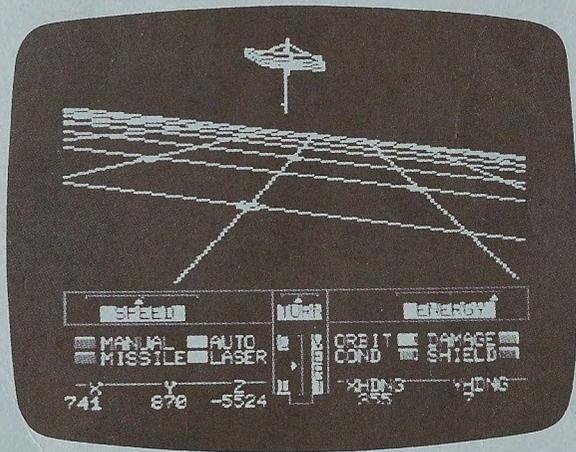


# Space Vikings MANUAL

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# **Space Vikings**

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**A Graphic 3D Tactical Simulation  
of Space Combat  
in the Distant Future**

**by Mitchell Robbins**

**SubLOGIC Communications Corporation  
713 Edgebrook Drive  
Champaign, IL 61820**

September 1982

First Edition  
First Printing  
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**Space Vikings** requires an Apple II plus with 48K memory, DOS 3.3, a color monitor, and either joystick or game paddles. Boot your system with the **Space Vikings** disk in drive #1. The program will load automatically.

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## Introduction

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**Space Vikings** is a three-dimensional combat simulation that combines much of the real time excitement and visual effects of an arcade game with the detail and tactical considerations of popular simulation games. Extensive use of the Apple II Plus computer's high resolution graphics capabilities and simulation detail blend to provide you with many hours of exciting play.

You are the commander of a Federation Starship. The game begins as you approach your home planet in the star system Sol. This will be your primary base of operations throughout the game. On the planet you have a repair and supply base where you can repair your ship, enlist troops, sell loot gathered from other planets, buy support weaponry, and give your men shore leave to boost their morale. During the course of the game your raids on rebel planets can take you farther and farther away from Sol, so you may want to build other bases on planets that have already surrendered to you. Of course these bases are very expensive to construct; make sure you have plenty of credits before attempting to build one.

The object of this game is to take your ship and Viking Troops to each star system, raid the system's planet, and make it surrender to you. If the planet has an orbiting defense ship you will want to engage this ship in battle before dispatching your troops, in order to increase your chances of success. If the planet does surrender, your troops will be able to gather as much loot as they can carry back to the ship. From then on the planet is under your care and protection. You can build a base there and carry on trade with them later, or you may decide to raid the same planet again.

The game is successfully completed when all twenty star systems have been brought under your control. If you get blown up, run out of energy, or become so badly damaged that you cannot return to a base for repairs, then you have lost and the game is over.

It is a good idea to read this manual all the way through before attempting to play the game. You start out, for example, heading straight for your home planet at full speed! Starship control is covered in the next section of this manual.

## Flight Training

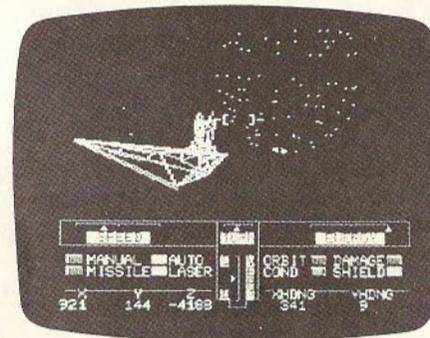
### Joystick and Paddle Control

The ship may be guided by either joystick or paddles. Under paddle control, paddle #0 will turn the ship left or right. Paddle #1 is used for pitch control; turn the paddle counterclockwise to nose down and clockwise to nose up. You will want to mark each paddle's center location to facilitate course corrections and to maintain a steady course.

Joystick control is a lot like flying an airplane using stick control. Push the joystick forward to nose down, pull back to nose up. Pushing the stick to the left or right will cause the ship to bank and turn in that direction. When the ship is in a banked turn you will have to push the joystick in the opposite direction to level the ship and pull out of that turn.

### Instrumentation

Before you can pilot a Starship you will have to become familiar with the ship and its instrumentation. Below is a picture of a typical out-of-the-window view with flight instruments:



### Speed Indicator

There are two sets of speed controls. Use the 4 key for fast acceleration and the 3 key for rapid deceleration. In order to make minor adjustments in speed, press the 2 key to accelerate and the 1 key to decelerate.

### Energy Indicator

This shows the amount of energy left to power the warp engines. Keep an eye on this indicator to make sure you have enough energy to get back to a base planet.

### Turn and Vert

These indicate the turn and climb status of the ship.

## Indicator Lights

### Manual/Auto

A green light identifies the current status of the ship's autopilot control. Engaging the autopilot will maintain your present course and speed until the ship is restored to manual control. Use the A key to toggle between the auto and manual control options.

### Missile/Laser

A green light indicates which onboard weapon is presently engaged and ready for use. This light does not reflect the operational status of the weapon. You may select missile firing mode and yet have no missiles left, or your lasers may have sustained so much battle damage that they fail to fire. Use the W key to toggle between weapon systems. Press the paddle #0 button to fire your weapon.

### Orbit

This light will be green when the Starship is in orbit around a planet, and white when the ship is operating within a planet's atmosphere.

### Damage

The damage light will be green when all ship's systems are functioning properly, red when your shields have been penetrated and the ship has sustained battle damage.

### Cond

This light indicates the battle-station status of your Starship crew and ground forces:

- Green = Normal operation
- Blue = Alert standby
- Red = Battle stations alert

Note: Your anti-fighter laser turrets will not function until the ship has gone to Condition Red!

Use the B key to step up your battle station status. Pressing the B key from Condition Red will drop your status back down to Condition Green.

### Shield

Use the S key to toggle your shields on or off. A green light indicates that the shields have been activated. Again, this light reflects only the on/off status of the shields and not the actual condition of the shields.

### Radar

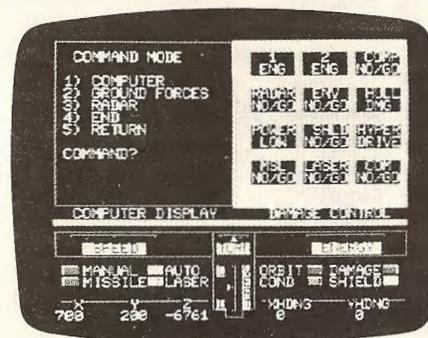
Press the R key to turn on your radar display. This replaces the forward view with an overhead radar scan showing everything in your immediate vicinity. If you press the SPACE BAR in this mode the computer will scan and identify any Starship or other ships in orbit around the planet. Use the SPACE BAR again to return to the radar display, and press the X key to cancel radar mode.

### Hyperdrive

Use the H key to engage the hyperdrive engines. This is your faster-than-light mode of propulsion used in traveling from one star system to another. You must set a destination into the Navigation Computer before engaging the hyperdrive (see Navigation Computer).

## Master Computer (Command Mode)

The Master Computer lists the present status of each of your ship's main systems and gives you direct access to all ship functions. On activation (press the C key) a set of trouble lights are displayed. A white trouble light indicates system failure; that function is inoperable and must be repaired at a base planet before it can be used again. Indicator lights are displayed below:



- |             |  |
|-------------|--|
| #1 ENG      | Number one engine inoperable   |
| #2 ENG      | Number two engine inoperable   |
| COMP NO/GO  | Computer failure   |
| RADAR NO/GO | Radar failure  |
| ENV NO/GO   | Environmental control failure  |
| HULL DMG    | Hull damaged to the point where the ship is in danger of being destroyed |
| POWER LOW   | Ship's energy level critically low                                       |
| SHLD NO/GO  | Shields inoperable   |
| HYPERDRIVE  | Hyperdrive engines inoperable  |
| MSL NO/GO   | Missile launchers damaged or no missiles left                            |
| LASER NO/GO | Laser system failure   |
| COM NO/GO   | Communications failure   |

From the Command Mode you can select five options:

1. COMPUTER
2. GROUND FORCES
3. RADAR
4. END
5. RETURN

## Computer

Accessing the central computer will display another list of options from which you can select:

### 1. Navigation Computer

The computer handles all navigation between star systems. When prompted for a destination all you have to do is enter the number corresponding to that star system as listed in the Galaxy Directory (option #2, below). The following is a list of former Federation colony systems:

- |                     |                     |
|---------------------|---------------------|
| 1. Sol              | 11. Cygni           |
| 2. Alpha Centauri   | 12. Procyon         |
| 3. Barnard's Star   | 13. Tau Ceti        |
| 4. Wolf 359         | 14. Lacaille 9352   |
| 5. Luyten           | 15. Larseh-C        |
| 6. Lalande 21185    | 16. Groombridge 168 |
| 7. Sirius           | 17. Kruger 60       |
| 8. Varcar           | 18. Epsilon Indi    |
| 9. Xanadon          | 19. Argo            |
| 10. Epsilon Eridana | 20. Shivanda        |

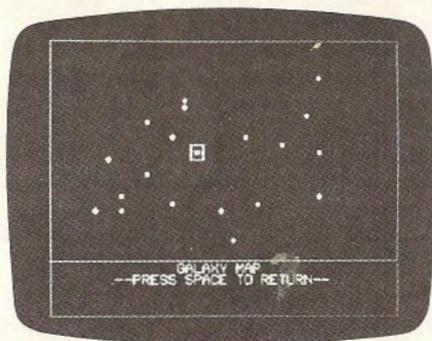
Each star system is unique in terms of societal and technological development. The characteristics of any planet you have visited or conquered can be checked using the Display Planetary Data function of the Galaxy Directory.

### 2. Galaxy Directory

See Navigation Computer.

### 3. Galaxy Map

This option displays a star map of the twenty available star systems with your present location clearly marked. The map shows all independent star systems in white and all conquered systems in violet. Use your joystick or paddles to position the crosshairs on the star you want to identify. Press the fire button to display the name of that star system and its distance from your present location. Further information is also available on conquered or previously visited star systems. Use the SPACE BAR to exit from the Galaxy Map display.



### 4. Ship Status

This option lists the ship's main systems and gives a percentage of efficiency rating for each one. Troop status is also displayed. Use SPACE BAR to toggle through and exit this mode.

### 5. Supplies Report

This provides you with an itemized list of the loot your troops have collected so far. Onboard storage space is rather limited; when quantities start approaching the 200 mark (regardless of the multiplier listed), it's time to return to a base planet and sell your loot.

### Ground Forces

When you select option 2 from the Command Mode the computer responds with a list of functions relating to ground operations:

1. ATTACK PLANET
2. RECALL TROOPS
3. SHORE LEAVE
4. ENLIST TROOPS/BUY WEAPONS
5. SELL LOOT
6. REPAIR/RESTOCK
7. ESTABLISH BASE
8. CRYOGENIC SLEEP
9. RETURN

#### 1. Attack Planet

This command will automatically launch as many troops as your transports can carry and dispatch them to attack the planet. Each transport can hold 1,000 troops with attendant support equipment (tanks, fighters, and ground launch missiles). As the attack progresses the computer will give a running account of the battle. If the battle is going poorly, you can have your troops retreat by pressing the R key.

If the battle is successful, the planet will surrender and your troops will collect as much loot as they can find (gold, fissionables, art works, etc.). Troops remain on the planet until they are recalled with function #2 (below).

Note: Assault Transports are used as landing craft only and are not required when recalling your troops after a battle.

#### 2. Recall Troops

This command recalls your troops to the ship after a battle or after they've been given shore leave.

#### 3. Shore Leave

Several factors can adversely affect troop morale: losing a battle, being given shore leave without pay, etc. Shore leave at a base planet can be used to improve both the morale and fighting efficiency of your troops, provided you *do* pay them first. Don't forget to recall these troops before leaving the star system, or you may later find yourself going into battle with no troops at your command.

#### 4. Enlist Troops/Buy Weapons

This command is used to enlist troops and buy more support weaponry. You are limited to a maximum of 20,000 men and 255 fighters, transports, tanks, and ground launch missiles. Take care not to spend so much on troops and equipment that you don't have enough credits left to repair your ship.

#### 5. Sell Loot

Use this command to unload and sell your collected loot at a base planet. You will receive credits for each item at its current market value (unless the base decides to cheat you).

#### 6. Repair/Restock

When attacking a planet your ship will probably sustain some battle damage. This command allows you to repair your ship at a base planet. You must land the ship before any repairs can be made.

#### 7. Establish Base

You can build a base on any conquered planet provided you have enough credits to finance its construction.

#### 8. Cryogenic Sleep

It's a good idea to put your troops in cryogenic sleep (suspended animation) after a battle, until you can return to a base planet. This prevents little feuds from breaking out among the many well-armed and well-trained troops, and keeps your supplies of loot safe from theft. Press the 8 key again to reawaken your troops.

#### Radar

Option 3 from the Command Mode activates your radar display. Use the X key to return to Command Mode from here.

#### End

This option allows you to save your game in progress to disk, end the game entirely, or return to the game in progress. You must be in orbit before you can save your present game to disk.

#### Return

Option 5 exits Command Mode.

## Tactical Considerations

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Two separate coordinate systems are used to designate your present location depending on whether you are in orbit or operating within a planet's atmosphere. To initiate the computer-controlled planetary reentry sequence just fly your ship to XYZ coordinate points between -450 and 450. After reentry you can land on the planet's surface by bringing your Y coordinate value down to 10.

To go back into orbit simply nose your ship up and climb to a Y value greater than 2,000. The ship's computers will then take over and complete the orbital insertion maneuvers.

An enemy ship regards any intruder as hostile, and will fire on you without warning as you approach. This ship also coordinates the planet's ground defense activities. It is to your advantage to destroy or disable any orbiting ship before dispatching your troops to attack the planet. Use your lasers on the ship until you come within missile range and then use your missiles to finish him off.

Missiles have a very limited effective range. An enemy ship must be within half the range covered by your forward radar scan or your missiles will self-destruct before reaching their target. (This explosion is smaller than a direct hit.) A missile may also self-destruct if the enemy's electronic countermeasures confuse the missile guidance system.

Softening up a planet before dispatching your troops is sometimes a good idea. Just enter the atmosphere and fly down low enough to hit cities and other targets with your missiles and laser fire. (Make sure your shields are strong enough to hold off any ground defense fire.)

This summary of the Starship's functions is meant to be used only as a guideline. How you command your ship, and the options and goals of the game are really up to you. You may choose to become the terror of the Galaxy; or, you may be so tired of war and anarchy that you are willing to risk all to change it. You can be one with a dream, a dream of a Galaxy once more united and at peace. It's all up to you. Choose wisely and good luck!

## Historical Background

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The Apollo and Soyuz moon missions, the Mariner and Voyager space probes were just a beginning. Man's great leap into space really began with the introduction of the United Nations Space Program in 1994. Exploration and subsequent colonization of the inner planets Mars and Venus was so difficult and costly that only a greatly increasing demand for raw materials could spur these projects to completion.

Once established, these first colonial settlements proved well worth their initial investment. This led to the development of a series of interstellar probes, affectionately known as Star Dusters. Man's first attempt to explore beyond the confines of Sol System was a long-term project in the most literal sense. None of the technicians and controllers involved would live to see the results of their efforts; these probes would take hundreds of years to reach their destinations.

Increasing profits led to increased exploitation of the colonies by special interest groups on Earth. The U.N. still exerted considerable control over these settlements, but the same corporate powers that had helped finance their construction were now bleeding the colonies for every available resource. U.N. troops sent to settle a dispute between colonists and company officials on Mars soon found themselves involved in a full-scale guerrilla war. The colonists, with a limited amount of combat equipment and experience, knew they had little chance of winning an extended war. They were determined to make U.N. forces pay heavily for each victory, though, and hoped to attract other colonial allies to their cause.

When it became known that Venus and the Asteroid Belt settlements were going to join the rebellion, U.N. officials capitulated and agreed to negotiate. After violent debate (and several assassinations) the U.N. Council was dissolved. A new organization, the United Federation of Planets, was formed as an acceptable compromise promising equal representation to all concerned. Many problems remained to be solved, but the Federation had prevented the first interplanetary war from escalating into nuclear conflict.

It was during the years of relative peace following the formation of the United Federation of Planets that the great technological revolution took place. Portable billion-byte computer modules and collapsium plating for spaceship hulls were just a few of the innovations to come out of this period of unparalleled growth and development. The most significant of all was the development of the Tycon Hyperdrive engine.

Manned interstellar space exploration was now not only possible but inevitable. Long before the early unmanned probes ever reached their destinations, new Federation Starships were exploring Alpha Centauri and other nearby systems. These star explorers brought back information that shattered most accepted theories of planetary development. Nearly every star system visited had a planet suitable for human life!

The Tycon Hyperdrive made colonization of these planets possible. Dozens of ships left Sol System bound for the new worlds, financed in large part through the sale of Federation stock to major industries and companies on the mother worlds. The Federation was thus able to share the costs incurred in such an

enormous undertaking, and corporate stockholders gained new markets as well as new sources of raw materials. Everyone seemed to benefit from this compromise.

Everyone except the colonists, that is. Like most colonial settlements they remained highly dependent on the mother worlds for high-tech supplies and other essentials. Severe restrictions on the types of goods they could import or export seemed to mark the beginning of a permanent dependence on Sol System. It became evident that the large Sol companies didn't want any colonial competition in the interstellar marketplace.

The situation grew even more intolerable when the Federation, under intense corporate pressure, was coerced into introducing the *Colony Debt Act of 2309*. If passed into law this act would require each colony to pay back, with interest, all expenses incurred during the initial colonization period. The colonies banded together to fight passage of the bill, but since they had no direct representation in the Federation Council the outcome was never seriously in doubt.

All exports to the Federation were then stopped to stress colonial opposition to this measure; the Federation retaliated by cutting supply shipments to the colonies, an act guaranteed to provoke the already desperate colonials. They turned to piracy. Federation cargo ships now cruised the spacelanes at their own risk. Many were captured by Privateers and hauled back to the colony worlds in direct defiance of interstellar law.

Federation reaction was swift and lethal. The Federation Starfleet was dispatched to seek out and destroy any such Privateers, and to crush any trace of rebellion. However, in their haste they failed to discover that the colonies were already secretly building a starfleet of their own.

On the day the *Colony Debt Act* became law, Federation troops were landed on each colony world to keep order and enforce compliance. The total lack of resistance on any planet should have warned the Terran Fleet Commander that something was wrong. Two days later the Colonial Fleet came out of hyperspace, launching salvos of photon missiles as they appeared. Surprise was complete. Those first missiles were enough to even the odds in the ensuing battle.

Meanwhile, a small task force of Colonial Cruisers had emerged from hyperspace well inside Sol System. Intending to shock the home worlds into a quick surrender, they had no advance knowledge of how formidable the remaining planetary defenses would prove to be. The Hell Burners they dropped on the home worlds could not save them. Federation retaliation against the colonies was devastating; men fought until there was nothing left to fight for.

The effects of the war were brutal. Whole worlds slipped back into total barbarism. Others, more fortunate, began the long task of rebuilding their civilizations. Most cities and industrial centers had been reduced to radioactive slag piles. Interstellar communications no longer existed. Terran survivors soon found that the easiest way to obtain needed supplies and equipment was to send one of their remaining Starships to a neighboring star system, raid any intact major cities, and steal what was needed. In no time at all these raids had become common practice throughout the known star systems. This was the birth of the Space Vikings.

