DEEP SPACE

MISSION MANUAL

Basic ship functions	– 10 units per second
Shields on	– 15 units per second
Pulse weapons	– 30 units per firing
Acceleration/deceleration	– 5 * rate (1–8) units per second
Scanners	– 10 units per second if on
Scanner ranged	– 5 * range (1–5) per second
Computer	– 5 units per second if on
Map computer	– 20 units per second
Scoop computer	– 10 units per second
Navigation computer	– 5 units per second
Drone computer	– 10 units per second
Comms computer	– 10 units per second
Status computer	– 5 units per second
Stargate Entry	– 50000 units per passage

Remember also that any damage inflicted will also use energy.

KEYBOARD OPTIONS

All ship control functions may be controlled directly from the keyboard. The following table summarises the keys to use.

MOVE UP	– ↑
MOVE DOWN	– ↓
MOVE LEFT	– ←
MOVE RIGHT	– →
INCREASE SPEED	– (RETURN)
DECREASE SPEED	– (LEFT-SHIFT)
FIRE WEAPON	– (SPACE)
SELECT MISSILE	– M
SELECT QUARK BOMB	– B
WINDOW LOCK/UNLOCK	– W
LOOK BEHIND	– (BACKSPACE)
RETRO-THRUST	– R
SHIELDS ON/OFF	– S
COMPUTER ON/OFF	– F1
SELECT MAP DISPLAY	– F2
SELECT SCOOP DISPLAY	– F3
SELECT NAV DISPLAY	– F4
SELECT DRONE DISPLAY	– F5
SELECT COMS DISPLAY	– F6
SELECT STATUS DISPLAY	– F7
SCANNERS ON/OFF	– F10
SET RANGE 1	– 1
SET RANGE 2	– 2
SET RANGE 3	– 3
SET RANGE 4	– 4
SET RANGE 5	– 5
PAUSE	– (ESC)
GAME OPTIONS	– (HELP)

DEEP SPACE

Deep Space is an interstellar adventure encompassing warfare and exploration. You take charge of a STRIX fighter, an advanced long range raider in which you embark on a journey to find fame and fortune.

Working for the Agency as a freelance buccaneer you venture forth to earn Credits for your daring deeds and with them purchase the energy and weapons to enable you to tackle some of the most deadly adversaries in the known universe.

Negotiate meteor clusters and storms, clear minefields, steal communication satellites from out of their orbits, dog fight with Kogon interceptors, encounter the awesome Vexon mothership. These and other adventures await in DEEP SPACE.

Deep Space was produced by Psygnosis in assembly language especially for 68000 based computers. We hope you enjoy this product which we enjoyed creating so much.

The navigation computer is selected by pressing the computers top right button. This displays a screen with two important components both of which are to help reach the destination point set with the long range map.

On the left is an indication of the distance to the point plus an estimate of the energy units required to reach the point. On the right are a series of squares. The course you are steering is correct when all squares line up perfectly. Your destination is reached when all squares are the same size. The normal colour of the squares is yellow but if your destination is behind you then they will be red. The exact course to steer is marked most accurately by the smallest square which should be followed i.e. if it is to the left then you should steer left.

SCANNERS

The Short Range Scanners are activated by pressing the up-arrow button on the right side of the pod. This will cause a screen to rise. The scanners will not be active unless one of the range buttons (labelled 1-5 underneath) is also selected. The scanners may be de-activated by pressing the same button (now a down arrow) again.

The range of the scan is selected by the buttons (labelled 1-5) which are located underneath the scanner screen with one being the lowest and five the highest range. Each increase in range doubles the effective area which is scanned and doubles the scanners energy consumption.

The scanner screen shows a cube with your ships position signified by a central white dot. The scan is imaged looking forwards. Any large object within scanning range will be represented within this cube by a stalk with a dot on top. The dot is the object whilst the stalk gives an indication of depth by the position it joins the floors of the scanner. All scanned objects have their positions updated in real time.

DEEP SPACE REFUELLING

Deep Space refuelling of a STRIX fighter is most easily accomplished through the use of automatic drones. Three types are available and can be ordered using the ships computer.

An energy drone carries 25000 units of energy.

A Repair drone carries all needed spare parts to repair or replace any vital ship functions which may have become damaged or destroyed. It also carries 10 missiles which automatically replenish ship board stocks.

A QUARK drone carries 2 QUARK bombs. This is the only way to gain possession of such weapons.

These drones have to be purchased from the agency who will then despatch them on auto-pilot providing that you have enough credits for the purchase.

Drones are ordered through the computer by pressing the left most button of the computer console whilst the computer is activated. The display shows your current credit rating with the agency. To order select the type of drone you require by clicking with the mouse on the required line until it is highlighted. Then click on the order line.

If you have the required credits the cost will be debited from your account and the drone will be despatched. You must then use your scoops to retrieve it.

The drone will travel to the location you occupied when you ordered it. The time the drone takes to reach this position and its cost in credits are directly proportional to the number of Stargates it must traverse to reach this position.

For any impoverished and fueless pilot there is another option which can be taken to replenish energy stocks. This involves scooping the surface of any nearby gaseous star. This process is hazardous in the extreme and totally beyond description.
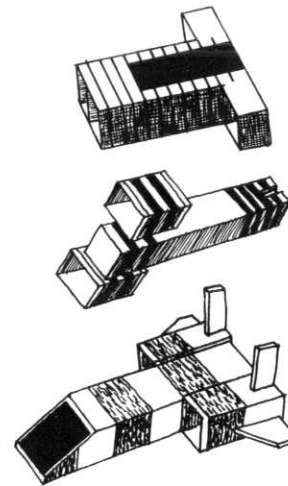
An increasing number of Vexon fighters have been reported in the Giobek system and some even in the Al-Nair system. It is believed these heavier craft are using a system of disposable fuel pods to increase their effective range. Vexon fighter ships are worth 5000 credits each to the Agency.

A number of Vexon Killer class ships found operating in the Kogon system have been found to be fitted with anti-matter screens. This class of craft is now only surpassed by interceptor class star ships which have so far not ventured beyond the Inogal system. Killer class ships are worth 7500 credits whilst Interceptors earn a bounty of 10000 credits.

Losses of Agency operatives has been highest amongst those who have penetrated the Vexon system. It is believed that the Vexon have finally perfected their much heralded mothership. Destruction of this vessel will be rewarded by 250,000 Credits bounty. Our scientists assure us that the new QUARK bombs are capable of demolishing planetary bodies and so this fabled edifice should be no problem (once it is reached).

SYSTEM MAPS

The following are the latest charts of the five hostile systems. Each is presented as two charts, the one on the left being looking down and the one on the right being a side-on view.
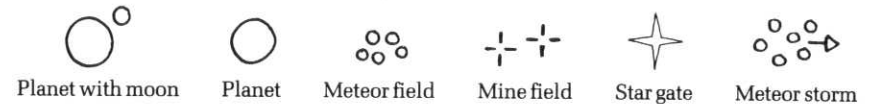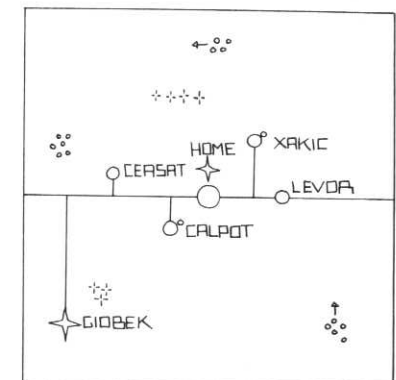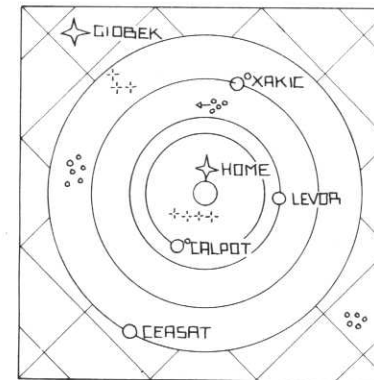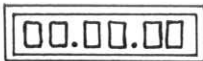
The key to the charts is:

MAP KEY

| Planet with moon | Planet | Meteor field | Mine field | Star gate | Meteor storm |

CHART OF THE AL-NAIR SYSTEM

MISSION CLOCK (F)

`[ 00.00.00 ]` The mission clock shows a readout of mission elapsed time.

ACTIVATING CONSOLE SWITCHES

Console buttons and switches may in all cases be activated by moving the mouse pointer over them and depressing the left hand button on the mouse. A successful activation will then always be indicated by a change in the colour or the graphics of the button. All buttons also have keyboard equivalents. The table at the end of this manual gives a complete list of key to command mappings.

ALERTS AND MESSAGES

Messages from the ship which are of such importance that they may require your attention are imaged on the status display. An audible warning will announce their presence. The small square underneath gives an indication of the importance of the message: red for 'urgent', yellow for 'may require action' and green for 'information which may be of interest'. The readout below this is the ships master energy display. If this ever reaches zero the ship will cease to function and will self-destruct.

The communications computer, which is selected by pressing the central button on the bottom row of an activated ships computer console, will always give an expanded explanation of status messages as well as any extra information that is not deemed appropriate to be presented on the status display.

MOVEMENT

Movement of the STRIX fighter may be accomplished in any one of three ways. Using the mouse you simply move the pointer over the graphic of the control column and whilst keeping the left mouse button depressed drag the column in the direction toward which movement is desired i.e. left moves the ship left and up moves the ship up.

Movement with a joystick is a case of pushing the stick in the direction required. The joysticks only function is to fire weapons or change direction and may be used in parallel with the mouse and/or keyboard.

Movement from your computer keyboard is accomplished using the arrow (cursor) keys. Press the key which corresponds to the direction in which you wish to move.

In all cases the longer you hold a directional change the faster your ship will move in that direction. Providing the ship has forward momentum any movement of the control column will always alter the direction of motion (not just the display window).

It is possible to detach the viewing window from the direction of motion and look in other directions whilst not disturbing that motion. To achieve this press the top-left button on the pod. When it locks and the button changes colour, viewing direction will be independent of motional direction. You may now look around without disturbing any course which has been set. Clicking the pod button off will immediately return the window to looking along the direction of motion. This operation may also be obtained with the keyboard key "W". A further option which is useful in combat situations is the 'rear-view' button located in the bottom right position on the pod. When activated the window is automatically freed and instantly swung round to point directly away from the current direction of motion. The 'BACKSPACE' key will also activate this function.
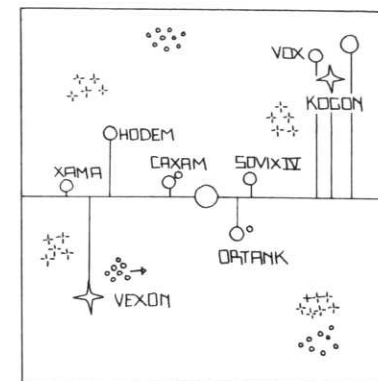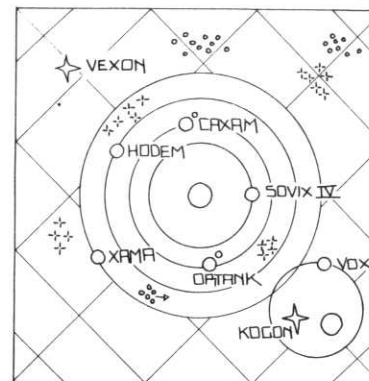
CHART OF THE INOGAL SYSTEM

CHART OF THE VEXON SYSTEM