



## Zone Warrior version 2.0 Manual

### Background

The year is 2100 AD and human civilization is about to reach the capability to develop interstellar travel. A nearby alien race doesn't like the idea and so it attacks. All the stations are part of the development of the interstellar projects.

### ***Our Side***

Space Stations have three basic designs. The largest and most populated are the 'wheel' design. These represent the most developed locations in the solar system. The 'radial' design represents up and coming locations while the 'dumb-bell' design are research outposts.

Wheel Space Stations can be found orbiting Earth, Mars, Europa and Titan. The design consists of a docking bay in the central hub, four spokes and twelve sections in the habitat ring. These sections may become targets for the alien invaders.

Radial Space Stations can be found orbiting Venus, Ganymede and Rhea. The design consists of a docking bay in the central core, and four habitat sections. These sections may become targets for the alien invaders. There is also additional specialist equipment attached to the central core.

Dumb-bell Space Stations can be found orbiting Mercury, Pallas, Io, Callisto, Iapetus, Uranus, Neptune and Pluto. The design consists of a docking bay in the central core, and two habitat sections. These sections may become targets for the alien invaders. There is also additional specialized research equipment attached to the central core.

Docking All 3 space station designs are equipped with a tractor beam for automatic docking. Generally, the tractor beam will only function when its station is undamaged. If a station should be damaged from an alien assault, the tractor beam will most certainly be out of commission. In such a case, manual docking will be necessary and a docking buoy will be launched from the bay. The docking buoy serves as a marker it allows you to get your craft in a direct line with the docking bay. Colliding with the buoy will automatically kill your engines.

Shuttlecraft are light assault/jump (AJ) fighters with laser weapons, missiles, inelastic shields, maneuvering drive and punctuated warp engines. Perhaps not the most impressive and modern fighter -- nonetheless, for tight proximity fighting, it's high maneuverability serves it well in the defense of the station.

The Shuttlecraft has twin forward-firing laser weapons of medium range and guided missiles. The lasers can vaporize most light craft with only a few hits. The missiles most certainly will vaporize all light craft.

For defense, the Shuttlecraft has inelastic proximity shields. They adsorb missile and laser impacts (some kinetic collision impacts) and recharge off the ships main power supply.

If you begin to get low of fuel there will be an audio alert and flashing lights on your fuel gauge. To refuel in-flight you must fly into one of the free floating fuel cells positioned near the station.

Interplanetary Freighters carry cargo between the planets. They have no defenses of their own and may come under attack from the aliens as they approach a space station. The cargo containers are easily blown off so be careful when engaging aliens near the freighter. You will receive extra rewards for defending them.

### **Enemy Side**

The enemy has at its disposal, space mines, a variety of fighter craft and battleships. Assault waves including projectile weapons and fighter craft are common. The battleships appear when battles of longer duration are fought.

To our knowledge, the alien craft have no shields. Their strategy, thus far, has been to attempt to overwhelm our defenses with sheer numbers. We have tested using long range laser weapons but found that they drew too much power for so light a fighter (shields became out of the question).

Space Mines (EMK) Weapons are large unmanned, spherical masses with no propulsion

Space Mines (EMK) Weapons are large unmanned, spherical masses with no propulsion system, no weapons, guidance system or defenses. They are hurled from the battleships on a collision course with the station. You must destroy these at all costs! Even a single hit to the station will knock out enough power to disable the tractor beam (making docking difficult for you).

Raiders sole purpose of the raider is to protect the EMK weapons (above). They will attempt to destroy you with laser weapons so as to prevent you from destroying the EMK's. They have no shields and are less maneuverable than your craft.

Marauders are faster and have longer range than do Raiders. They will attempt to destroy you with laser weapons so as to prevent you from destroying the EMK's. They have no shields but are at least as maneuverable as your craft.

Cruisers carry laser weapons and a large arsenal of guided missiles. They are less maneuverable than the Raiders, but carry much greater fire power.

Attackers also serve to protect the EMK's. They however have no laser weapons but instead carry a large arsenal of guided missiles. They also appear to have no defensive shielding and are less maneuverable than the Raiders.

Fighters are the most maneuverable alien ships and are fast and well armed with laser cannons. These appear later in the game and are very deadly.

Battleships are the largest of the alien crafts. They appear during longer battles and are armed with rapid fire laser turrets. These are capable of firing on more than one target at any one time. These turrets can be destroyed and if both upper and lower turrets are destroyed the battleship will retreat. They appear in support of other craft as they are much less maneuverable than your craft but cannot be destroyed. If an alien attack has been repelled then the battleship will retreat to fight another battle.

## **Playing the Game**

Log in and game play begins by showing you a display of the solar system and the zones in which play occurs. Each zone represents a different location in the solar system, either a moon of a major planet or the major planet itself. The beginning display gives you information about the current battle zone, your forces, and what ships, including adversaries, you will meet there.

You can click through this display by pressing a key or mouse button and zoom through to begin play that zone. Once all aliens have been cleared from the area, you can then dock. Once you have successfully docked, either manually or automatically with the station tractor beam, you will be presented with a completed zone report.

The game continues when you press a key and presents you with the next zone.

## **Controls**

You have two options for the mouse control. 'Yoke' control behaves like the familiar flight simulator controls with mouse forward being pitch down and left/right being roll. 'Point' is a simpler control that allows non-simulator users to control the craft easily. The craft will move in the direction of the mouse cursor.

The following is a list of the default key settings, however the controls can be edited to suit your keyboard tastes.

### **Main Keyboard:**

"Cursor Left"	roll left
"Cursor Right"	roll right
"Cursor Down"	throttle up
"Cursor Up"	throttle down
"M"	fire missile
"Space"	fire lasers
"1"	external view
"2"	missile view
"W"	warp
"Tab"	pause

### **Keypad:**

"4"	mouse left
"6"	mouse right
"8"	mouse up
"2"	mouse down
"7"	mouse up-left
"9"	yoke up-right
"1"	mouse down-left
"3"	yoke down-right

Note that the roll left and right are only effective in point mode.

### Instruments

During the game, important information is presented to you through the instruments. A text message will appear, giving you assistance and warnings throughout the game and when attempting manual dockings. The number of missiles you have and the number of ships (lives) left. Your current score is also displayed.

Ship status including fuel, velocity, shield strength and warp power remaining are listed in the four gauges on the instrument panel, along side the number of active enemies and a radar (the fifth gauge) showing the positions of other ships relative to you. On the Radar Screen, Red indicates below, and blue above while flashing orange indicates enemy missiles that have locked onto you. Green indicates friendly objects, like space stations and freighters.

Information bar with messages, number of missiles, ships, players and your score

Current Skill Level



## Menus Reference

### Game Menu

New Game: This starts your game at the lowest level and randomly selects your first planetary destination.

Start At Level: This allows you to start at any level and planetary destination. This allows you to see how difficult it can get !

Open Saved Game: This allows you to open a previously saved game and continue from exactly the point at which the game was saved. You can also double click on a saved game file and it will open Zone Warrior and continue the game.

Quit: This immediately exits Zone Warrior.

## **Options Menu**

Configure Controls: The controls configuring is handled by InputSprocket. These allows new types of input device to be added and configured to your own tastes. By default, the mouse and keyboard come pre-configured.

Point Mode: This menu item toggles between 'Point' mode and 'Yoke' mode. Point mode is where the mouse follows the cross hairs around. Yoke mode is more like a flight simulator where moving the mouse forward pitches the nose down, mouse back pitches up and moving the mouse left and right causes the ship to roll.

Sound Volume: This dialog allows you to set the volume of the game sounds or even turn all sounds off.

High Scores: This displays the current ten highest scores.

## **Strategies, Hints, Tips and Tricks**

This section is for strategies and tips useful to new users.

- Fire your lasers at will.....there is no penalty for holding down the trigger
- Use you laser weapons on the space mines. Save your missiles until you encounter enemy fighters.
- When you are first learning the game:
  - Stick close to the space station you are trying to defend.
  - Reduce your speed to 1 or 2.

## **And Finally...**

### **System Requirements**

PowerPC G3  
8 Mb RAM free  
10 Mb disk space  
Apple Game Sprockets  
QuickDraw 3D RAVE  
3D Hardware recommended

### **Credits**

Game, Programming: Julian James

Models, Art: John Calhoun, Julian James

Testing: Donald Beirdneau, Tom Hoelscher, Nathan Hyde, Mike Lewis, Samantha Macleod  
Drew Mc Donald, Wally Parham

Planetary Maps:

The planetary image maps were obtained via the internet from several sites, including;

<http://maps.jpl.nasa.gov/>  
(Venus, Moon, Mars, Phobos, Jupiter, Io, Callisto, Saturn, Rhea, Titan, Iapetus, Uranus, Neptune, Pluto, Charon)

<http://www.misterprint.com/planet/Planets.html>  
(Mercury, Earth, Neptune)

<http://www.mmedia.is/~bjj/>  
(Europa, Ganymede)