

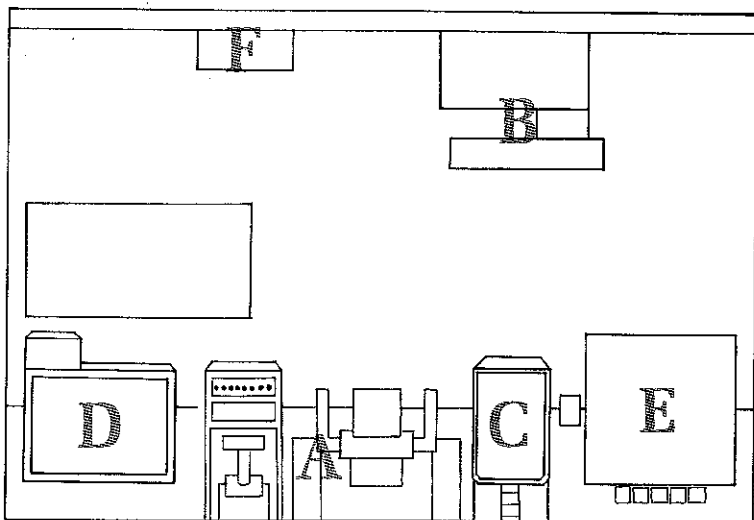
STRIX FIGHTER

INSTRUCTIONS MANUAL

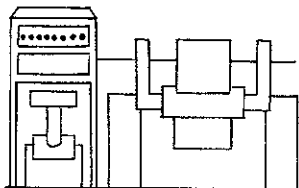
The STRIX fighter is a deep space raider produced specifically for long range seek & destroy operations. It is a highly sophisticated craft with many specialised functions which require detailed study and practise to ensure success. This manual is required reading for all trainees wishing to gain proficiency in the piloting and efficient use of this machine.

BASIC FAMILIARISATION

The system console is divided into several main sections each with a major functional use.

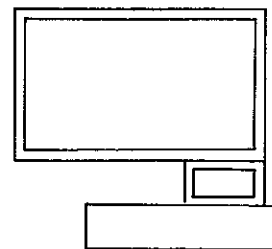


CENTRE CONSOLE (A)



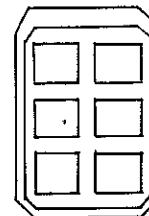
The Centre console allows for positional and speed control. The control column allows directional change whilst the speed lever controls velocity.

STATUS DISPLAY (B)



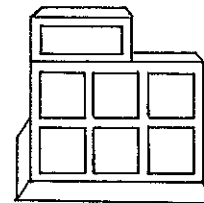
The status display shows system messages, current alert status and a readout of the energy in the ships main storage banks.

FUNCTIONS POD (C)



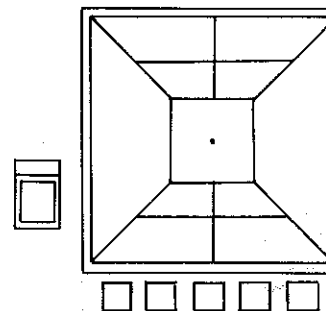
The functions pod contains switches for a number of functions including shields, weapon select, and vision direction.

SHIPS COMPUTER (D)



The ships computer is multi-purpose and consists of a head-up display with options for navigation, scoop control, ship status, re-fueling and communications.

SHORT RANGE SCANNERS (E)



The short range scanners allow for variable range scanning of the areas immediately around the ship and give accurate positional information on objects detected.

CHART OF THE GIOBEK SYSTEM

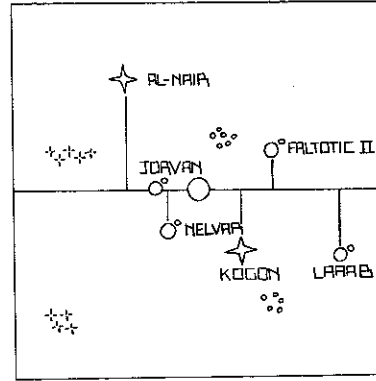
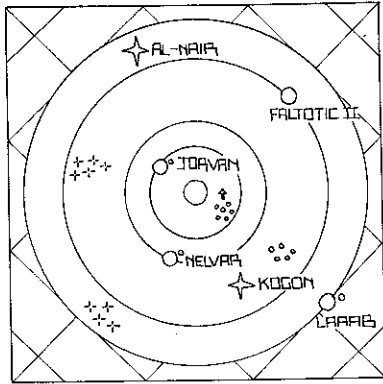
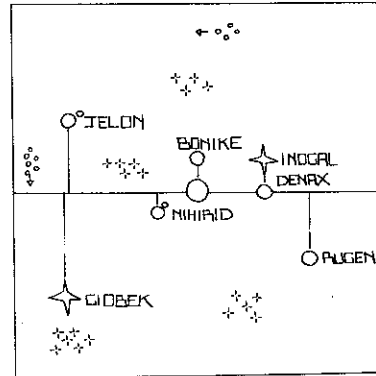
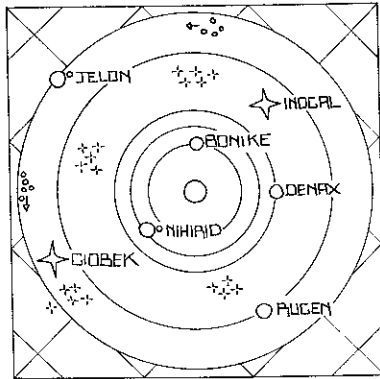


CHART OF THE KOGON SYSTEM



SPEED CONTROL

Speed is controlled using the Thrust lever to the left of the centre console. Downward movement of this lever causes deceleration, upward movement acceleration. The display above the lever has eight lights showing graphically the amount of acceleration/deceleration being applied and a sliding bar which registers current velocity.

To move the lever simply move the mouse pointer over the lever and depress the left button. Whilst keeping the button held down move the mouse in the desired direction – up for acceleration and down for deceleration.

Alternatively the keyboard may be used. The key labelled 'RETURN' is equivalent to up movement whilst the shift key underneath will cause downwards movement of the lever.



The ship can be stopped quickly by pressing the retro thrust button on the pod. This requires twice as much energy as using the thrust lever but is far faster at killing the ships motion.

NAVIGATION

Navigation uses two special computer functions. The long range map and the navigation computer. The map shows all large objects within the confines of the navigable system and their spatial relationship with regards to your ship. It also allows a specific location to be pinpointed. The navigation computer then displays graphical information to help find this location.



The long range map is activated by pressing the ship's computer's top left button whilst it is switched on. Two screens will now be visible framed by a green border. Each screen shows the same data but from a different viewpoint. Your position is indicated by a white square in the centre of both screens.

The leftmost screen is imaged as if looking down on your ship from a great height i.e. objects in front of you are towards the top of the screen, objects to the left are on the left of the screen. There is no indication of above/below in this screen. The other screen shows your ship from behind, with above being towards the top of the screen and left being to the left of the screen.

All large objects are displayed as dots and positions are updated in real-time. As your ship moves and changes direction the dots follow suit. The meaning of the dots is:

Yellow	The systems Sun
Shimmering colour	Stargates
Pale Red	Alien mother-ship
Dark Red	Alien space ship
White	Alien observation post
Pale Blue	Planet
Dark Blue	Planetary moon
Dark Green	Energy Drone
Green	Repair Drone
Pale Green	QUARK Drone
Black	Alien missile

There is also a small white cross displayed. This is the destination point for the navigation computer. Clicking in either screen with your mouse moves this cross. Click in the left screen to set its left/right front/back position and in the right screen to set its up/down left/right position.

AGENCY GUIDE FOR FREELANCE OPERATORS

BRIEFING: Stardate 97-81-24

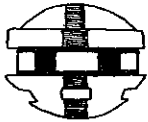
Following the recent antics of certain persons all operators must note that the agency will under no circumstances tolerate the following:

- Star Trek groupies.
- Do-gooders.
- The stranded & impoverished bumming energy drones.
- Idiots who burn up skimming fuel from gas giants.
- Anyone who earns too many credits.
- Xenophobes.
- Mirfaks.

Any of the above silly abhorrent aberrations will result in immediate termination.

Automatic bounty allocators have now been fitted to all ships. All have been calibrated so any claims for extra credits because of inaccuracy will not be accepted. Anti personnel devices have been fitted to them so tampering must be a deep philosophical decision for anyone contemplating interference.

Agency scientists can now confirm that the indiscriminate firing of QUARK bombs through Stargates into alien systems serves no useful purpose as no damage ever appears to be inflicted. The agency is therefore not prepared to pay bounties for this feat.



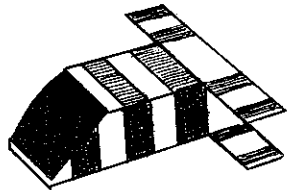
For those who consider alien observation posts to be easy target practice at 1500 credits each, the Agency would hasten to remind you that their purpose is observation and they do have sub-ether coms links.

The Agency is currently extremely keen to examine captured aliens.

A bounty of 500 credits will be paid for any specimens. Operators are expected to clean their own scoops.

Alien satellites are the subject of intense Agency interest. Bounties of 1000 credits will be paid for communications equipment, 2000 credits for observation equipment and 4000 credits for military hardware. Recent reports now indicate that most civilised worlds now have this technology.

Alien skirmishers have been messing up the star lanes with mines again. A bounty of 500 credits will be paid for each one destroyed. Recent analysis has shown that ramming, whilst being effective is not the most efficient method of mine clearance. The Agency will under no circumstances pay extra bounty to those heroes who attempt to clear homing mines or those with long-range proximity fuses.



The Agency recommends that all rookie operatives should operate entirely within the AI-Nair system. Vexon scout ships are now pretty obsolete in their weapons technology and carry a bounty of 2500 credits.

AUTO SCOOPS



To retrieve objects from space the auto scoops must be used. To activate, first turn on the ship's computer and then select the second button from the left on the top row. The screen will show an image with your STRIX fighter in the centre. The yellow square underneath is a representation of your extended scoop. All objects in the vicinity will now register their location on this screen. The nearer the object is the whiter it will be. Only objects in front of you will register.

With the scoops extended satellites, drones and even life forms may be taken within your ship by ensuring that their image falls within the yellow square whilst it is at its whitest. The scoop will then automatically detect their presence and tractor beams will draw them in.

The scoop's imaging system is also a very good aid for negotiating meteor clusters, mine fields and for dodging enemy fire.

WEAPONRY

Your shields are your most important aid to staying alive. Without them you will take massive damage and possibly be destroyed by an enemy weapon. The shields absorb energy and so will protect you from individual hits from energy weapons but they can be overloaded by multiple strikes in a short space of time.



The shields may be switched on by pressing the centre right button on the pod. Unless they are destroyed they will automatically repair themselves over a period of time. Shields are heavily energy intensive whilst in operation and will draw large amounts of extra energy to deflect potential impacts.



Normally standard Pulse weaponry is selected. The only limit to how often they are used is again the amount of energy you have in store. They are however of limited effectiveness against shielded ships requiring multiple hits to break down their shields. Missiles which are selected by the centre left button on the pod have far longer ranges and can pierce shields. The QUARK bombs are the only things able to pierce the shields of alien mother ships. QUARKs are selected by activating the lower left button on the Pod. Weapons are fired with the right mouse button, the keyboard space bar or the joystick button.



BATTLE DAMAGE

Whenever damage is inflicted upon your ship the damage control computer will use energy to protect vital areas at the expense of others. The shields will absorb whatever energy they can if they are active and not destroyed. The damage allocator then allocates damage in the following order - scanners, computer, pulse weapons, engines.



A visual indication of the ships status may be obtained by activating the right most button on the bottom row of the computer console whilst the computer is on. The display shows each major area of the ship and its percentage functionality. 100% means perfect working order. Generally things are regarded as damaged and not to be trusted as reliable when their effectiveness drops below 50%. Also shown on this display are weapon quantities and current energy consumption.

ENERGY USAGE

All ship functions require energy. Without it your ship will perish. Energy is used by your ship in the following way:

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