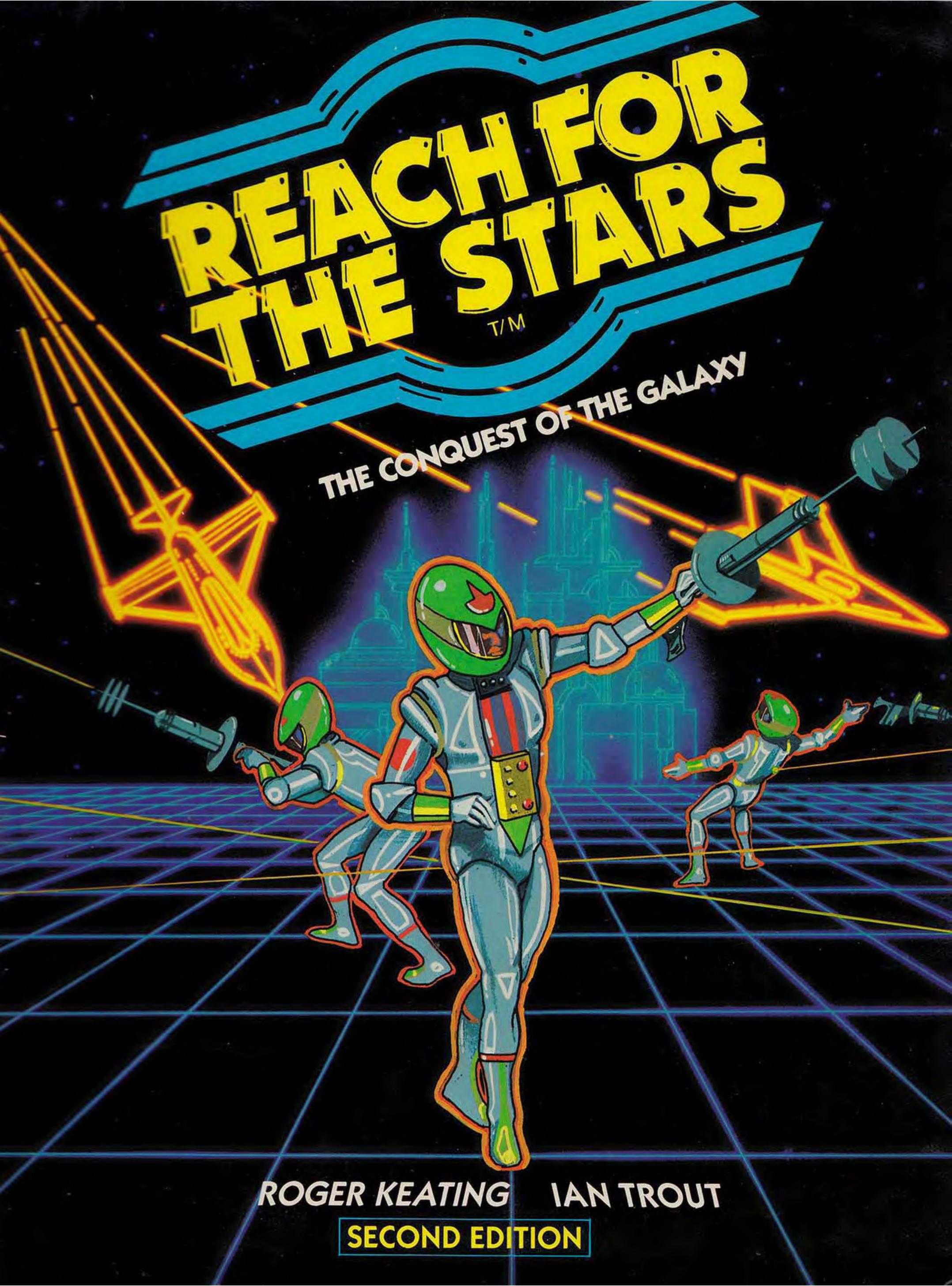


REACH FOR THE STARS

T/M

THE CONQUEST OF THE GALAXY



ROGER KEATING IAN TROUT

SECOND EDITION

REACH FOR THE STARS

INTRODUCTORY TUTORIAL

This introductory tutorial will take you about twenty minutes to complete. The flow of the game, the techniques used to move your task forces from one star system to another, the means by which you 'encourage' economic production from the star systems you control and finally the methods by which you protect your empire will all be revealed to you in the course of this little exercise in dominating the galaxy.

The instructions on the reverse side of the galactic map (data card) will tell you how to get the disk up and running in your computer. Do this and listen to the overture. At its conclusion, the GAME MENU screen will appear. You can ignore most of it for now; it's the interface for determining the nature of the players, and in the case of computer players, their ability.

Toward the bottom of this screen, the line [(T)utorial Game] appears. Type (T) to select it. Screen A will appear.

This is the first production phase of the game. Every odd-numbered turn has a production phase before the movement phase. Even-numbered turns comprise only a movement phase. Here you will make the economic decisions necessary for the survival of your race.

Type (RET) to continue, as instructed on the bottom of the screen. A block cursor has appeared over your home star system, *Mizar*. Its basic characteristics appear below the screen map. Before examining them in more detail, have a look at the data card and locate *Mizar* on it. Note that the sector numbers 1-9 on the data card correspond to the same numbers on the screen.

Mizar is a G class star system with one habitable planet which can support a population of 90, an industrial capacity of 45 and begins with an environment level of 70. The significance of these values will become apparent shortly. Refer to the Player's Manual at your leisure for a detailed description.

To enter the production routine for *Mizar*, type (RET). Screen B will appear.

A dividing line splits the display into two parts. The upper component is essentially an information display.

The boxed information describes the current condition of your home planet. It is owned by Player One. Fifteen industrial units of the maximum 45 unit capacity have been built. The social level is 52 and the planetary environment is 70. (These last two characteristics are carefully explained in the Player's Manual. Once you are familiar with the basic game mechanics, read that section thoroughly. For now, it is enough to know that your population will increase (reproduce) while the social level is greater than forty and decrease if less. In other words, the higher these values are the better. Finally, twelve planetary defence bases have been built.

Consider the lower portion of the display. Planetary



SCREEN A

productivity is measured in resource points (RP's). Each production phase, every planet under your control will manufacture a number of these RP's dependent upon its population size, industrial capacity and social level. The exact formula is presented in the Player's Manual.

The number of RP's manufactured by *Mizar* in this first production phase is shown on the [PLANET RP's] line, namely 138. Global RP's are those saved from previous turns and pooled into a common trade bank for use in subsequent turns by any system under your control. At the beginning of each game every player has 200 RP's in their trade bank.

How many of these RP's are spent on the various options available is completely at the player's discretion. However, both planetary defence base maintenance (the [PLANET DEFEN] line) and the provision of consumer goods for your population (the [SERVICE POPN] line) is allocated by the computer. You may reduce these amounts if you so desire but the consequences are so horrible that only in exceptional circumstances should this be done. The amount allocated by the computer for this defence and well-being of your planet is listed on the [USED RP's] line, in this case 62.

The sum of Global RP's and Planet RP's minus the number of Used RP's is the number of Available RP's. You have 276 RP's to invest. What to spend them on, and more importantly, how to spend them comes next.

The cursor is flashing at the top of the list of items to the left of centre screen. The number in brackets beside the item name is the number of units of that type which can be built with the currently available RP's. We suggest you build 20 industrial units.

They will cost you 10 RP's each as listed on the data card. Type (20) (RET). The production display does an instant update, leaving you with 76 available RP's.

Build 5 explorer ships at 3 RP's each. Type (5) (RET). These are fast, cheap vessels which will explore the galaxy for you, giving information on other star systems. Note that 5 explorers is the maximum which can be built per planet per production phase no matter how many RP's are available. 61 RP's remain to be spent.

Transports are large vessels designed to carry one unit of population as either colonizers or invaders. You are in no condition to do either as yet. Type (RET).

Mark I starships are the only warships which can be built at this time. Build 2 at 14 RP's each. Type (2) (RET). To build more advanced warships you must have invested in the ship development technology required. The [Technology RP's] line informs you of the amount invested to date, which is nothing. 33 RP's still remain.

Type (RET) (RET) (RET). The cursor is now flashing at the top of the list of items to the right of centre screen. The number in brackets beside each item refers to the maximum number of RP's which may be spent on that item.

Spend 13 on social level. Type (13) (RET). 20 RP's remain.

Type (RET) (RET). The remaining 20 RP's will be spent on planetary defence base construction. Type (32) (RET). All RP's are gone.

Error correction is very simple. If you enter an incorrect number but have not typed (RET) to move the cursor to the next line, type (SPACE) and the original value will re-appear. Re-enter the correct number. If you have passed the line on which the error has been made, use any of the [ARROW] keys to relocate the desired line and enter the correct value. If you have made a

complete mess of the display and want to start again, type (ESC) to bypass the star system then (RET) to recover.

Note that you must type (RET) after entering each value for the computer to accept it.

The first production phase is complete. You have spent your RP's to improve your industrial base, begin exploration of the galaxy, form the nucleus of your starship fleet, improve your social level and strengthen your defences. What more could a Galactic Overlord hope to achieve? Type (Q) to quit the phase.

You are now looking at the same screen as shown before you entered the production routine with the exception that a starship silhouette appears over your home star system. These are the vessels built in the production phase. Type (RET) to enter the movement routine.

In this first movement phase you will send your explorers to nearby star systems to discover their potential while keeping your warships in reserve over your home star system.

Type (F) to form a task force. The upper component of this screen is the same as the production screen only you will note your production decisions have been implemented. The lower portion is used to form up a task force. On the left are those vessels present at the star system and not under a movement order; namely 5 explorers and 2 Mark I starships.

Examine the data card. The five closest star systems to *Mizar* are *Nath*, *Mintaka*, *Arneb*, *Dubhe* and *Shedir*. You will send a single explorer to each system. Type (1) (ESC). The top line of text in the centre of the screen tells you to type (RET) to set an objective. Do so then type (N) as shown to name the objective. Type in the name of your first objective, *Nath*. Note that once the computer recognises the name as being distinct from all others, whatever letters are left will be filled in automatically. In this case as soon as (NA) is entered, *Nath* will appear as the objective below the current location. Both the number of hexes which the task force can travel in a turn and the distance to its destination appear in the bottom line of text. Type (RET) to set the objective then (Q) to confirm it. Note that errors can be corrected prior to typing (Q) by typing (ESC) and repeating the procedure.

The block cursor is flashing over *Mizar*. To send the second explorer on its way type (RET) (F) (1) (ESC) (RET) (N) (MIN) (RET) (Q). Send the remaining three explorers to their destinations with the same procedure. Only the 2 warships remain. Type (Q) to leave them in place. To view a summary of the orders you have issued, type Cntl (B) (6) and Screen C will appear.

The composition, destination, distance to cover and speed (Mval) of each task force is displayed.

Type (ESC)(RET)(RET)(ESC) then(Q) to end the first movement phase. The stars will twinkle for a few moments while your three

computer opponents plot your downfall, then you are ready to enter the movement phase of turn 2. Type (RET) to get the flashing block cursor. Let's see what your explorers have found for you. Type Cntl (B) (7). Use the (RET) key to cycle through the planetary reports. *Arneb* and *Shedir* have no habitable planets at all. *Mintaka* and *Dubhe* are not much good but *Nath* is very promising. The second planet in its system, while a bit low on planetary environment, is otherwise ideal as an initial colony. Type (ESC) (RET) (RET) to get back to the flashing cursor, then (RET) to give movement orders.

Send 1 warship to *Nath* as an advance guard. Type (F) (1) (ESC)

STAR SYSTEM : MIZAR		SPECTRAL CLASS	
NAME STAR		G - WHITE	
Planets	2		
OWNER	PRIMARY		
POPULATION	50	90	
INDUSTRY	15	45	
SOCIAL	52	70	
DEFENSE	12		
Technology RP's	0	GLOBAL RP's	200
		PLANET RP's	138
		AVAIL. RP's	276
		USED RP's	62
Quit	Examine		
(ESC)	to bypass		
build	max	research	max
INDUSTRY	27	SOCIAL LEVEL	100
EXPLORER	5	PLANET ENYRN	100
TRANSPORT	12		
MARK 1	15	SHIP DEVELOP	100
MARK 2	0	PLANET DEFEN	32
MARK 3	0		
MARK 4	0	SERVICE POPN	50

SCREEN B

(RET) (N) (NA) (RET) (Q). Leave the other warship to defend *Mizar*. Type (RET) (Q). You can save a lot of time by moving explorer vessels automatically. To do this, type Cntl (X). Note that all Cntl instructions will only operate while the flashing block cursor is on the screen. During the production or movement routines, you can type (ESC) at any time and recover the flashing block cursor. Consult the Player's Manual at your leisure for more detail on automatic explorer movement.

You can see where they've been sent to by typing Cntl (B) (6); namely *Nunki*, *Caph*, *Polaris*, *Canopus* and *Altair*. Recover the star screen and type (ESC) (Q) to end the second movement phase.

Enter the production routine for turn 3. You have 152 RP's available for use. Build 10 industrial units and 10 transports which will leave you with 2 RP remaining. You might as well save them. Your intention is to start a colony on *Nath*.

Enter the movement routine and form the warship and 10 transports over *Mizar* into one task force. Send them to *Nath*. Use Cntl (X) to move the explorers. Keep your second warship in place above *Nath*. Note that the cursor will jump to the next group of ships awaiting orders and that only ships currently on star systems can be given orders. Those in deep space are beyond your control. If you want to locate a particular group of ships and move them first, recover the flashing block cursor if it's not already present and use the I, J, K, M keys to jump from star to star or simply type (N) then enter the name of the chosen system. Before ending the movement phase, have another look at the Planetary Systems display by typing Cntl (B) (7). Both *Caph* and *Altair* are interesting.

End the current movement phase and enter the next one. Locate the vessels over *Nath* and type (C) to colonize.

The upper screen component is the basic planetary display. The lower screen component is the location for landing colonists.

You want to colonize the secondary planet. Type (RET) (10) (Q). Type (E) to examine the system after completing colonization. Your 10 enthusiastic colonists are safely on the planet's surface. Leave the warships over them for protection, recover the flashing cursor and type Cntl (X) to move the remaining explorers.

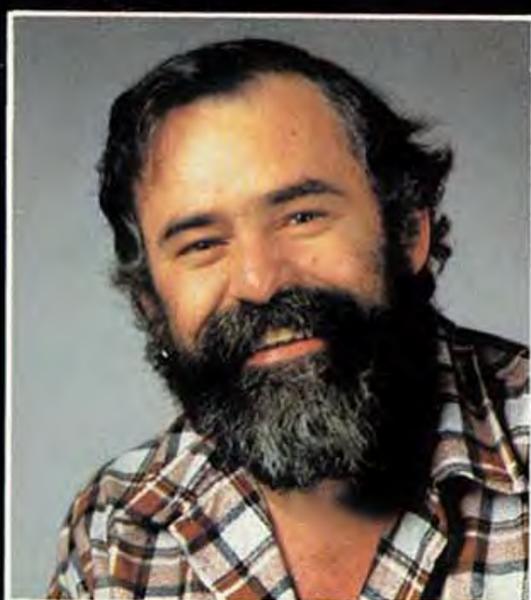
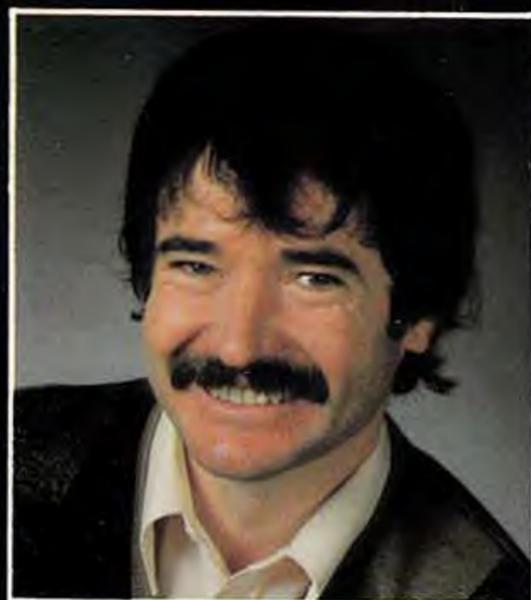
From now on it's up to you. You can expect your first enemy contact in three or four turns. The combat and planetary invasion routines are detailed in the Player's Manual and you should consult them when needed.

One tiny piece of advice for budding Galactic Overlords . . . smite them before they smite you.

Task Force display									
PLAYER ONE									
1	EX	1	M1	M3	moved	MINTAKA			
	TR		M2	M4	Mval:10	Dist: 4			
2	EX	1	M1	M3	moved	ARNEB			
	TR		M2	M4	Mval:10	Dist: 5			
3	EX	1	M1	M3	moved	SHEDIR			
	TR		M2	M4	Mval:10	Dist: 3			
4	EX	1	M1	M3	moved	DUBHE			
	TR		M2	M4	Mval:10	Dist: 5			
5	EX	1	M1	M3	moved	NATH			
	TR		M2	M4	Mval:10	Dist: 5			
6	EX		M1	2 M3	moved	MIZAR			
	TR		M2	M4	Mval: 5	Dist:			

(ESC) to leave (RET) to continue

SCREEN C



THE AUTHORS

Keating is on the top. Trout is on the bottom. The best part of two years has elapsed since the first edition of *Reach for the Stars* was published. The interval has allowed a fair amount of reflection on the original design and this second edition, hopefully, represents the best features of the first edition as well as tidying up the messy bits and incorporating some oft-requested options.

Whatever, the authors are more than satisfied with their new creation and anyone who disagrees with them may be condemned for life to the horrific salt mines of *Sabik*.

DESIGN CREDITS

Game Design — Roger Keating and Ian Trout
Program Design — Roger Keating
Game Development — Ian Trout and Eric Baker
Customized Disk Operating System — Keating Computer Services Pty. Ltd.
Game Testing — Mark Holman, Geoff Waldon, Andrew Taubman, John Gleason, Steve Carina, Lisa Eugenides, Jenny Baker, Betty Hayes, Gregor Whiley, Mervyn Beamish, Phillip Bradley, Malcolm Power, Dave Duncan, Dave O'Connor and a host of latent Galactic Overlords.
Artwork — Evans & Pietras Advertising, George Bray
Typestaging — Tru-Slug Linotype Service Pty. Limited
Scanning & Film — Graphus Pty. Ltd.
Album Manufacture — C.B.S.
Printing — Maxwell Printing Co. Pty. Ltd.

REACH FOR THE STARS

EXCITEMENT AND ENTERTAINMENT IN THE FUTURE

"Reach for the Stars . . . is just about the best science fiction game for the thinking person available on any microcomputer." **Science Digest.**

"This is an interstellar strategy game . . . but that's like calling the Apple a 'nice computer'. It leaves a good deal out. Think of it this way: if *Wizardry* is a fantasy game and *Zaxxon* is an arcade game, then *Reach for the Stars* is a strategy game . . . In short, the game is beautifully designed. More than that, the 'engineering' of the thing is lovely. You can do just about anything you want to with the system, from adding various hazards to the game universe, to stopping a game in the middle and saving it on disk." **Softalk.**

"Reach for the Stars is a stimulating program." **Creative Computing.**

"Reach for the Stars is a most addictive game. After playing 10 to 15 hours a week for several months I still find it hard to save the game and go home . . . I cannot recommend it enough." **The Space Gamer.**

"RFTS is, after a little playing, a very user friendly game . . . (It) offers features to be found in no other space game. Its great artificial intelligence and careful design could only be expected after Roger Keating's many successful designs for SSI and Ian Trout's long hours of work in development. My only hope is that *RFTS* is soon followed by more games of the same quality!" **Computer Gaming World.**

" . . . once mastered this might be the only game you'll ever want to buy for your C-64. Indeed, it would be worth buying a computer to play it. Definitely one of my most favourite games and a classic." **Commodore Magazine.**

"Reach for the Stars is super-complex, but super-rewarding to play. It features some beautiful hi-res graphics and some of the best routines I have seen for entering data. More importantly, it is less a game to play than an experience to savor." **The Source.**

"In summarizing, *RFTS* is an excellent game. It is fast and intelligent, and the game mechanics are simple but the strategy required is quite devious. Add to this the natural strengths of a game employing (up to) four people in subtle but all out competition and you have a winner." **Your Computer.**

"Reach for the Stars has much to offer the strategy gamer. It's straightforward in approach, but filled with surprises. It's complex, but highly manageable. Finally, it feels right!" **Compute's Gazette.**

This Second Edition of *Reach for the Stars* includes an easy to follow Introductory Tutorial and a range of optional rules created in response to the many requests received for them in the past year. Amongst these optional rules are hidden victory conditions and restricted intelligence, randomly generated unit and research costs, variable movement allowances for each type of ship and the option to fight 'enhanced' computer players. We recommend you take this opportunity to . . . *Reach for the Stars.*

