

STARQUAKE

for IBM PC, XT, AT & 100% compatibles

LOADING INSTRUCTIONS

1. Boot DOS version 2.11 or greater.
2. At A> prompt, insert this disk in drive A: with label UP.
3. Type **STAR** and press **RETURN**.

THE OBJECT OF THE GAME

The object of the game is to collect all the pieces of the Core in order to rebuild it to prevent the planet from exploding and causing a "starquake" and thus, save the Galaxy and life as we know it!

MOVEMENT

There are two forms of movement: Ground movement and flight. During ground movement, you can move horizontally on any piece of ground. To go down you must let yourself fall. To go up, pull the joystick back (or press Down arrow) to cause a bridging platform to appear under you. Keep pulling back until you have reached the desired height.

While walking, you can pick up some supplies by walking over them and other items by pushing the joystick forward (or press Up arrow). You can only enter teleport booths, fortresses, security doors and the core room while walking.

To fly, walk onto a flier and move the joystick up (or press Up arrow). You are now airborne and can move the joystick (or press cursor arrows) in any direction you want to go. To dismount the flier, park in an empty flier base and walk away.

KEYBOARD CONTROL

Left Arrow	Moves Blob Left (when flying or walking)
Right Arrow	Moves Blob Right (when flying or walking)
Down Arrow	Moves Blob Down (when flying) or Builds a Bridging Platform (when walking)
Up Arrow	Moves Blob Up (when flying) or Picks Up an Object (when walking)
SPACE BAR	Fires
F1	Pauses Game; any keystroke will restart game.
ESC	Aborts game

JOYSTICK CONTROL

Left	Moves Blob Left (when flying or walking)
Right	Moves Blob Right (when flying or walking)
Down	Moves Blob Down (when flying) or Builds a Bridging Platform (when walking)
Up	Moves Blob Up (when flying) or Picks Up an Object (when walking)
Fire Button	Fires
F1	Pauses Game; any joystick movement or keystroke will restart game.
ESC	Aborts game

TELEPORT BOOTHS

The teleport booths transport you to other parts of the galaxy in your search for pieces of the core. Once in a booth, you are asked for a destination. Type in one of the five-letter destinations given below:

Bagel Rubia Quand Pulse Nugae Abyss Moria Moist Louse Limma Kyang Rapid Cloud Hidee Water

WARNING: All flying things will drain your energy. When your energy runs out, you DIE! Be wary of the Nomads—the things that look like flying rotors. Also be wary of the plants, spikes and mushrooms—these are all out to get you. Watch out for the electrons shooting out of the walls, and smash traps (they have electron beams shooting between them)—these will fry your hide!

SHOOTING

To shoot, move the joystick in the direction you wish to shoot and press **fire**. If you are using the keyboard, press the **cursor arrow** in the direction you want to shoot and press **SPACE BAR**.

WINNING THE GAME

Collect all of the pieces of the core and take them to the core room, one screen up and to the right of the Abyss teleport booth (without getting killed!). You can carry four items at a time.

If you are carrying a piece of the core that you don't need, you can take it to the Cheops Pyramid and exchange it for a piece that you do need (but ONLY if you have an access card!).

GOOD LUCK!

WELCOME TO STARQUAKE!

Object: The object of Starquake is to collect all the pieces of the core.

Movement: There are two ways to move: 1. Ground movement: You can move horizontally along any piece of ground. To go down, you must let yourself fall! To go up, pull the joystick back. This causes a bridge to appear under you and raises you up. Keep pulling back on the joystick until you have reached the desired height.

While in ground movement mode, you can pick up items by either walking over them (such as supplies), or by pushing the joystick forward (to get core elements, Cheops Pyramids, the key or the access card, for instance).

NOTE: You can only enter teleport booths, fortresses, security doors and the core room when you are in ground movement mode (walking).

Once you are in a teleport booth you will be asked for a destination. Type in one of the five-letter destinations listed below:

Astra Femur Malis Optic Sigma Chasm Hylis Metre Plasm Xenon Cosin Kappa Meson
Polar Z.A.P

2. Air Movement: You can get on a flier by standing on it and moving the joystick up. You can then move by pushing the joystick in the direction you want to go. You can only pick up supplies while flying. To dismount the flier, park in an empty flier base and walk away from it.

To shoot, move the joystick in the direction you want to shoot and press the fire button.

WARNING: All flying things will drain you of energy. When your energy runs out, you DIE! Beware the Nomads — these are the things that look like flying rotors.

Other things to steer clear of are the prickly bushes and the things that look like egg shards. Also, you definitely want to stay away from the electricity that shoots between poles on the generators and between walls and gates. This will fry your hide! When you are walking, beware the Crawlers. They only move around on the floor and are usually confined to a small area, but they're killers!

How to Win: Collect all the pieces of the core and take them to the core room (without getting killed!), one screen up and to the right of the chasm teleport booth. You can carry four items at one time.

If you are carrying a piece of the core that you don't need, you can take it to Cheops Pyramid and exchange it for a piece that you do need, but ONLY if you have the access card!

F3 will pause the game.

F1 will reset the game.

GOOD LUCK!