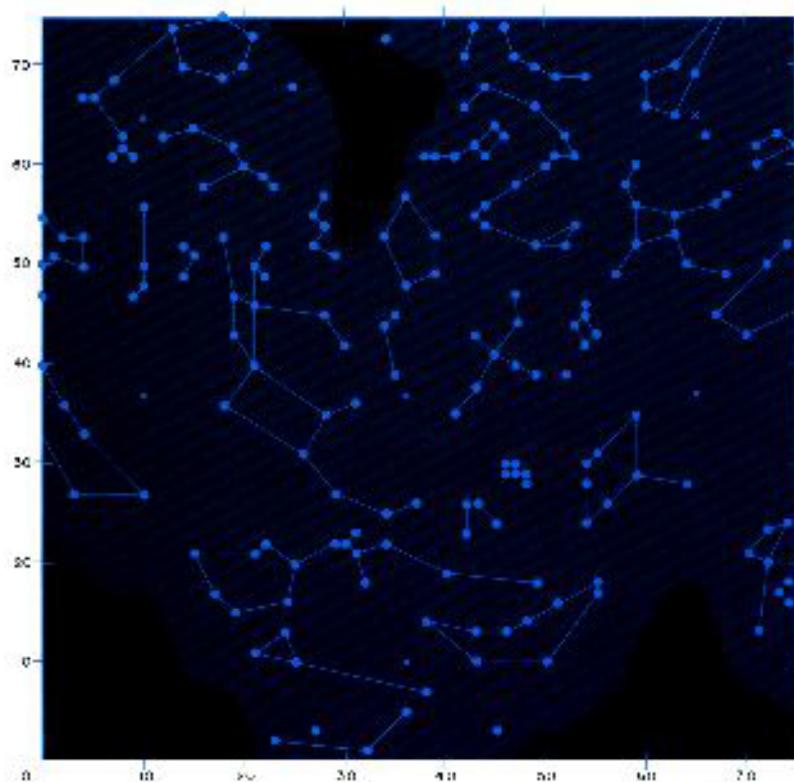
MEGAWARS is a real-time space battle, waged by one to ten players. The object of the game is to destroy the enemy's ships and bases and to capture planets and huge starbases on them — all before the enemy can do the same thing to you!

Other things in the game that can be a threat to both sides are Acherons and black holes. Acherons live unseen in The Void and dart out to try to destroy you.

Each MEGAWARS player commands a spacecraft from his/her own personal computer or terminal. Players may enter and leave a game at any time.

The two main opposing forces in a MEGAWARS game are the Coalition and the Kryon Empire. When you first enter a game, you choose which side you wish to play on. There can be as many as five players on each side.

There are four MEGAWARS games which you can choose from. Games 1 through 3 use a standard galaxy map, shown below.



Game 4 uses a totally random map (which means that you never know where black holes or The Void may be located).

The distance between each two dots, vertically, horizontally or diagonally, is called a SECTOR. Your ship moves so many sectors at a time, and your weaponry has a range of so many sectors (see the section on Specifying Coordinates).

Everything that you do at your spacecraft computer takes time, measured in STARDATES. A stardate is equivalent to anything you enter at your computer that is followed by an [ENTER] key or an [ESCAPE].

Some game activity is dependent upon the stardate (for example, if the support on your ship becomes inoperative, your ship must repair the damage or dock at a friendly base or planet within 5 stardates or you and your crew will die).

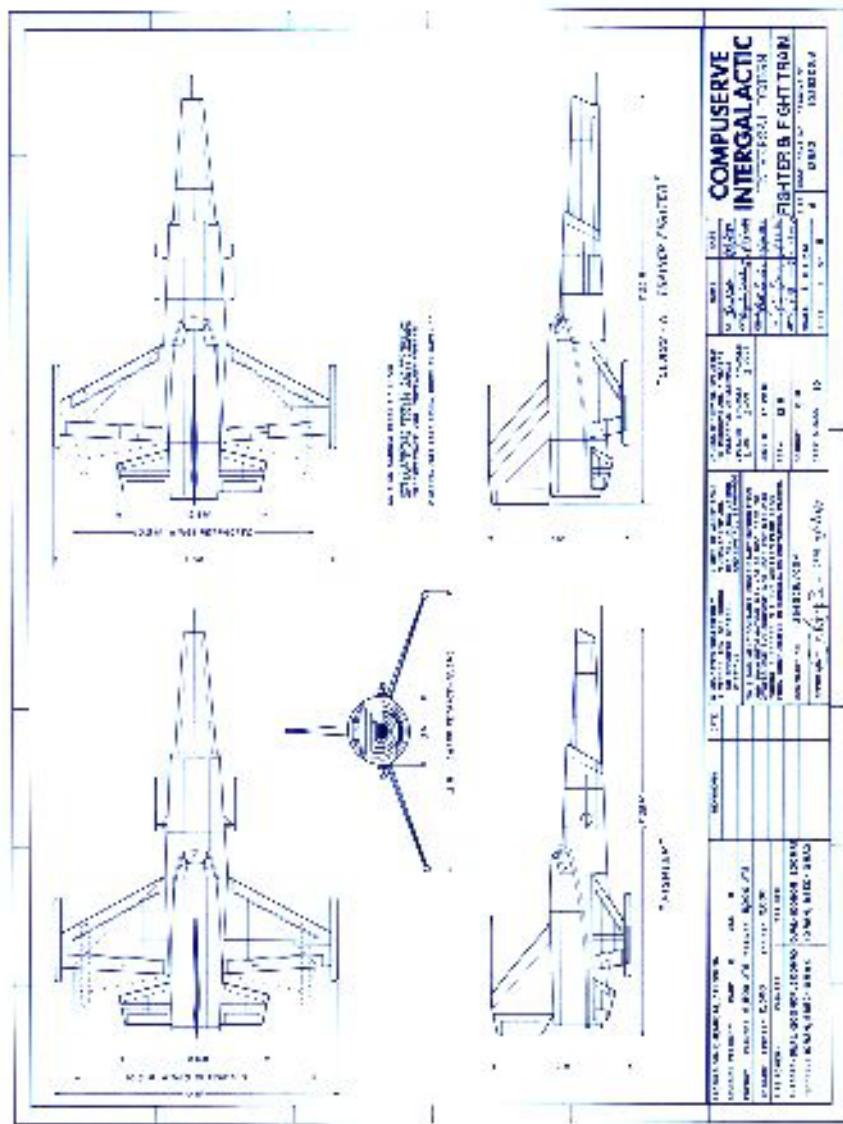
There are 4 ranks of players in Megawars:

Cadet is a beginning player. All MEGAWARS players start as cadets, and are assigned automatically to a trainer-class fighter. After a cadet has earned a cumulative score of at least 10,000 points, he/she is promoted automatically to Lieutenant upon entry to the next game.

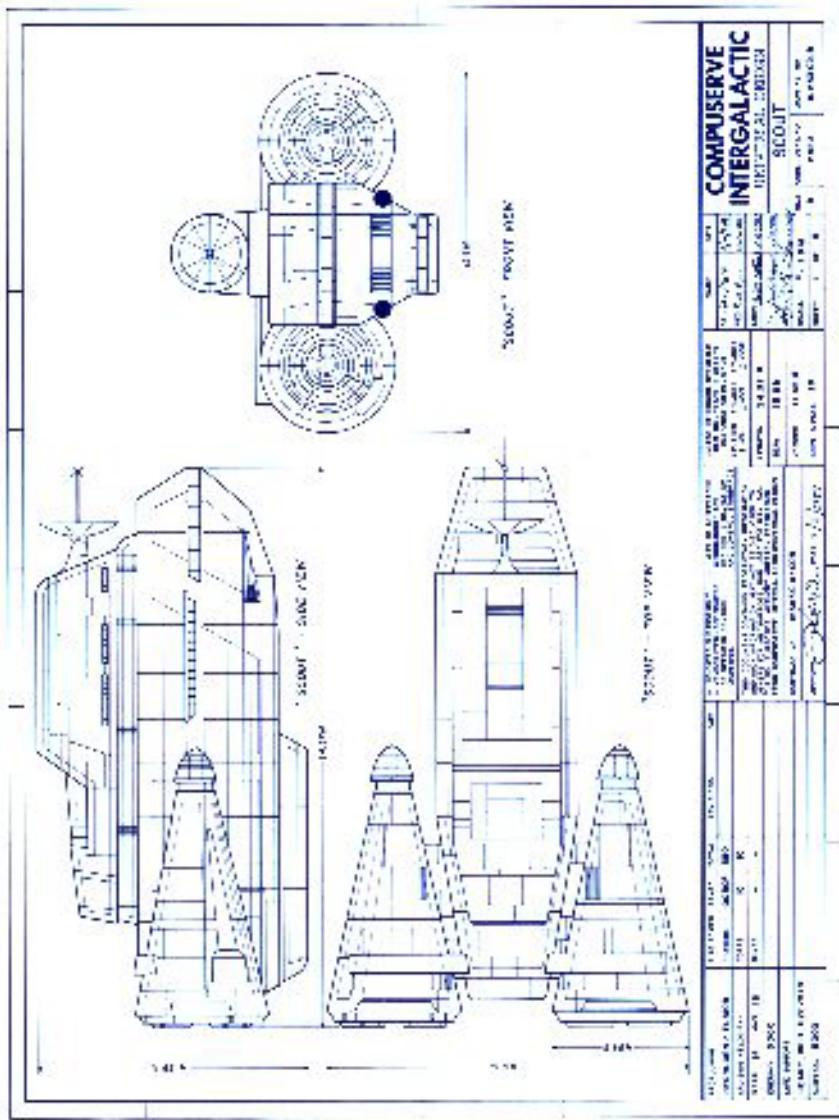
Lieutenant is an intermediate player who may command either a Scout or a fully operational fighter. A cumulative score of at least 100,000 points promotes the Lieutenant to Captain.

Captain is an advanced player who can command a scout, a fighter or a miner. After a Captain has earned at least 500,000 cumulative points, he/she is promoted to Admiral.

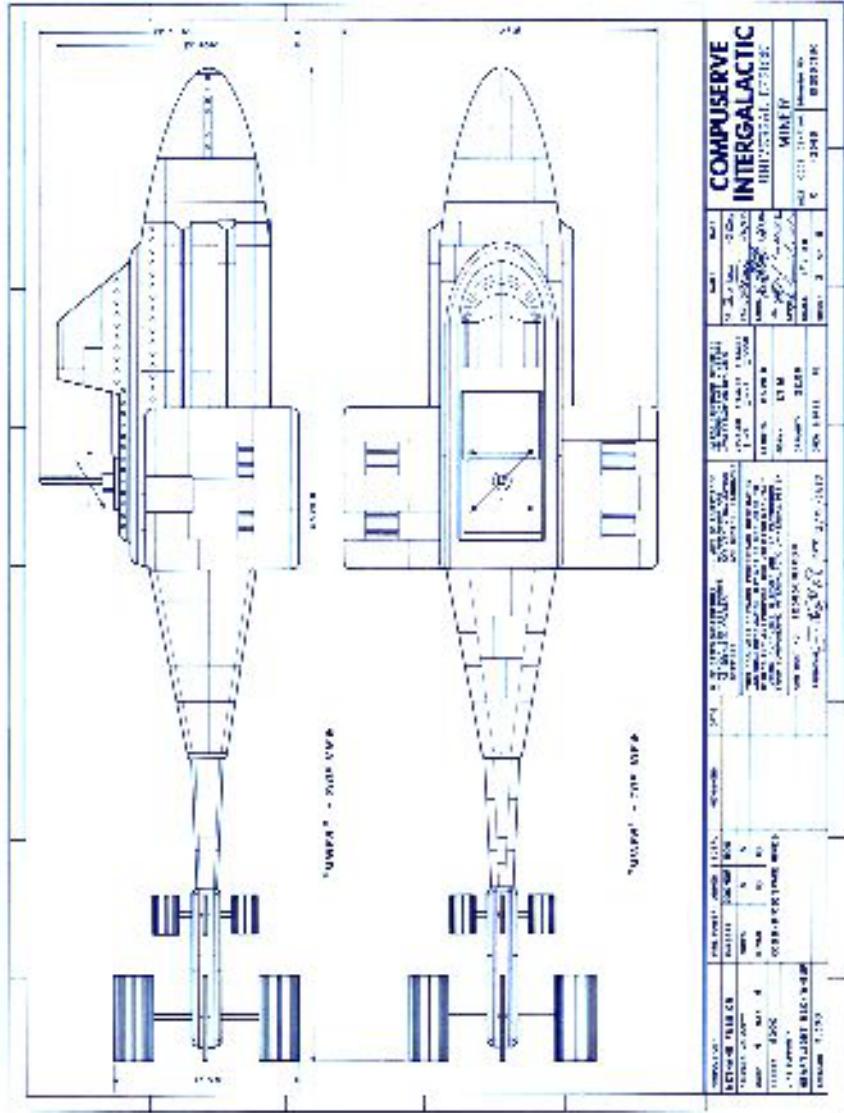
Admiral is an expert player who may command any type craft, including a flagship (providing that there is no other flagship already on the chosen side). There may be only one flagship per team at any time.

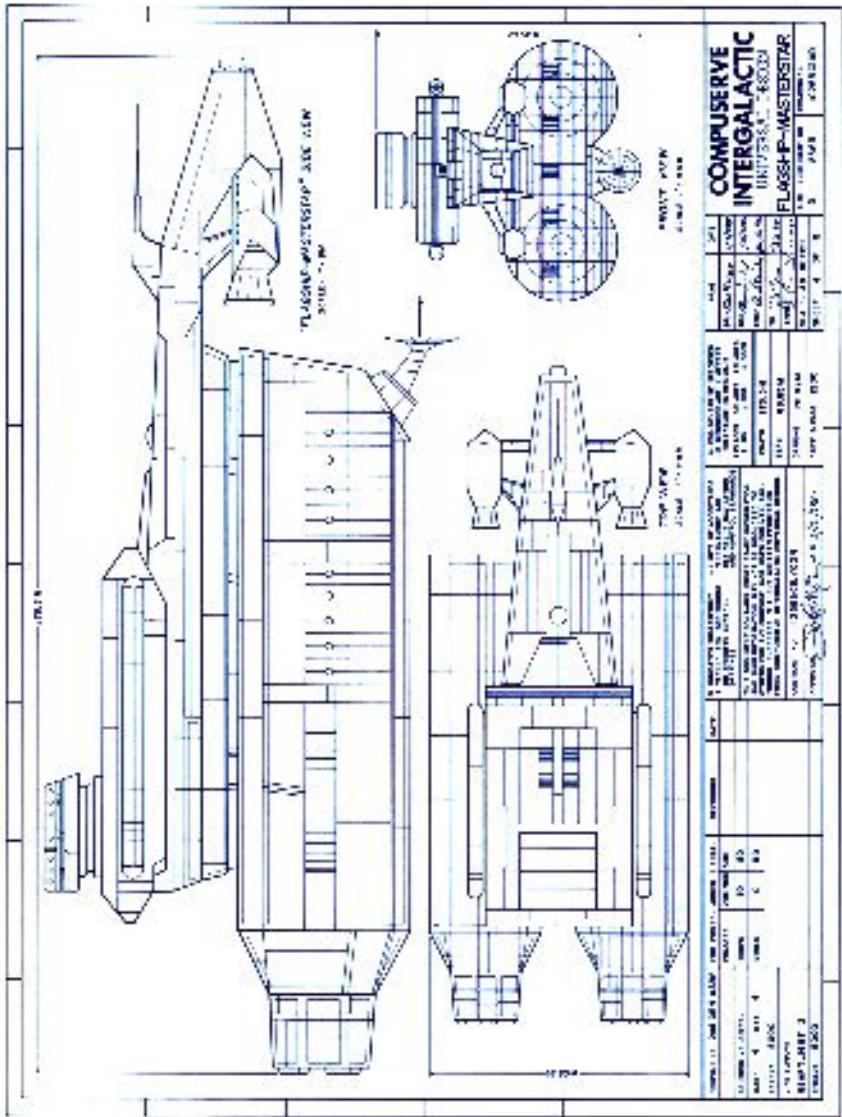


To order a full sized 32" x 24" blueprint of this drawing, access the CompuServe Consumer Information Service and select "Order Products" under the User Information Menu.



To order a full sized 32" x 24" blueprint of this drawing, access the CompuServe Consumer Information Service and select "Order Products" under the User Information Menu.





To order a full sized 32' x 24" blueprint of this drawing, access the CompuServe Consumer Information Service and select "Order Products" under the User Information Menu.

Ships

Players new to MEGAWARS are placed automatically into trainer-class fighters. As you learn the game and accumulate points, you may be promoted in rank. The following shows what type of ship you may command, according to your current rank.

Cadet	Trainer-Class Fighter
Lieutenant	Scout Fighter
Captain	Scout Fighter Miner
Admiral	Scout Fighter Miner Flagship

Trainer-Class Fighter — Has greater protection (increased shield strength) and uses less energy to move than any other ship. A disadvantage to this ship is that it has smaller phasers and photon torpedoes and, therefore, can inflict only half as much damage to the enemy as most other ships.

Scout — A reconnaissance vehicle that can travel great distances and radio back its findings to the fleet. It has low hitting power, but uses less energy to move than other craft (except trainer-class fighters).

Fighter — The workhorse of the fleet. A fighter cruises the galaxy, attacking the enemy and protecting the fleet.

Miner — A converted merchant ship conscripted for the duration of the war. Miners deploy and retrieve photon mines.

Flagships — A movable base. There can be only one flagship per team. Other ships on the team may dock at a flagship and make repairs and/or replenish their supplies from the flagship's hold.

Ship Names

Possible names for ships in play are:

	Scout	Fighter	Miner	Flagship
Coalition:	Lazor	Levant	Lynx	Lotus
	Nike	Nimrod	Napier	Nemesis
	Rapier	Ronin	Rigel	Bellant
	Saber	Scorpion	Spartan	Shogun
	Vanir	Viper	Voyager	Vega
Empire:	Dirk	Demon	Delphos	Dagon
	Griitin	Gargoyle	Gibboel	Gordan
	Hornet	Hunter	Hansen	Hydra
	Talon	Triton	Tirade	Tenon
	Wasp	Wolf	Wight	Welink

During play, all ship names are shown on a scan of the galaxy by their first letter only (for example, the Viper is shown as a V). Once a ship has entered the game with a name starting with the letter V, all succeeding ships must choose a name starting with a different letter. So, at most, you must remember that if you are a member of the Coalition force, you and your team players use L, N, R, S and V ships. If you are with the Empire you and your team players use D, G, H, T and W ships.

Ship Devices

The following devices are subject to damage by enemy attack, your own misuse of the device or by nearby stars going nova. Damage degrades the performance of a device. Severe damage (300 units or more) renders the device inoperative, but damages usually can be repaired while the ship is underway.

Warp Engines — The normal mode of travel. If warp engines are damaged, maximum warp speed is WARP 3.

Impulse Engines — For emergency use while the warp engines are critically damaged. Ship movement can be only one or two sectors at a time with impulse engines.

Photon Torpedo Tubes — These fire photon torpedoes (up to 3 torpedoes at a time). If the tubes are damaged (by enemy attack or by torpedo misfire), the accuracy of their bursts is impaired. The maximum range of a torpedo is 10 sectors.

Phaser Banks — Each ship has 2 of these, and both fire at once. Damage to this device reduces the strength of the phaser hit.

Deflector Shields — Protect the ship from damage by phaser and photon torpedo hits, and shield the ship from energy released when a nearby star goes nova. The percent shield strength indicates the percent of any incoming

hit that will be nullified. Strong shields may deflect photon torpedoes with little or no damage. The ship's shields do not have to be lowered to fire torpedoes, but when you fire your phasers a high-speed control device automatically lowers your shields and then raises them again. If the shields are up, the amount of energy consumed during movement is doubled (see the Energy Consumption Table in Appendix A).

Computer — Computes firing coordinates, phaser control and ship navigation functions. If the computer becomes inoperative, navigation during warp and impulse movement becomes inexact.

Life Support — If inoperative, the ship must immediately repair the damage or dock within 5 stardates; otherwise, the crew will die.

Sub-space Radio — Communications device between ships of either side. Bases under attack also use their radios to call for help and notify their team's ships of their potential destruction.

Tractor Beam — A device for towing a damaged friendly ship away from danger. Both ships must lower their shields before the beam can be used.

Ship Condition Report

During play, you may check on the condition of your ship (with the STATUS command). A typical status report follows:

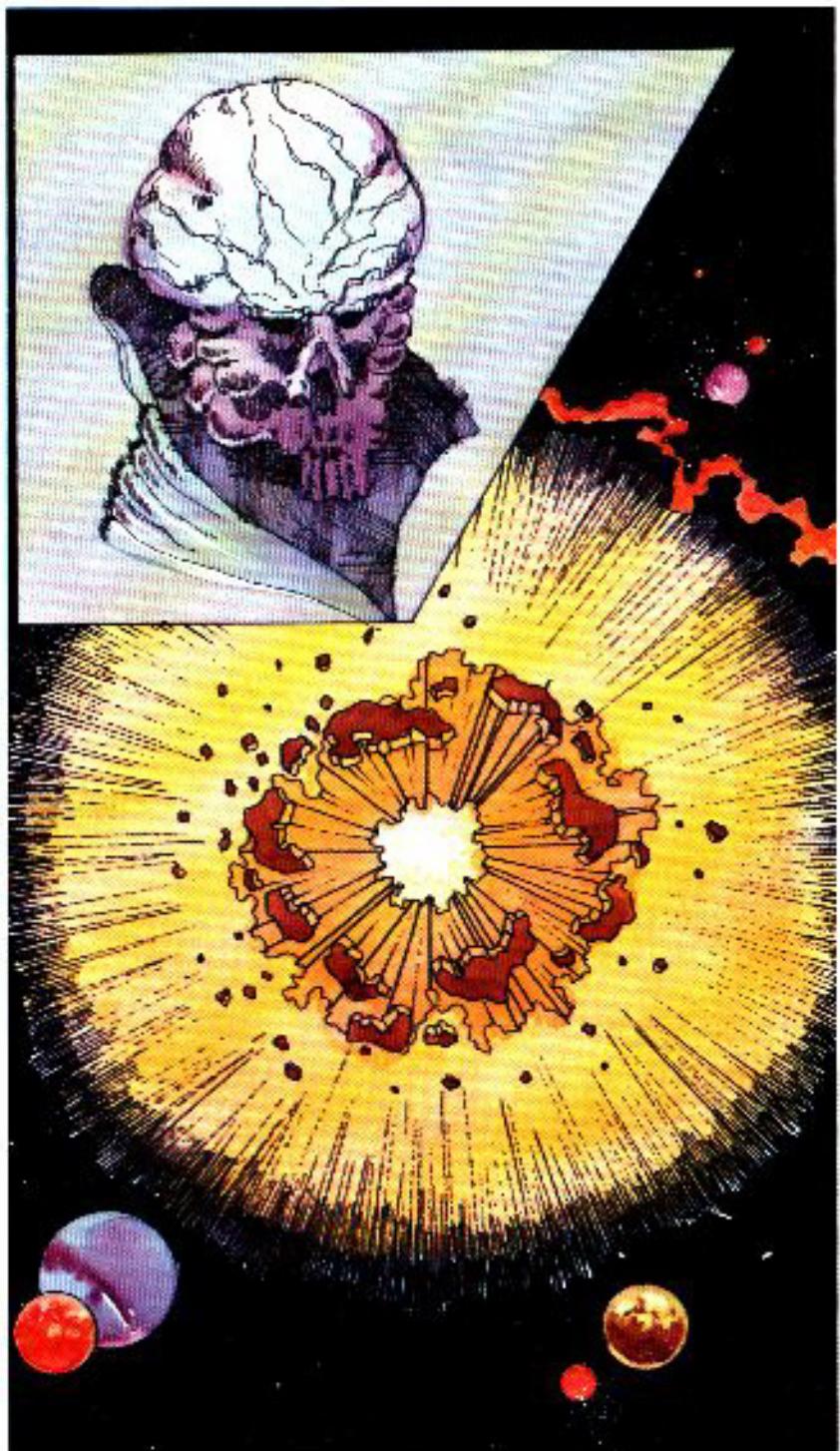
Stardate	22
Condition	Docked + Green
Location	64-43
Torpedoes	10
Energy left	5000.0
Damage	0.0
Shields	+100.0% 2500.0 units
Radio	On

Green condition means that your ship is A-OK.

Yellow alert means that your ship is low on energy.

Red alert means that your ship is under attack or attacking (crew is at battlestations).

Shields are shown as a percent of energy remaining, where positive indicates that your shields are up and negative indicates that they are lowered.



The Enemies List

Acheron — The most dangerous of enemies. There is only one Acheron at a time in a game but, if you destroy it, another will appear somewhere in the galaxy to take its place. The Acheron conceals itself with a cloaking device and moves around undetected until it finds a suitable target (either a Coalition or Empire ship or base) which it then proceeds to attack. The Acheron has an infinite supply of torpedoes and energy. After a fourth player enters a MEGAWARS game, any Acheron in the game will not reappear after it is destroyed.

Enemy Ships — The second most dangerous of enemies, as they are commanded by intelligent beings such as yourself. As all ships are equal in weaponry and capabilities, the outcome of a clash between two ships of the same type usually is dependent upon the skills of the commanding officer (although some other factors do come into play).

Enemy Bases — Only dangerous if you come within their range (5 sectors), since they are immobile. There can be a maximum of ten bases on each team at any one time. If you are foolish enough to come within range of an enemy base, its overwhelming phaser power will quickly pound you into rubble! Destroying an enemy base means that the enemy can no longer use it as a supply station or as a refuge in times of severe damage. If you only damage an enemy base, it will slowly build itself back to full strength.

Enemy Planets — Just like bases, except they are weaker (how much weaker depends on how many fortifications the enemy has built on them). They can be captured and made to serve you. Their firing range is 2 to 3 sectors and they resupply the enemy less rapidly than does a base.

Neutral Planets — Not strictly classified as enemies, but they will take pot shots at all players (range is 2 sectors), so be wary. You can capture a neutral planet and win it over to your side and then build fortifications on it.

Black Holes — A threat to all players. If you are displaced into a black hole (by a torpedo hit or by a star near you that goes nova), you are destroyed! Black holes also gobble up stray torpedoes. There is a 25% chance that black holes will exist in a game.

Stars — A star that goes nova can damage and displace any object that is near to it. It is unwise to sit next to any star for very long.

Mines — Mines dropped around the galaxy by either side can cause damage if you happen across one of them. A hit from a mine is equivalent to a hit from a photon torpedo.

The Void — Due to the dangers that may lurk within (planets, Acherons), all vessels are equipped to prevent entry into The Void (unless you manage to capture an Acheron's cloaking device or you are displaced into The Void by a hit). Acherons have bases within The Void, and they and any neutral planets therein may fire upon you if you come within their range along the edge of The Void.

Entering MEGAWARS

When you first access MEGAWARS (type GO GAM-209 at any ! prompt), you are asked to enter your name as you want it to appear in the User Status Display and in the MEGAWARS Chronicles. MEGAWARS then will remember your name when next you play and will keep a record of your cumulative score.

You then are shown a status of all MEGAWARS games and are asked which game you would like to join:

The Galactic Conflict

#	Game	Age	Coalition	S Points	Empire	E Points
1	6150	220	S	92001	4	23430
2	6158	48	I	1800	0	2563
3	6161	29	4	5213	3	824
4	*Open*					

Enter # (1 to 4):

Age is the number of minutes this game has been in play. S is the number of ships on each side so far. Points is the total number of points for each side so far. "Open" indicates a game that is not being played by anyone at this time.

Enter the number of the game you wish to join, or enter D# where # is a number from 1 to 4 and MEGAWARS will display more detailed information about that game:

Enter # (1 to 4): D1

Megawars Game 6150

Began: Wed 1-Feb-84 6:06 pm

Update: Wed 1 Feb 84 8:47 pm

Coalition	Empire
Ad TERRY	Cd CZAR MARK
FT Levant	TN Demon
Cp MIKE	
FH Nimrod	
Cp KIRK	
FT Bonin	
Lt KARLSEN	Cp HUGHES
SC Saber	FT Triton
Cp LED ZEPPELIN	Cp COOL
FT Viper	FT Wolf

Enter blank line to continue:

After you choose a game to join, you are informed of the highest score obtained to date by a MEGAWARS player; you then are welcomed to the game and you are told when you last played, informed of your rank, when your highest score was earned, and what your cumulative score obtained for all past battles is. Then you are prompted:

Enter HELP, PREgame or blank
line:

HELP gives you instructions on how to read the help files available for MEGAWARS commands. Following the display of possible help commands, you are re-prompted to enter HELP, PREgame or a blank line.

PREGAME gives you the opportunity to view help files without entering the current game, to submit a game or — more importantly — to check the status of the current game before choosing a side and which ship you wish to command. In PREgame, you receive prompts such as:

PG)

after which you enter a PREgame command:

Activate	CHronicles	Exit	GRIpe	HELP
HISTORY	HOnorroll	News	Points	Quit
Set	Summary	Time	TYpe	Users

If you enter Activate, you exit the PREgame and enter the MEGAWARS game you had selected. You now can choose a side and which ship you wish to command.

Just a blank line in response to the Enter HELP, PREgame, or blank line prompt immediately leads you to the prompts where you can choose a side and which ship you wish to command.

There are Acherous in this game.

(They appear until a 4th player enters the game.)

Currently there are:

- 1 Coalition ships
- 2 Empire ships

Which side do you wish to join?

(Coalition or Empire)? C

(Enter a C or an E)

You will join the Coalition.

Which Type of ship do you want?

(You are only given the choice for the type(s) of ship your rank qualifies you for.)

Scout
Fighter
Miner
Flagship

f

These vessels are available:

(You are informed of the ship names available to you.)

Levant
Nimrod
Ronin
Viper

Which vessel do you desire? v

MegaWar battle # 3460

This is mission #3088 for the Viper

Command:

(Now your crew is awaiting a command from you (or the prompt could say If you have set that up)).

Leaving The Game

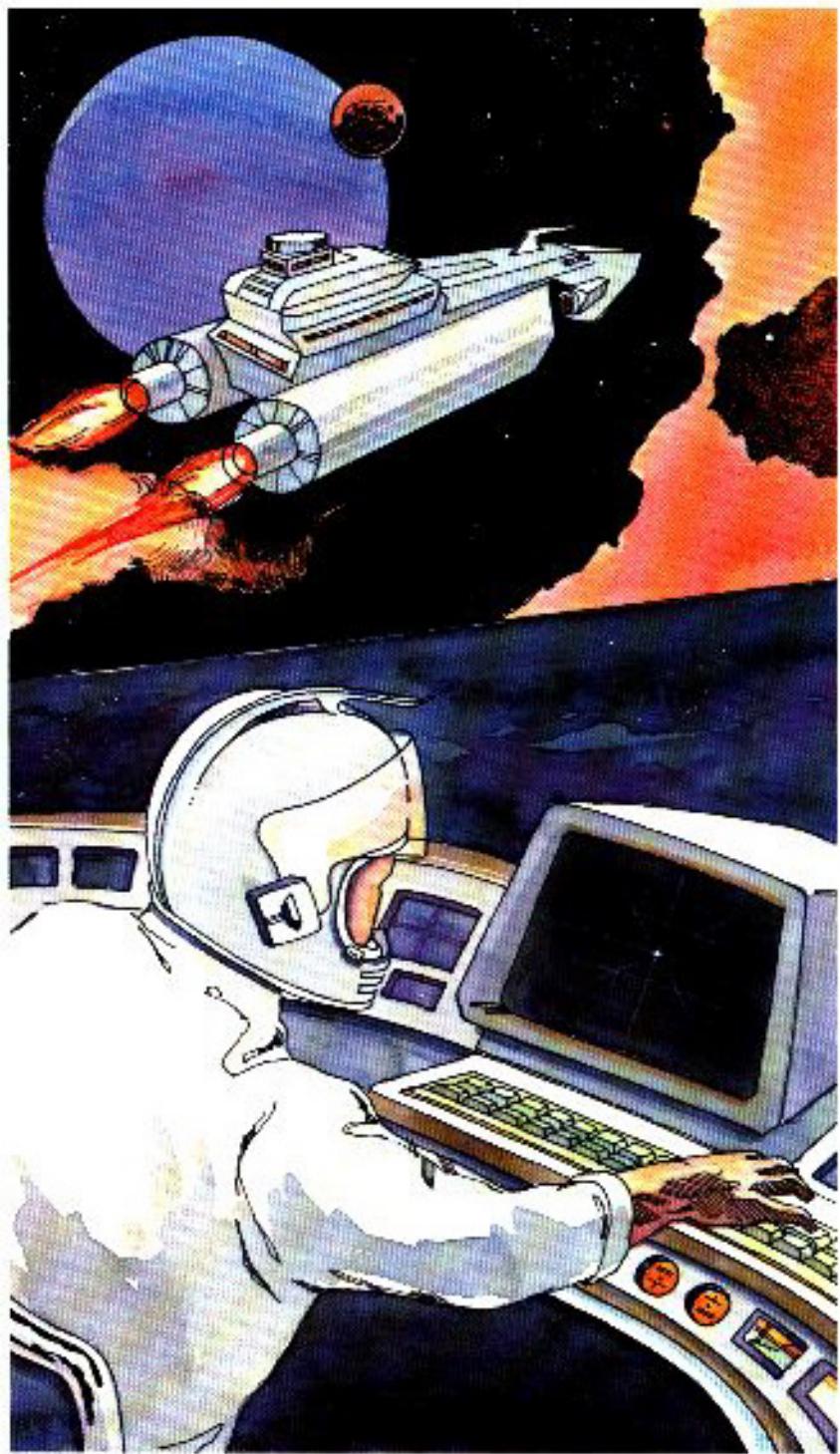
Use one of the following commands to leave a MEGAWARS game in progress:

Exit
Quit

Either command will return you to the menu you used to access MEGAWARS. Players may enter and leave a game at will without affecting the standing of other players in the game.

Also, you can enter a **[CTRL-C]** to leave the game (unless you are under RED alert).

Of course, if your ship is destroyed, you are automatically out of the game, but you are given the opportunity to rejoin in a freshly-commissioned spacecraft.



Communications

The commander of a spacecraft controls the ship from the personal computer or terminal keyboard by issuing commands to the spacecraft crew.

Your crew is highly trained. All you need do is enter the first one or two characters of a command (just enough so they can understand what you mean to do). Separate your words with a space, tab or comma, and end your commands with an **ENTER** key (carriage return on some keyboards), a line feed, a vertical tab, **ESCAPE** key or **CTRL-Z**. Abbreviate ship names to their first character.

You can issue several commands at once if you separate them with a forward slash (/). This is called "stacking" your commands, and can be very useful in situations where you want a series of commands to be carried out quickly.

If you enter only an **ESCAPE** key, whatever command or stacked commands were last issued are reissued automatically. This is a quick and efficient way to build a planet, fire multiple and consecutive torpedoes, perform repairs, etc. Don't use this feature with the TELL command, though, because you can't send the same message more than once without completely reentering it.

Specifying Coordinates

Many MEGAWARS commands are used with coordinates so that you can direct photon torpedoes or phasers toward the desired target, so that you can navigate in the desired direction, and so that you can capture or build a planet.

Coordinates can be specified in three ways:

Absolute

An absolute vertical position followed by an absolute horizontal position. For example:

22,31 — means the intersection of point 22 on the vertical scale and point 31 on the horizontal scale.

Relative

A position in the galaxy relative to your current position. A positive direction is either up or right and a negative position is either down or left. The resulting absolute coordinates are the sum of your present coordinates and the relative coordinates. For example, if you are at 22,31 and you issue relative coordinates of:

3,-1 — your final absolute position would be 25,30.

Computed

A position based on the present location of a target (ship). If you specify a computed firing upon the Viper, your weaponry is directed to whatever the absolute coordinates of the Viper are at the time the command is issued.

Output

All of the following transmit information when they are under attack or are attacking:

- Starbases (both friendly and enemy)
- Planets (friendly, enemy and neutral)
- Stars
- Acherons (they also send out challenges and other epithettes)

Additionally, each spacecraft is equipped with a sub-space radio over which you can send messages to all, to the enemy, to only your own forces, or to any individual ship.

There are several formats that messages to you can take:

Long format is fairly self-explanatory.

Medium format is somewhat more cryptic, but takes less time to be displayed.

Short format is very cryptic; you must practice interpreting these, but as you become familiar with them, you will see the advantage to using the **SHORT** format to save you a great deal of time. Some examples follow:

Long:

Gargoyle (@22-31, - 83.6% makes 285.3 unit torpedo hit on Viper
displaced to 20-31, - 72.1%

Medium:

G (@22-31, + 83.6% 285.3 unit T V —> 20 31, - 72 1%

Short:

G 22 31 - 83 285T V) 20 31 + 72

These messages say the same thing: the Gargoyle, located at coordinates 22-31, and with 83.6% of its energy, made a 285.3 unit damage hit by torpedo on the Viper, which was then displaced to coordinates 20-31 and with 72.1% of its energy remaining and its shields up.

For another example:

Long:

Enemy Plant(3) (@15-16 makes 155.5 unit phaser hit on
Wasp (@15-17, - 66.8%

Medium:

-@3 @15-16 155.5 unit P W @15-17. +66.8%

Short:

-@3 15-16 155P W 15-17 - 66

These messages say that an enemy planet built three times at coordinates 15-16 makes a 155.5 unit phaser hit on the Waap at coordinates 15-17 (no displacement), leaving it with 66.8% of its energy and its shields up.

Again:

Long:

Star @22 31 +4, +2 makes 301.2 unit hit on

Demon displaced to 20-31 +2, +2. - 72.1%

Medium:

* @22 31 +4, +2 301.2 unit N D —)20-31 -2, +2. - 72.1%

Short:

* 22-31 +4,+2 301 N D)20-31 -2,+2. - 72

These all mean that a star located at coordinates 22-31 (relative coordinates -4, +2) made a 301.2 unit nova hit on the Demon, and displaced it to coordinates 20-31 (relative coordinates -2, +2), with 72.1% of its energy left and its shields are down.

In this last example, relative coordinates also appear because the commander has his/her output set up to display both.

Setting Your Comp Input/Output Formats

You can set up the kind of input and output you will use at your computer. These are presented initially according to your rank: generally, the lower your rank, the longer your output. You also can change the type of ship you are using and/or your name in the game.

Coordinate Input

SE1 IC
$$\begin{bmatrix} A \\ B \end{bmatrix}$$

sets all coordinate specifications to Absolute or Relative. This setting then is saved and used each time you play MEGAWARS.

Coordinate Output

SEt OC
$$\begin{bmatrix} A \\ R \\ B \end{bmatrix}$$

sets all coordinate displays to Absolute or to Relative, or to Both absolute and relative. This setting then is saved and used each time you play MEGAWARS.

Prompting

SEt P
$$\begin{bmatrix} N \\ I \end{bmatrix}$$

sets the kind of prompt you receive at your computer when MEGAWARS is ready for a command.

N "COMMAND:"

I > following a letter (when appropriate) to indicate status:

S> — shields are down or at less than 10% energy

E> — ship energy is at less than 1000 units (yellow alert)

D> — ship damage is greater than 2000 units

nL> — life support system is damaged critically (within 50% of reserve)

Output

SEt O
$$\begin{bmatrix} L \\ M \\ S \end{bmatrix}$$

sets the output display of the various List commands and radio signals from stars, bases and planets to Long (default), Medium or Short.

Scans

SEt S
$$\begin{bmatrix} L \\ S \end{bmatrix}$$

sets the scan format to Long (where 2 symbols are used for bases and planets) or to Short (where only 1 symbol is used)

Changing your Name

SET N name

changes your name as it will appear when a USERS command is given.

Changing Ships

SEt SH

SC
FI
M
FL

changes your ship type without you having to leave the game. Your current ranking must be a Lieutenant or higher; your ship must be DOCKed, and you must have commanded your current ship for at least 15 minutes (real-time) during this game. Your new ship is docked and a status is shown. Your points for this game are reduced by 10% but your team's total score is not affected.

Suggested I/O setup for more experienced players is:

**SET SCAN SHORT
SET OUTPUT SHORT
SET PROMPT INFORMATIVE
SET OC BOTH
SET I RELATIVE**

To check on what your current setup criteria are, enter:

TYPE OUTPUT

Radioing

All spacecraft, their bases and the Acheron have sub-space radios. You can turn your radio off at any time, and you can stop or restore messages from specific ships.

RAdin

ON
OFF
GAG ship
UNGAG ship

Examples:

RA OFF
RA G A
RA U W

Also, you can use your radio to send messages. Of course, the receiving ship(s) must have their radios on and working properly.

TELL [All
Coalition (or Colonist)
Empire (or Kryon)
ENemy
FFriendly
ship ship...]
: message

Examples:

TELL V B; hello!
TE K; DROP DEAD!!!

You cannot repeat a TELL command by using the **ESCAPE** key (no junk mail!).

Looking Around

Scanning The Immediate Area

You can use the following command to scan a portion of the galaxy, up to a maximum of 10 sectors in each direction from your present position.

It's a good idea to include the W (warning) option with this command as you then can see the maximum range of enemy installations and planets.

SCan [Up
Down
Right
Left
Corner] range v b [W]

Defaults: 10 sectors in each direction.

The following symbols are used on the scan grid (unless you have set your output to Scan Short, in which case all items are shown as only 1 symbol each):

- L, N, R, S, V — Coalition spacecraft
- D, G, H, T, W — Empire spacecraft
- A — Acheron
- \$\$ — friendly base
- !! — enemy base
- @ — neutral planet
- ++ — friendly planet
- — enemy planet
- * — star
 - black hole
 - The Void (many black holes)
- ! — empty sector within range of enemy installation (shown with W)
- # — mine (of either side)
- X — stargate

Examples:

Command: sca

	47	49	51	53	55	57	59	61	63	65	67	
21	21
20	20
19	19
18	18
17	.	.	*	.	@	.	*	17
16	x	16
15	15
14	14
13	13
12	*	12
11	v	11
10	.	.	.	*	10
9	.	.	*	9
8	@	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1

	47	49	51	53	55	57	59	61	63	65	67	
21	47	49	51	53	55	57	59	61	63	65	67	21
20	47	49	51	53	55	57	59	61	63	65	67	20
19	47	49	51	53	55	57	59	61	63	65	67	19
18	47	49	51	53	55	57	59	61	63	65	67	18
17	47	49	51	53	55	57	59	61	63	65	67	17
16	47	49	51	53	55	57	59	61	63	65	67	16
15	47	49	51	53	55	57	59	61	63	65	67	15
14	47	49	51	53	55	57	59	61	63	65	67	14
13	47	49	51	53	55	57	59	61	63	65	67	13
12	47	49	51	53	55	57	59	61	63	65	67	12
11	47	49	51	53	55	57	59	61	63	65	67	11
10	47	49	51	53	55	57	59	61	63	65	67	10
9	47	49	51	53	55	57	59	61	63	65	67	9
8	47	49	51	53	55	57	59	61	63	65	67	8
7	47	49	51	53	55	57	59	61	63	65	67	7
6	47	49	51	53	55	57	59	61	63	65	67	6
5	47	49	51	53	55	57	59	61	63	65	67	5
4	47	49	51	53	55	57	59	61	63	65	67	4
3	47	49	51	53	55	57	59	61	63	65	67	3
2	47	49	51	53	55	57	59	61	63	65	67	2
1	47	49	51	53	55	57	59	61	63	65	67	1

Command: sca left

	47	49	51	53	55	57	
21	21
20	20
19	19
18	18
17	.	*	.	@	.	*	17
16	.	.	*	.	.	*	16
15	.	.	.	*	.	.	15
14	14
13	13
12	*	12
11	.	.	*	.	.	v	11
10	.	.	.	*	.	.	10
9	.	.	*	.	.	.	9
8	@	8
7	7
6	6
5	5
4	4
3	3
2	2
1	47	49	51	53	55	57	1

Short Range Scan

As above but for only a maximum of seven sectors in each direction.

SR SCAN [Up Down
 Right Left:
 Corner] range v h (W)

Finding Out What's Out There

There are several ways you can get information about your own team, the enemy and other things. Information on your own team can include: ship names, location and shield strength; the location and shield strength of your bases; and the location and number of builds of captured planets. Information on the enemy can include the location and strength of those things within range of your scan (ships, bases and captured planets); or only the names and/or location of things which other members of your team have scanned and which are, therefore, known to your Intelligence officers.

Use some form of the following to get information:

[Bases
 Planets
 Targets
 List
 Summary] keyword keyword ...

Default: friendly only, entire galaxy.

Keyword is one or more of the following (note that some combinations of keywords would make no sense in the command and are, therefore, not valid for particular situations):

ALL — include all sides unless another keyword explicitly names one side.
 Extend the range of the information from 10 sectors to infinity unless a specific range also is given.

ship — include only information on the specified ship or ships (you may specify the Acheron also).

v h — include only the object at the specified location

Closest — include only the closest of the specified object(s)

SHips — include only ships (Coalition, Empire or Acheron).

BAses — include only bases (Coalition or Empire).

PLanets — include only planets (Coalition, Empire or Neutral).

Stargates — include only the location and condition of Stargates (valid with List only and cannot be used with any other keyword).

POrts — include only bases and planets (only friendly ports, unless a specification indicates otherwise: Coalition, Empire, Neutral or Captured).

Coalition — include only Coalition forces (may also be entered as Colonist).

Empire — include only the Empire forces (may also be entered as Kryon).

ENemy — include only enemy forces (Coalition or Empire).

TTargets — same as ENemy.

NEuTral — include only neutral planets.

Captured — include only captured planets (Coalition or Empire).

n — include only objects within n sectors of your current position.

List — include individual items (turns off Summary if that was used earlier in the command). Range is ten sectors for enemy information.

SUMmary — include only totals (turns off List if that was used earlier in the command). The range is extended to infinity unless a specific range is given.

More than one keyword can be used, where some must include the word AND or &.

The default range of one of these commands is infinite for things on your team, and a 10 sector range on the enemy (unless you specify a range). All output with enemy information is flagged with an asterisk unless the command is TArgels (where all information is on the enemy).

Examples:

```
LI  EN  BA  
LI  SH  
LI  CL  PD  
LI  1  3  &  9  5  
BA  ALL  SUM  
BA  CL  &  EN  10  
BA  35  26  
PL  ALL  CAP  
TA  5  
SUM  EN
```

Ship Damage And Repair

Damages To Your Ship's Devices

You can find out how much damage your ship's devices have incurred so far in the game (note that this does not include total ship damage).

Damages [Shields
Torpedoes
Phasers
Radio
Computer]

The default is all ship devices. You can specify more than one device.

Examples:

DA
IA SH T
IA PH RA C

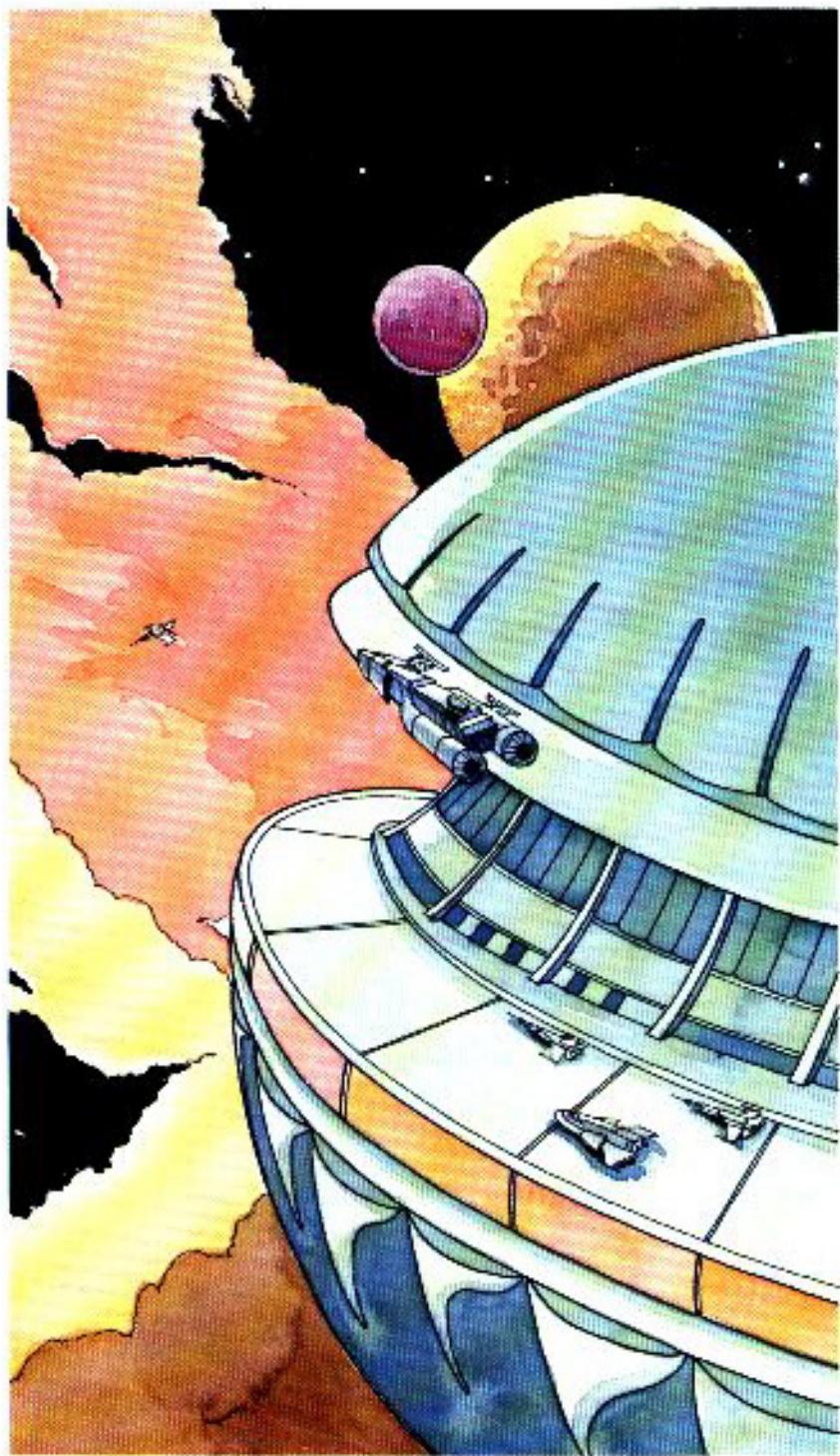
Repairing Ship Devices

If your ship suffers a critical hit to a device, you can repair the device to full or partial working order without having to dock your ship.

Your ship receives a repair rate of 30 units per stardate to damaged devices. The following command is used to speed up that repair. If your ship is docked, the time required for the specified repair is only half of that used while in flight.

REpair units

Default repair is 50 units in flight or 100 units while docked.



Ship Damage And Repair

Damages To Your Ship's Devices

You can find out how much damage your ship's devices have incurred so far in the game (note that this does not include total ship damage).

DAmmages [Shields
Torpedoes
Phasers
Radio
Computer]

The default is all ship devices. You can specify more than one device.

Examples:

DA
DA SH T
DA PH RA C

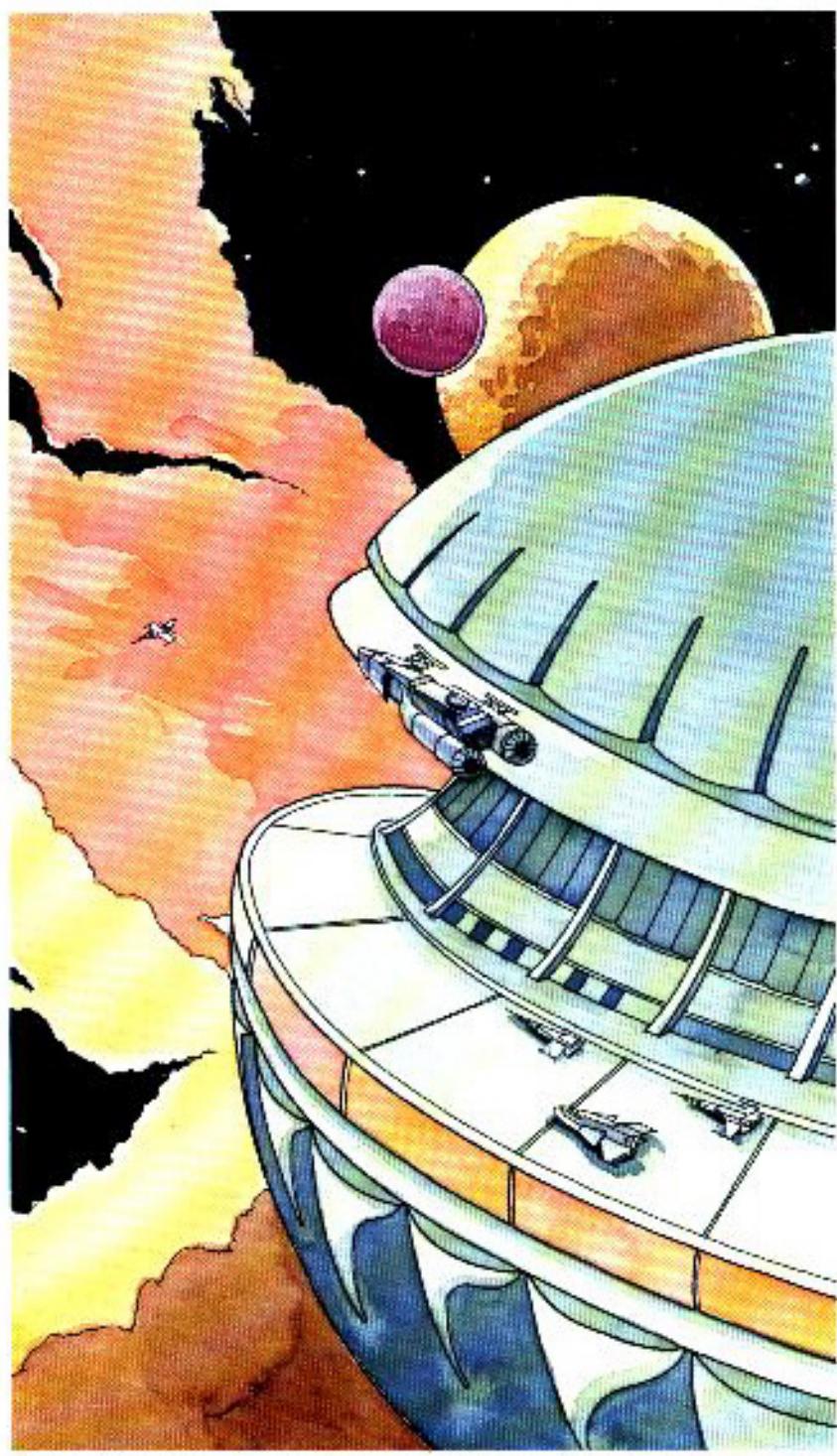
Repairing Ship Devices

If your ship suffers a critical hit to a device, you can repair the device to full or partial working order without having to dock your ship.

Your ship receives a repair rate of 30 units per stardate to damaged devices. The following command is used to speed up that repair. If your ship is docked, the time required for the specified repair is only half of that used while in flight.

RRepair units

Default repair is 50 units in flight or 100 units while docked.



units — is the number of units of damage to be repaired.

Examples:

RE 100
RE

Total Ship Status

If accumulated ship damage reaches 2.500 units (6.000 for flagship) or greater, the ship is destroyed. Total ship damage only can be reduced by docking at a friendly base, planet or flagship.

You can get information on your total ship condition, the condition of various attributes, your location, etc.

Status	Condition
	Location
	Torpedoes
	Energy
	Damage
	Shields
	Radio

Default is all of these.

Examples:

ST
ST T
ST E D SH
ST L

Docking Your Ship For Repairs

You can refuel, repair and rearm your ship, and set your ship's condition to GREEN, if you dock at a friendly base, planet or flagship.

While you are docked, any necessary repairs are accelerated. If you have no ship damage and are completely refueled and rearmed, docking has no effect on your ship.

The following table shows the maximum resources available per move when docking:

Resource	Base	Planet	Flagship
Ship energy	+ 1000	+ 500	+ 500
Shield energy	+ 500	+ 250	+ 250
Photon Torpedoes	+ 10	+ 5	+ 5 (even if that is all the flagship has)
Life support reserves	+ 5	+ 5	+ 5
Ship damage	- 100	- 50	- 50
Ship damage (if already docked)	- 200	- 100	100

The command for repairs is:

DOck [Status
SHields
Torpedoes
Energy
Radio]

Default - no status report.

Examples:

DO
DO ST
DO ST SH T

Moving Your Ship

There are two separate engine systems that can be used for ship movement:

Warp Engines

are the normal mode of space travel. The table in Appendix A shows how much energy your ship consumes when it moves. Note that the amount of energy consumption is doubled if your shields are up during movement, and that you can seriously damage your warp engines if you move beyond the maximum safe warp factor for your ship type. If you are within the range of an enemy and on RED ALERT, moving away can change your ship's condition to green.

$$\text{Move} \quad \begin{bmatrix} A \\ R \\ C \end{bmatrix} v h$$

Examples:

M 37 45
M R 4 -2
M C W

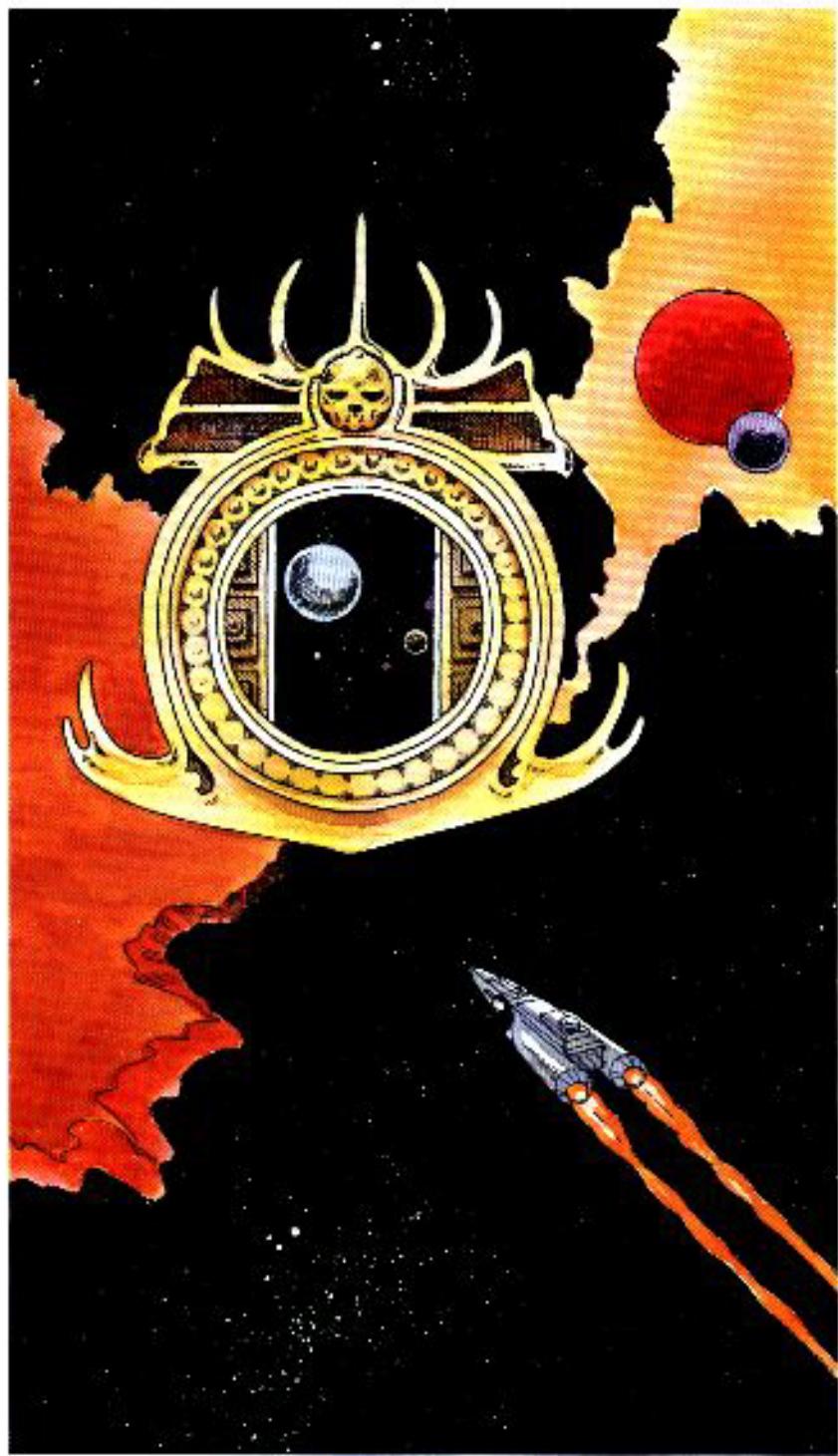
Impulse Engines

are used for emergencies only (while your warp engines are critically damaged). Your ship can only limp along one to two sectors at a time under impulse power. Again, if you are within range of an enemy, moving away can change your ship's condition to green.

$$\text{Impulse} \quad \begin{bmatrix} A \\ R \\ C \end{bmatrix} v h$$

Examples:

I 37 45
I 1 -1
I A 37 45



Deflector Shields

You can raise or lower your ship's protective shields, or you can transfer energy between your ship and shield energy reserves.

Raising your shields consumes 100 units of ship energy, while lowering them uses no energy at all.

Moving with your shields up uses double the energy of moving with your shields down as your shields create additional drag (see the Energy Consumption Table in Appendix A).

SHields

Up
Down
Transfer energy

Examples:

SH U
SH D
SH T - 500
SH T 300

Using A Stargate

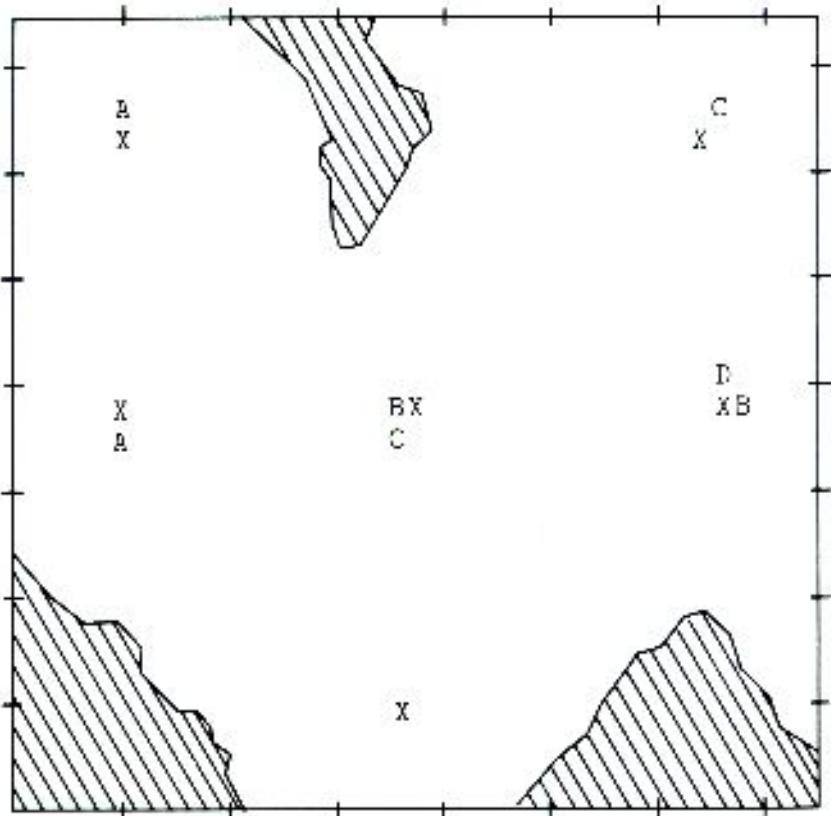
A stargate is a portal in the galaxy that you can use to transport your ship quickly to another stargate.

GATE

You must be adjacent to a stargate and you must lower your shields. You also must be on the OUTSIDE of a sending gate; you will be transported to the OUTSIDE of the receiving gate.

The receiving gate depends on your current position, and can be no more than 35 sectors away (use the List Stargates command to locate stargates). Also, the sending and the receiving gates must each have enough energy for the transfer to take place, as their energy supply is depleted according to your ship's class.

Note: You cannot cross The Void!



Starting in either A position, you would end up at the other A position. The same goes for position B and C. Note, however, that a ship at position D could not use the adjacent stargate, as there is no corresponding stargate to which it could be transported.

Attacking

Firing Your Phasers

Before you can fire your phaser banks, your shields must be down. If your shields are up when you issue the command to your weapons officer to fire, a high-speed shield control automatically lowers your shields and then raises them again immediately after firing. If this shield control mechanism must be used, 200 units of ship energy are expended.

Phasers must be directed at a specific target. Obstacles seemingly in the path of the phaser blast (a friendly planet, for example) are unaffected, since the phaser ray is not a line-of-sight weapon.

The size of a hit is inversely proportional to your distance from the target. The maximum range of a phaser is 10 sectors.

Each phaser blast consumes the following units of energy (in addition to shield lowering energy, if necessary), unless you specifically order a larger or smaller hit:

Ship	Default Energy limits
Scoul	100
Fighter	200
Miner	200
Flagship	200
Trainer	100

There is a 5% chance of damage to the target if you specify a 200 unit blast, and the probability of damage increases to 65% with a maximum 500 unit blast. The severity of any damage inflicted also is dependent upon the size of the blast.

Your weapons officer will cancel any phaser blasts directed against friendly ships, bases or planets.

Everytime you fire a phaser, your ship goes to Red Alert (battle stations).

Note: Although phasers can damage enemy planetary installations, they cannot destroy the planet itself.

$$\text{Phasers} \quad \begin{bmatrix} A \\ R \\ C \end{bmatrix} \quad \text{units} \quad \left\{ \begin{array}{l} v \cdot h \\ \text{ship} \end{array} \right\}$$

units — is the number of units of ship energy to be expended in the phaser blast. For default see previous table.

v b — Is the position of the target.

ship — is the target specification (only needed if computed coordinates are used).

Examples:

```
PH 12 32  
PH R 2 -3  
PH C T  
PH 300 12 32
```

Hint: If you use computed coordinates, you can keep blasting at a target even if it moves between firings (unless it moves out of range).

Firing Your Torpedoes

A photon torpedo is aimed along a straight path in space. Any object lying along its path will be hit (except that hits on friendly ships, bases or planets are neutralized automatically).

Torpedoes can finish off an enemy planet (if no enemy builds remain intact), and can cause stars to go nova.

You can fire from 1 to 3 torpedoes with one command, all at the same target or dispersed.

If you miss your target, a fired torpedo will travel at least 8 sectors across space before self-destructing. Occasionally a torpedo will travel up to 10 sectors.

No ship energy is expended during a torpedo blast. Your ship does go to Red Alert (battle stations) when you either fire a torpedo or are hit by one.

Torpedoes might be deflected from your specified target by a number of factors (your ship's shield strength, any computer or torpedo tube damage, torpedo misfire, etc.). If one torpedo misfires, any others you specified in the same command will not be launched, and sometimes your torpedo tubes are left damaged.

$$\text{Torpedos} \quad \left[\begin{array}{c} A \\ B \\ C \end{array} \right] \quad n \quad \left\{ \begin{array}{c} v b \\ \text{ship} \end{array} \right\}$$

n — is the number of torpedoes to be fired, 1-3

v h — is the location of the target

ship — is the target, when computed coordinates are used.

When you hit an object with a torpedo, that object is displaced anywhere from 0 to 3 sectors from its previous position.

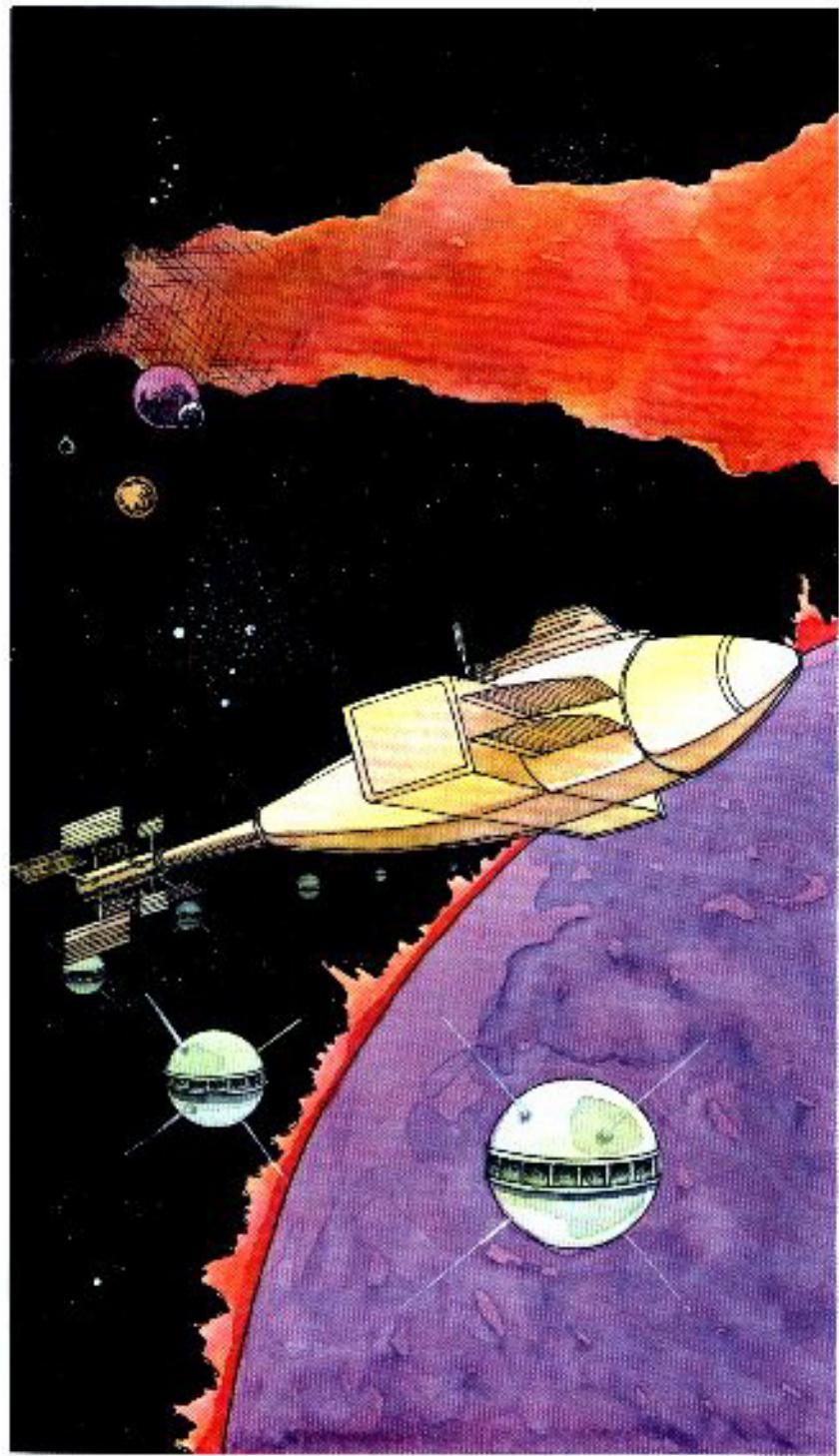
If your ship runs out of torpedoes, you can dock at a friendly base, planet or flagship and rearm.

Examples:

```
TO 1 12 24  
TO 3 A 12 24  
TO 3 67 87 9 12  
TO 3 12 24 13 39  
TO R 2 2 -5  
TO C 3 T
```

Hint: Pound an enemy ship, base or planet with phasers, then polish it off with torpedoes.

```
PH C 500 target  
PH C 500 target  
TO C 3 target
```



Dropping A Mine

Photon mines can be deployed or retrieved only by miner-class ships. Miners cannot be damaged or destroyed by mines, but any other class of ship, on either side, that moves into or through a mine's sector receives a hit that is equivalent to the blast from a photon torpedo.

The following command deploys a mine and moves your ship to the new location under impulse engines.

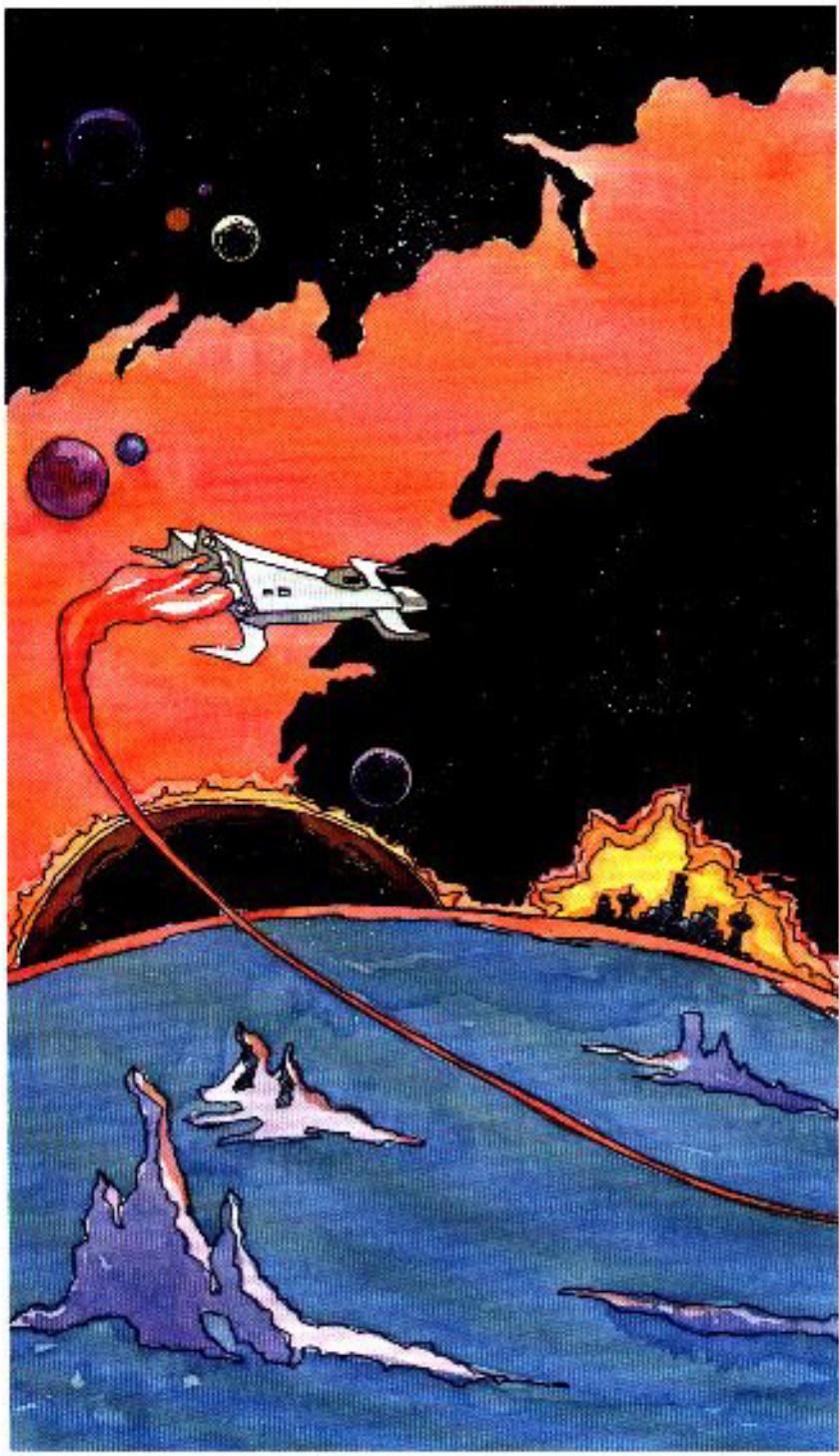
DRop $\begin{bmatrix} A \\ B \end{bmatrix}$ **v h**

v h — your new position after the mine is deployed.

To retrieve a deployed mine (either yours or the enemy's) simply move into the mine's sector. The mine will be deactivated automatically and taken on board.

Examples:

DR 37 45
DR 1 -1



Capturing A Planet

At the start of the game, all planets are neutral; they will fire upon all players! Once a planet is captured, it fires only at enemy ships and can be used by friendlies for docking and refueling/rearmament just as a base is used. A planet, however, can supply only half the resources that a base can.

You also can capture enemy planets. For a successful capture, you first must remove all builds from the planet. Each capture will remove one build. You also lose (# builds *30) - 100 units of ship energy while you capture the planet.

To capture a planet, you must be immediately adjacent to it. Then issue the command:

CApture $\begin{bmatrix} A \\ R \end{bmatrix}$ v h

A — means you are using absolute coordinates.

R — means you are using relative coordinates.

v h — is the position of the planet you are capturing.

Building A Captured Planet

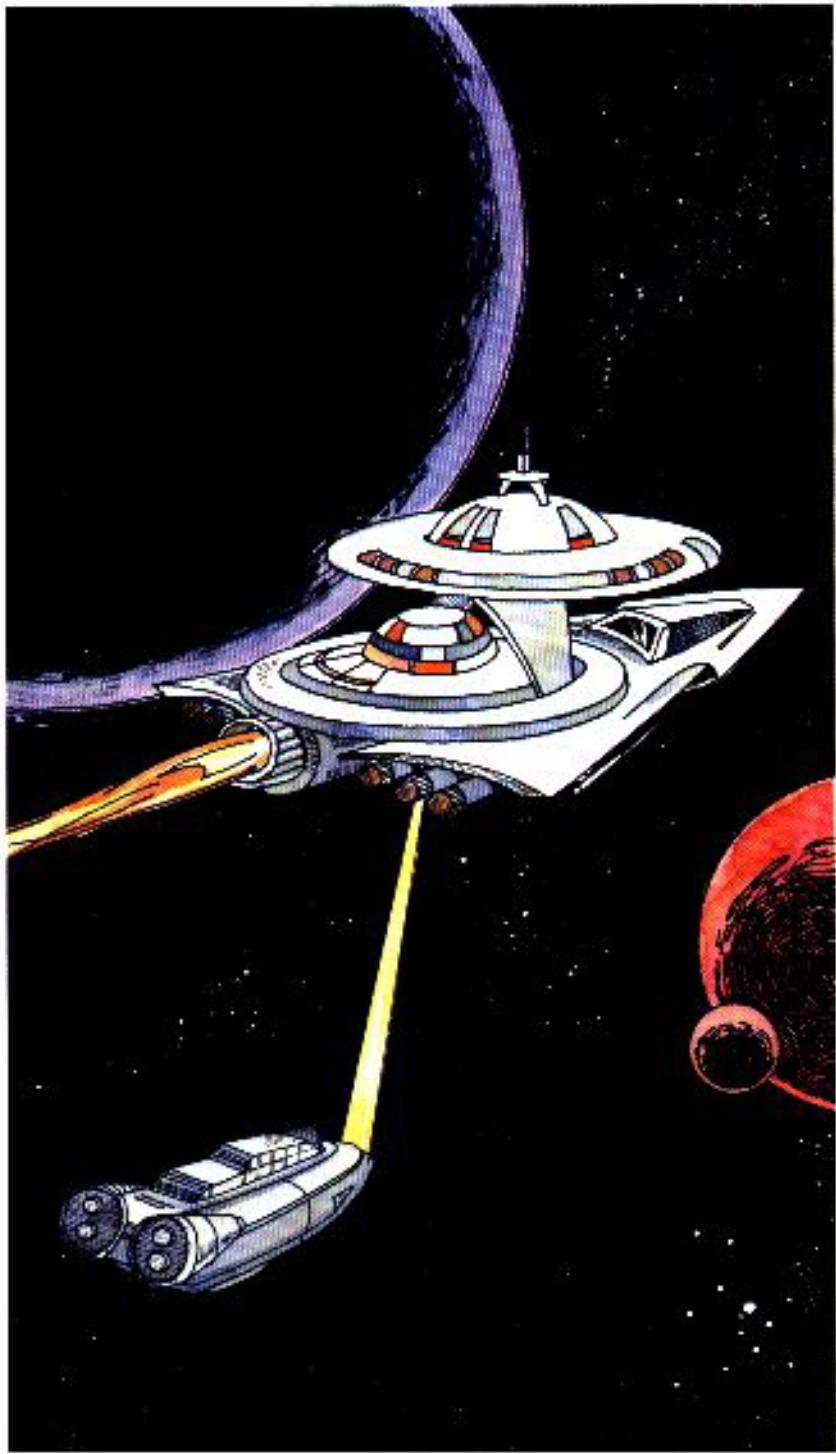
A fortified planet hits the enemy harder and is more resistant to destruction by the enemy than merely a captured planet. Never miss the opportunity to build fortifications on a newly captured planet!

You can build a planet 4 times, then when your team loses a base due to attack by the enemy, a 5th build on this planet will turn it into a new base. Remember that each side can have a maximum of 10 functional bases in the game at one time.

To build a captured planet, use the command:

BUild $\begin{bmatrix} A \\ B \end{bmatrix}$ v b

Note: You do not have to dock on the planet to build it.



Helping A Teammate

If a team player gets into trouble, you may be able to help.

Transferring Energy

You can transfer some of your energy to a team player who is immediately adjacent to you. If you attempt to transfer more energy than your team member can store (that is, 5000 units), your crew will automatically reduce the transfer to the maximum possible. Ten percent of all energy transferred is lost due to broadcast dissipation.

Energy ship units

Example:

E V 1000

(Transfers 900 units of energy to the Vicer (100 units of energy is lost.))

Towing

You can hook up to a friendly disabled ship that is immediately adjacent to you and then tow that ship to a flagship or base for repairs.

Both ships must lower their shields before a tractor beam from your ship can be applied to the other ship; then either ship can pull the other by using impulse only. Energy used by the towing ship is significant (see the Energy Consumption Table in Appendix A). The ship being towed will, of course, be behind the towing ship at the end of the move.

Note: that you are permitted a maximum movement of one sector while tracting.

Either ship can break the tractor beam specifically or by raising its shields. The tractor beam also is broken automatically if either ship is hit by an enemy's torpedo or is damaged by a star that goes nova.

TRactor
[ship]
OFF

Examples:

TR
TR OFF
TR V

Getting Other Useful Information

Score

The following commands give information about your score, your team's score, the enemy's score (including any Acheron) or any combination of these. The kind of information that you can obtain is:

- damage to enemies
- enemies destroyed (500 points each)
- damage to bases
- planets captured (100 points each)
- bases built (1000 points each)
- Acherons destroyed/damaged
- stars destroyed (- 50 points each)
- planets destroyed (- 100 points each)

- total points scored
- total number of ships commissioned
- total score/number of players
- total scores/slardales

To find out any or all of this information for the current game, use the command:

POints keyword

where keyword is:

ME (or **I**)
COalition (or **COlonist**)
Empire (or **Kyron**)
Acheron
ALL

Who Is In the Game

This command tells you which ships are in the current game, the commander's name, the speed of the commander's computer, his/her User ID, node number and job number. If your output is set to medium or short, omit the node number and job number; if your output is set to short, omit the computer speed and User ID also.

The command is simply:

Users

Help

This gives you general on-line help information, a list of commands or a detailed description of a particular command or keyword. As long as you are not under RED alert (you are not being attacked), you are kept safe while you seek help.

Help keyword

Examples:

H
H *
H SH

Honor Roll

This is a list of the current ten top scores on each side. Find out who your competition is!

HDnornroll

News

This shows you information on any new features, enhancements, fixes, etc., for each version of MEGAWARS.

NEws

Time

This displays the time since the game started, since your ship entered the game, the runtime for your job so far in this game, your total runtime since logon and the current time and day.

Tlma

Have A Problem?

Unless you are under RED alert you may stop in the middle of a game, and be protected from attack, while you send us your comments, report bugs, give suggestions, etc. Your feedback here will help our gamesmasters to improve the game, so all comments are appreciated. Individual replies, however, may not be made.

Gripe

You are placed into a file area where you can enter your information after which you enter a blank line to exit and continue the game where you left off or a **(CTRL+C)** to abort the comments section and then continue with the game.

Commands That Take Real Time

Some commands take an extra amount of time to be executed. Those commands are:

BUILD
CAPTURE
DOCK
IMPULSE
MOVE
REPAIR
PHASER
TORPEDO

Some Tips For Better Battling

When in doubt, use the on-line HELP system (unless you are under RED alert, where you cannot get help). HELP removes you temporarily from the game and your ship is replaced by a black hole.

If output starts to overwhelm you during a battle, type **[CTRL]D** to turn it off. As long as output is scrolling on your screen, none of your commands can be executed.

Use 'stacked' commands (several commands with slashes between them). In a dangerous situation, things can happen quite fast, so plan your actions ahead of time. Enter an appropriate command(s) and follow with an **ESCAPE** key to repeat the action as necessary to either attack or run.

If you have entered a set of stacked commands or a command that takes some real time to be executed (such as a BUILD or a SCAN) and the enemy finds you and begins an attack, enter a **[CTRL]C** to abort your command(s) and you then are ready to beat the daylights out of your enemy.

Slay out of range of enemy installations (use the Warning option with a SCAN to see what that range is). You can destroy an enemy base just as easily from one sector outside its range, and still save your own skin.

Don't waste your time firing at just about everything you see! Remember, some of those things are friendly and your weapons officer will have to nullify your firing, all while an enemy may be sneaking up on you. Use the TARGETS command or a SCAN to check on what's out there.

Don't make a habit of parking next to a star. Photon torpedoes can turn them into novas, which are extremely destructive. At the same time, if you see an enemy ship next to a star, take advantage of the situation!

A good way to locate enemy ships is to watch for newly captured enemy planets (use the PLANETS or LIST command).

Generally, don't waste your time and energy battering at a target with your photon torpedoes if it has 85-100% shield strength. Your torpedoes will probably just be deflected away. Use your phasers instead to weaken the enemy's shields, and then use your torpedoes to finish him/her off. This works especially well on enemy bases.

Use the SET command to make messages as cryptic as possible and use computed coordinates.

Cadets — Strategy

As a cadet in a trainee-class fighter, you are vulnerable to attack. Yes, you do have twice the shield protection of a standard fighter, and you use only 1/2 as much energy to move as do standard fighters, miners and flagships, but — at the same time — your firepower is only half as much as those other ships. You are, in effect, a pea-shooter in a galaxy of mighty warriors!

From the list of games available for play, pick the one with the fewest players and the lowest running game time. This gives you a better chance of not being made into cosmic soup too quickly and of locating more unclaimed (neutral) planets to capture.

To earn points, capture those neutral planets and build them to a level of four. Also, fire on Acherons whenever you get the chance, but be ready to run! And stay away from other spacecraft or you may be blown to smithereens!

When you first get into a game, use the TARGETS command to see if there are any enemy ships within a 10 sector range of you. If the coast is clear, you may want to take the time to do a SCAN W to help you get your bearings (always use the W warning option so you'll have a better chance of staying out of range of any enemy installations).

Then, start moving around the galaxy. Your time as a cadet should be a learning time for you. Move around a lot, get used to controlling your ship, and discover its capabilities and weaknesses. Try different output settings, and learn to quickly translate cryptic output by using the LIST command instead of SCAN.

Remember, too, that more players may enter a game at any time, so occasionally do a LIST ENEMY command to find out how many opponents you now have. Also, continue to do TARGET commands quite often to see who has moved within range of you.

If you get into deep trouble, don't panic! Try to move away, and send out a help message to your team players (TELL FR, HELP ME!!).

After you have been destroyed and have returned bravely to do battle a few times, you will find your cumulative score building. During a game, if you think you are close to 10,000 cumulative points (the score needed for promotion), use a POINTS ME command sometime when there are no enemy ships around to find out how many points you have scored during this game so far. When your cumulative score is at or exceeds 10,000 points (the cumulative score you had when you first entered this game plus your score so far during this game), leave the game and then reenter. You are told that you have been promoted to lieutenant and then you have the option of commanding a scout or a fully operational fighter. At this point, you have some real firepower at your command, and you can aggressively seek out and destroy the enemy!

The Void

The Void was created by Acherons, who methodically destroy all matter in their quest for universal dominance. It is rumored that the Acherons have retained some bases within The Void, but they are rendered invisible by a mysterious cloaking device. Acheron vessels themselves also carry such a device and are, therefore, invisible to your scans at times. When this happens, your computer cannot lock on for a phaser fire, so your only defense is to use a stargate to beat a hasty retreat (Acherons avoid slingsales) or to fire a photon torpedo through the Acheron's sector (kind of a shot-in-the-dark approach).

There have been reports that the Acheron's cloaking device can be found and made to function. If you find it, use it wisely! Fellow game players may be able to give you some advice, but that information is so sensitive that we feel compelled not to reduce it to writing here.

Appendix A

Ship Types

Class	Commander	Warp Speed normal max ¹	Shield Strength ²	Energy (units) ³	Torpedoes	Photon Mines	Remarks
Fighter - Trainer	Cadet	6	8	5000	10	0	Has more protection and uses less energy to move than other craft; inflicts only half as much damage as other craft.
Soul	Lieutenant Captain Admiral	12	15	5000	10	0	A reconnaissance vehicle that can travel great distances and radio findings back to the fleet. Low hitting power uses less energy to move than other craft (except trainers).
Fighter	Lieutenant Captain Admiral	6	8	2500	5000	10	The work-horse of the fleet.
Miner	Captain Admiral	4	6	3500	5000	5	10 A converted merchant ship conscripted for the duration of the war. Miners deploy and retrieve photon mines, laying traps for the enemy.

Ship Types

Class	Commander	Warp Speed normal max ¹	Shield Strength ²	Energy (units) ³	Torpedoes	Photon Mines	Remarks
-------	-----------	---------------------------------------	---------------------------------	--------------------------------	-----------	-----------------	---------

Flagship

Admiral 4 6 5000 50000 10 + 40 50 A moveable starbase. Other ships may dock and be replenished from the flagships hold. There are 50 torpedoes in the hold which can be used by either the flagship or by other members of the fleet. Also, the 50 mines may be loaded onto a Miner.

Notes:

¹ A ship traveling above normal warp speed runs a risk of damage to the warp engines. If warp engines receive some damage (by overuse or by enemy fire), their performance degrades and maximum warp speed is then three sectors. If damage to the warp engines exceeds 300 units, they become completely inoperative and only impulse engines may be used until the warp engines are repaired.

² When shields are UP, their energy is decreased every time the ship is hit. Energy may be transferred between the shields and the ship.

³ Energy is consumed during movement and phaser firing (see the Energy Consumption Table). Energy also decreases each time the ship is hit. At 1000 units of energy, a ship goes to YELLOW alert and a warning bell sounds at each move. At 0 units of energy, the ship dies.

Energy Consumption Table

	Warp Factor (number of sectors)	Down	Up	Shields	Cloaked	Tractor
Miner or Flagship	1	6	12	18	18	
	2	24	48	72		
	3	54	108	162		
	4	96	192	288		
	5	150	300	450		
	6	216	432	648		
Fighter	1	6	12	18	18	
	2	24	48	72		
	3	54	108	162		
	4	96	192	288		
	5	150	300	450		
	6	216	432	648		
	7	294	588	882		
	8	384	768	1152		
Fighter Trainer	1	2	3	5	5	
	2	6	12	18		
	3	14	27	41		
	4	24	48	72		
	5	38	75	113		
	6	54	108	162		
	7	74	147	221		
	8	96	192	288		
Scout	1	3	6	9	9	
	2	12	24	36		
	3	27	54	81		
	4	48	96	144		
	5	75	150	225		
	6	108	216	324		
	7	147	294	441		
	8	192	384	576		
	9	243	486	729		
	10	300	600	900		

Computations:

- Shields down, energy - $G \times \text{dist}^2 = E$
- Shields up, energy - $E \times 2$
- Cloaked, energy - $E \times 3$
- Tractoring, energy - $E \times 3$

Divide all results by 4 for cadets in fighter trainers

Divide all results by 2 for scouts

Appendix B

Glossary Of Terms

Absolute coordinates

an absolute vertical position followed by an absolute horizontal position on the galaxy map.

Acheron

lives In The Void and is determined to destroy all matter in the galaxy; has an infinite supply of energy and torpedoes and sometimes carries a cloaking device.

Admiral

an expert MEGAWARS player with at least 500,000 points; can command any ship in the fleet.

Base

an immovable planet that has been heavily fortified for use as a supply station and a refuge in times of severe ship damage; each team has a maximum of 10 bases.

Black hole

an area on the galaxy map that does not have a sector dot; can gobble up stray torpedoes and he pless spacecraft.

Build

a fortification on a captured planet; a fifth build turns the planet into a base.

Cadet

a beginning MEGAWARS player with less than 10,000 points; can command only a trainer-class lighter.

Captain

an advanced MEGAWARS player with at least 100,000 points; and less than 500,000 points; can command a lighter, a scout or a miner.

Cloaking device

a system of invisibility used sometimes by the Acheron to shield itself and/or its bases; can be captured and made to work for the experienced commander.

Coalition

one of the two major opposing forces in the never-ending battle of MEGAWARS.

Colonist

same as Coalition.

Computed coordinates

a position on the galaxy map based on the present location of a target.

Computer

the device you use to transmit commands to your crew.

Coordinates

see Absolute, Relative and Computed Coordinates.

Deflector shields

screens that protect the spacecraft from damage by phaser or photon torpedo fire and hits from stars that go nova.

Empire

one of the two major opposing forces in the never-ending battle of MEGAWARS.

Energy

the strength in your deflector shields that will oppose an equal strength of attack, or the level of fuel available to run your warp engines and life support systems.

Escape Key

one of your computer keys; used to repeat the last command or stacked commands.

Fighter

a spacecraft; the workforce of the fleet.

Flagship

a movable base; only one flagship per team can be in a game.

Galaxy

the playing surface of a MEGAWARS game. 75x75 sectors.

Green

condition that indicates your ship is A-OK.

Honor roll

a list of the current 10 best players on each side in the MEGAWARS battles.

Impulse engines

small engines that you use to limp along one or two sectors at a time while your warp engines are critically damaged.

Kryon

same as Empire.

Lieutenant

an intermediate MEGAWARS player with at least 10,000 and less than 100,000 points; can command either a fully operational fighter or a scout.

Life support

the mechanisms of oxygen, pressure, gravity simulation, etc., aboard your ship; if inoperative, you must repair the damage within five stardates or you and your crew will die.

Mine

an explosive device planted by a miner, equivalent to the hit from a photon torpedo.

Miner

a converted merchant ship conscripted for the duration of the wars.

Phaser banks

the most effective weaponry for battering an enemy's deflector shields; each ship has two of these, and they fire consecutively. They are not line-of-sight weapons.

Photon torpedo tubes

a good 'finishing off' weapon against an enemy with reduced shield strength; each ship has three of these and they can be fired consecutively, but require some time to cool off after use. They are line-of-sight weapons.

Planet

weaker than a base, but still they will take pot-shots at all passers-by, can be captured and have fortifications built on them.

Radio

the communications device between ships of either side; also receives messages from planets and bases under attack and from the feared Acheron.

Red Alert

a condition that indicates your ship is either attacking or under attack (your crew is at battle stations).

Relative coordinates

a position on the galaxy map that is relative to (that is, a certain number of vertical and horizontal sectors from) your current position.

Scan

the process of looking at a portion of the galaxy around you, for a maximum of 10 sectors in any direction.

Scout

a reconnaissance vehicle.

Sector

the distance between two adjacent cols, vertically, horizontally or diagonally on the galaxy map.

Shields

same as Deflector Shields.

Stacking commands

entering more than one command on a line with a slash between them.

Star

represented on the galaxy map by an asterisk; can go nova and displace objects near it.

Stardate

equivalent to a 'turn' at the MEGAWARS game (anything you do at your computer that is followed by an **ENTER** or **ESCAPE**).

Stargate

a device in the galaxy which you can use to move rapidly across up to 35 sectors to another stargate.

Sub-space radio

same as Radio.

Targets

the enemy (including spacecraft, planets, bases and Acherons).

Tractor beam

a towing device for moving a friendly but damaged spacecraft away from danger.

Trainee-class fighter

a ship commanded by a new MEGAWARS cadet.

Warp engines

the normal mode of travel for a spacecraft: uses varying amounts of energy depending upon the distance covered and the condition of the ship

Yellow Alert

indicates that your ship is low on energy.

Appendix C

Quick Reference Command Summary

A

Acheron

L, N, R, S, V

Coalition

D, G, H, T, W

Empire

ss

friendly base

jj

enemy base

@

neutral planet

++

friendly planet

--

enemy planet

star

#

mine

X

stargate

BAses [keywords]

gives various information about bases in the game (see the keywords table on page 77).

BUILD

A	
R	

 v h

build a fortification on a captured planet.

CAPTURE

A	
R	

 v h

capture a planet at the specified location.

DAmages [devices]

list ship damage to the specified devices (SHields, Torpedo tubes, PHasers, RAdio, Computer).

DOck [Status] [devices]

dock at a friendly planet, base or flagship and refuel, repair and/or rearm your ship; optionally give the status of the specified devices after docking.

DRop

A
R

 v h

move to the specified location and leave a mine at your old location.

Energy ship units

transfer the specified number of units of energy to the specified friendly ship.

EXit

leave the game.

GAte

transport your ship using the adjacent stargate.

Gripe

leave a message, comment or complaint for the MEGAWARS gameamasters.

Help

*
command

receive on-line help information on all commands or on the specified command.

HOnorroll

see the top 10 players on each side in past MEGAWARS games.

Impulse

A
R

 v h

move using impulse engines to the specified new position.

List [keywords]

get various information about the specified items (see the keywords table on page 77).

Move

A
R
C

 v h

move using warp engines to the specified new position.

NEWS

get information on any new MEGAWARS features, enhancements, bug fixes, etc.

PHasers

A
R
C

 [energy] | v h | target |

fire phaser banks at the specified position or target, with the optionally specified amount of energy (default is 200 units).

Planets [keywords]

get various information about the specified planets (see the keywords table on page 77).

Points [team]

get various scores for players and other enemies in the game (the optional team specifications can be I, Me, COalition, CColonist, Empire, Kryon, Acharon, or ALL).

Quit

leave the game.

Radio [ON
OFF]

turn your ship's sub-space radio on or off.

Radio [GAG
UNGAG] ships

suppress or restore messages sent from the specified ships.

Repair [units]

repair damaged ship devices by the specified number of units (default is 100 units if docked and 50 units otherwise).

Scan [direction] [range
v h] [W]

display a portion of the galaxy, for a maximum of 10 sectors in each direction. An optional direction can be Up, Down, Right, Left or Corner.

Set name

changes your name in the MEGAWARS user file.

Set Output [Long
Medium
Short]

causes displays to range from very English-like to very cryptic.

Set Scan [Long
Short]

causes any SCANS to be either with 2 symbols for bases and planets, or 1 symbol.

Set Prompt [Normal
Informative]

causes prompts from MEGAWARS to be either COMMAND: or (with possible one-letter ship condition symbols).

Set OC [A
R
Both]

causes output coordinates to be displayed in the specified manner(s).

SEt I [A]
[R]

causes input coordinates to be accepted in the specified manner.

SEt SHip type

changes your ship type during the game (where type is SCout, Fighter, Miner or FFlagship); you lose 10% of your score and must be docked.

SHeilds [UP]
[DOWN]

raises or lowers your deflector shields.

SHeilds Transfer energy

Gives the specified amount of energy to an adjacent spacecraft.

SRecan [direction] [range]
[v h] [W]

displays a short-range scan of a portion of the galaxy, for a maximum of 7 sectors around your ship (where direction is Up, Down, Right, Left, or Corner).

STatus [items]

displays the current ship status, optionally for the specified items only (Condition, Location, Torpedoes, Energy, Damage, Shields, Radio).

SUMmary [keywords]

gives an abbreviated count of items in the game (see the keywords table on page 77).

TArgets [keywords]

gives information about the enemy (see the keywords table on page 77).

TOrpedoes [A]
[R]
[C] number [v h][v h][target]

fires the specified number of torpedoes at the specified location(s) or at the specified target.

TRactor [Ship]
[OFF]

connects a tractor beam to an adjacent friendly ship or disconnects that beam.

TYpe OUtput

displays your current input and output specifications (as set up with the SEt command).

USers

lists all other users in the current game.

Keyword Table

ship
v h
CLosest
SHips
BAses
PPlanets
Stargatea
POrts
Coalition
Colonist
Empire
Kryon
FFriendly
ENemy
TTargets
Neutral
CApured
n
ALL
List
Summary
AND
\$

Stacked Commands on a Line

command/command/command

Special Character Keys

[ENTER] — feeds your command(s) to the system

[ESCAPE] — repeats the last command line you sent

[CTRL-O] — stops output being sent to your screen

[CTRL-C] — either aborts a series of stacked commands or takes you out of the game

CompuServe

5000 Arlington Centre Boulevard
Post Office Box 20212
Columbus, Ohio 43220
600/648-8990 (contiguous U.S.)
614/457-8600 (Ohio)

An IBM Business Company

125-675 (20114)

© 1984 CompuServe Incorporated