

# STARRAY

## INSTRUCTIONS

### STARRAY INSTRUCTIONS FOR THE AMIGA

#### LOADING

0. Disconnect any unnecessary peripherals
1. Switch on your Amiga, or reset (CTRL-Amiga-Amiga), so that the Hand holding the Workbench disk appears.
2. Ensure the write protect tab on the disk is closed - i.e. make sure you can write to it!
3. Place the StarRay Bootdisk in your drive (d0). Loading will commence



The story so far ...

- 1 Since the first time you saw a Star Warrior on some TV space-opera, battling valiantly against the evil Citron and Tauran empires, you have nurtured a dream.... to become a StarRay pilot! Now, you've sailed past the acceptance tests, you've survived the trainer-sims, you've done the dummy runs on the ice planet Charon - at last, you've made it!
- 2 The first mission is on the planet Gorbaxa. It's a place where the used Kryptium - Energy Cells from the mammoth Star Cruisers are stored. Since one of the surviving robotships from the Kryx Wars dumped unused Kryptium-Cells there 2 years ago, the place has needed a 24 hour guard- the cells are priceless and dangerous. The Watch at Gorbaxa is just your kind of mission.
- 3 A few months later, you'll be on your way to Sirion. It's a holiday planet where dense impenetrable jungle is growing at such a frenzied rate, it could overgrow the hi-speed rail tracks within hours. Here, your mission is to protect the forest exterminator robots against the vicious wildlife.
- 4 If you're still alive after that, the next mission is Sharon, where the ozone layer requires your protection. And then...

#### THE GAME

To commence game, press FIRE on your joystick, or either mousebutton.

**Movement** is by either mouse or joystick

**Laserfire** is by either the joystick's FIRE button or the left mousebutton.

**Vaporisers** are activated with the right mousebutton. Vaporisers will destroy everything except the StarRay fighter and the installations.

#### SCREEN LAYOUT

Below the play area, you will find the Radar Scan. You are the white dot near the centre, the installations you are protecting are the off-white dots on the bottom. When these are perverted by the alien Landers, they become red. Any other objects on the radar are active and hostile.

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**Shield Bar**, signifying the energy supply to your shielding  
**Vaporisers Store**, indicating how many are left  
**The Score**.

#### WHAT YOU MUST DO

Your mission is always to protect the **Installations** on the ground. When these have gone, the game is over. Installations are different on each level - energy cells, forest robots, anti-gravity generators etc.

The most common aliens are the **Landers**, which not only fly around, they shoot at you as well, and land on the installations which they pervert. For example, in the jungles of Sirion, Landers turn the installations into Gun Emplacements. Perverted installations should be attacked.  
Some Landers leave a **Bonus Ball** when you shoot them. These should be collected (touch them). The StarRay fighter is enhanced according to the letter on the ball.

**A: Improved acceleration**

**V: Maximum speed is increased**

**T: You can fire more rapidly**

**P: Your laser gets greater penetrating power.**

**C: Continuous fire for 100 shots**

**I: Invulnerability for 10 seconds**

**B: Bonus points**

If you hang around doing little, the vicious **Blue Hunters** will come for you. If you are good, you get bonus **Air Buses**. Shoot them down and collect the bonus objects.

On your first mission at Gorbaxa, you'll encounter Krellian mother ships. These seem harmless, but when shot they break up into many small UFOs, which chase behind you in your exhaust stream.

There are 7 missions all in all, increasing in difficulty. Look forward to the living crystals, radar interference satellites, the silicon worms, collapsing cave passages, bloodthirsty plants, deadly guided missiles, etc etc...

#### THE OPTIONS SCREEN

This is activated by pressing any key on the keyboard. This offers you;

**RESUME GAME**, from exactly where you left it

**VIEW GAME SCREEN**, enabling screen photos and position analysis

**SOUND ON/OFF**, Without sound StarRay is 1.8% faster and 23% more difficult

**RESTART AT LEVEL**, This enables you to start on any of the first 4 levels, but only on level 1 is your energy maximised.

**LAST GAME OPTION**, Tests have shown that StarRay gives pleasure to certain persons. For these there is the following problem: Those who have to get out of bed early in the morning, must actually stop playing at some time - but how, when their fingers are itching for the High Score? For these we have invented this option. Activate **LAST GAME OPTION**, lose, and nothing works anymore. To continue playing, one must load again - and thus there is time enough to glance at the clock and jump disgusted into bed.

#### BE SENSIBLE

Please fill in the Registration Card, and handle your disks with care - keep them away from all hazards, such as heat, cold,

humidity, dogs, coffee, coke, crumbs, magnetic fields, small and large children, and many more.

#### TECHNICAL REMARKS

-One FIRE button on the joystick is pretty mean. To prevent wear and tear to your mouse, we suggest the following:  
2 joystick buttons - the second (right) one is connected just like the right mouse button, thus between Pin 8 (earth) and Pin 9 of the joystick connector. For reasons of cost, a super joystick is not enclosed, but you could of course build yourself one and vapourise with it. We will try to support this with new games.

#### TROUBLE SHOOTING

Loading problems?

- try again, exactly according to the instructions
- read your Amiga manual about loading Workbench
- remove strange extra-hardware and try again
- if it still doesn't work, see below
- "DISK ERROR" appears
- try again several times
- remove disks, switch off the Amiga and try again
- ask your dealer for help, and try your StarRay on his Amiga
- if the StarRay seems genuinely at fault, exchange it with the dealer or send disks with Registration Card (if not already sent) to Logotron.

StarRay is too difficult

- Watch the radar screen. Listen out for the warning noises. Build a 2-button joystick. Collect bonus balls. Watch the aliens. Practice diligently.
- StarRay is too easy
- join the Air Force

We have been working on StarRay for about 10 months. The next game will be quicker - we are now working on the Amiga version of XOR. We hope you enjoy StarRay!

StarRay has been conceived and coded by HIDDEN TREASURES, which comprises Erik von Hesse, Thorsten Meyer, Andreas Voist, Arno Seiler and Nirto K Fischer  
Music by N K Fischer, full song © N K Fischer 1988  
Artwork by Junior Tomlin  
Documentation by Thorsten Meyer

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