

STARGLIDER II

Technical Supplement

Macintosh

© 1988 Argonaut Software, Ltd.
Macintosh is a registered trademark of Apple Computer.

System Requirements

This version of Starglider II runs on any Macintosh Plus or SE with at least 1 MB of RAM and an 800K disk drive. Users should note that Starglider II will not run in Multifinder, and the RAM cache in 1 MB systems must be turned off. The game will not run on a Macintosh II. Most System INIT and CDEV programs, including “Vaccine” and “Gatekeeper” will not interfere with Starglider II, but a few, such as the “Moire” screen saver, conflict with it. In such instances you should drag the offending INIT from the System folder and restart your Macintosh. After playing the game, these INITs can be replaced.

Loading

To load Starglider II on your Macintosh, insert the game disk in your disk drive and double click on the Starglider II icon.

Loading Problems?

If you experience loading problems, try loading the game on another Macintosh if possible. If it loads correctly on that machine, the difficulties are probably in your hardware. You should have your computer checked by your local Apple dealer. If the problem persists even on another Macintosh — or you experience other problems or have further questions — call MicroProse Customer Service, (301) 771-1151, Monday through Friday, 9 am to 5 pm, Eastern Time. Have a pencil and paper handy when you call.

Installing On A Hard Drive

To install the game on your hard drive, create a new folder on the hard drive, and drag all the game files into that folder.

Control Devices

The Icarus spacecraft in Starglider II can be controlled through the mouse. In addition, keyboard commands are used for features such as weapons and view selection and utility functions. These are explained further later in the supplement.

Saving and Restoring Games

You can save your game position to a blank, formatted disk or to a hard disk if you prefer. Games are restored through commands found on the Options Menu (see page 4).

[Transcriber's note: the Options Menu information is on the final page of this PDF.]

Novenia News Update

The playguide packaged with your game provides detailed descriptions of all the planets you'll encounter in the game. It also assigns a color to each planet. These colors are not relevant to the Macintosh version of the game. The planets still retain the same positions within the Solice solar system, however, and the player can always use the Identification computer (press I during play) to discover which planet is which.

Mouse Control

Most of the flight operations of the Icarus are controlled through the mouse. Other actions, such as viewing angles, special operations and utility functions, are controlled from the keyboard.

When flying by mouse, moving the mouse left and right makes the Icarus roll left and right, respectively. You can roll the craft 360 degrees if you wish. Moving the mouse forward will cause the nose of the Icarus to dip and your ship will fly downward. Moving the mouse backward will cause the nose to rise, and your ship will move upward. Again, you can rotate as much as 360 degrees. (It's even possible to fly upside-down by rolling the ship 180 degrees.)

To increase speed, hold down the mouse button and move the mouse forward. To decrease speed, hold down the mouse button and move the mouse backward.

Starglider II also has an optional “one-hand mode,” available through the Options Menu screen (described later). In this mode, the mouse button fires the current weapon and acts as the speed control. Normally, the Space Bar acts as the fire button.

Keyboard Controls

The following keyboard controls are used in Starglider II:

Game Control Key	Action
SHIFT or W	Select Weapon
SPACE BAR	Fire Selected Weapon
D	Toggle Stardrive On/Off
I	Identify Object In Crosshair
A	Audio Analysis of Nearest Object
R	Status Report
T	Tractor Beam
< and >	Rotate Tractor-Beamed Object
M	Move Tractor-Beamed Object Toward Craft
C	Collect Tractor-Beamed Object
F	Toggle Fixed/Floating Crosshair
P	Toggle Patchwork Landscape On/Off
S	Toggle Shadows On/Off
G	Give Object (To Cooperative Depots)
ESCAPE	Abort Game
BACKSPACE	Pause Game
When Game Is Paused	
I	Inventory Mode
E	Exit Inventory Mode
J	Jettison Object
Any Other Key	Continue Game

Viewing Options

You can view the action in Starglider II from several angles, from both inside and outside the cockpit. It’s a good idea to experiment with the many viewing options to find those that work best for you. *Keys prefixed with the letter “n” denote those found on the numeric keypad.*

View Control Key	View
1	Cockpit
2	Cockpit — Icarus locked into Z axis
3	Cockpit — Icarus locked into X axis
4	Cockpit — Icarus locked into Z and X axes
5	Outside Cockpit
6	Outside — Icarus locked into Z axis
7	Outside — Icarus locked into X axis
8	Outside — Icarus locked into Z and X axes
nENTER	Toggle Cockpit/Outside View

The following keys select the angle from which to view both the cockpit and outside perspectives. Note, however, that many of these viewing options are disabled if attempting to view outside your ship while it travels through a tunnel network. *Keys prefixed with the letter “n” denote those found on the numeric keypad.*

Keyboard Command	Angle of View
n1	Left rear view
n2	Rear view
n3	Right rear view
n4	Left view
n5	Down view
n6	Right view
n7	Left front view
n8	Front view
n9	Right front view

If you wish, you can also customize your own viewing angles with the following keys. *Keys prefixed with the letter “n” denote those found on the numeric keypad.*

Keyboard Command	Action
Cursor Left	Rotate view left
Cursor Right	Rotate view right
Cursor Up	Rotate view up
Cursor Down	Rotate view down
n-	Move viewpoint farther from Icarus
n+	Move viewpoint closer to Icarus

Utility Functions

The following keys perform utility tasks:

Key Command	Utility Function
Option-1	Toggle sound effects on/off
Option-2	Toggle screen-flipping mode
Option-0	Save game to disk

The Options Menu

The Options Menu can be found by pressing any key other than the Space Bar or the Fire Button when the title screen appears. The following selections will appear:

Key Command	Option
0	Toggle alternative screen on/off
1	Select one-hand mode
2	Select fixed crosshair sight
3	Crosshair autocenter X, Y, XY, or OFF
4	Change mouse scaling
5	Load game
6	Load high-score table
7	Display high-score table
8	Painting with Rolf
9	Restart an interrupted game
S	Toggle sound effects on/off
R	Restart Macintosh

- Option 0 toggles between using and not using the alternative screen. Using this screen will speed up the game, making it easier to play. However, this alternative screen is not available on all Macintoshes, and those that do have it may have allocated some vital data into that memory space. If this is true, your Mac will crash if you select the alternative screen option. You can avoid this by a) always booting from your Starglider II boot disk; or b) by removing applications like MacBug or Superspool, which make use of this extra memory, as do certain INITs. (Try selecting this option ON to see if it works. There's no way to harm your Mac if it doesn't.)

- Option 8, Painting with Rolf, allows you to examine all the shapes in Starglider II, rotate them, change their size and even paint with them — with fine control over the cycle sequence of animated shapes. Use your mouse to move the shape around the screen. Hold down the mouse button and move the mouse forward and backward to make the shape larger and smaller. The following keys can also be used:

Keyboard Command	Action
X and S	Rotate shape forward/backward in X axis
Y and T	Rotate shape forward/backward in Y axis
Z and A	Rotate shape forward/backward in Z axis
P	Stop shape rotating
R	Reset shape to start position
< and >	Cycle through the shapes
Cursor Up	Start animation, cycling forward
Cursor Down	Start animation, cycling backward
Cursor Right	Single-step animation, one frame forward
Cursor Left	Single-step animation, one frame backward
E	End animation sequence
D	Draw with a shape/clear screen toggle
0 to 8	Alter scale of objects
ESC or CLEAR	Return to Options Menu