

Software From

EVERYWARE

* * * SPACE ODYSSEY I * * *

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Welcome to another quality game from EVERYWARE. Joe Gargiulo's SPACE ODYSSEY I is a fast action 3-Dimensional simulation that puts you in the cockpit of the Atlantis on an exploratory mission into the far reaches of the Milky Way galaxy.

BACKGROUND

The year is 2033. We are in the age where space travel throughout the galaxy is common. A recent technical breakthrough, hyperwarp acceleration, enables a spacecraft to travel great distances in what seems like seconds. Using hyperwarp acceleration, man has been able to explore vast areas of the Milky Way galaxy. Many great explorers are charting new areas of the galaxy at this very moment.

The Orion cluster, on the edge of the Milky Way, remains a mystery. The last explorer to go near the area, Fearless Frank, transmitted his last message in 2028. Needless to say few ships have gone near the area since. Your reputation as a daring spacetrotter makes you the prime candidate for this SPACE ODYSSEY.

Forseeing the possibility of danger, you launched a number of unmanned data collecting probes into Orion last year. They have been there several months now collecting valuable data. The explorer ship Atlantis has been customized for you by EVERYWARE AERONAUTICS for this dangerous adventure. Your mission is to retrieve the data probes and explore as much of Orion as possible.

PILOTS GUIDE

The Atlantis was designed with the most advanced navigation equipment to give you the best in performance on your journey. To assure a safe journey, familiarize yourself with the equipment and controls of your ship. If you have never piloted a spaceship before, it will take some practice to master the controls. This pilots guide was prepared to assist you in operating the Atlantis.

PRIMARY CONTROLS

KEYPAD - The keypad controls a set of eight thrusters to maneuver the Atlantis. The ship can be maneuvered in eight directions, with the '5' key providing balancing thrust to stop the ship.

up left 7	up 8	up right 9
left 4	stop 5	right 6
down left 1	down 2	down right 3

Q - Dual warp engines provide five warp levels. The 'Q' key decreases thrust one level. Your warp factor is displayed on the bottom right of your screen.

Keypad

W - The 'W' key increases thrust one level.

E - The Atlantis has two gamma ray laser tubes mounted below the ship. Each time the 'E' key is pressed a laser blast is fired.

R - The 'R' key activates the hyperwarp engine. Hyperwarp is used to get you in and out of the Orion cluster in a matter of seconds. For example, your mission starts with the Atlantis in a safety area outside the Orion cluster. After exploring part of Orion you may get in trouble and wish to hyperwarp back to the safety area. When you are ready to continue the mission, hyperwarp will take you back to the point you last explored. Note: hyperwarp uses extra fuel each time it is used.

SECONDARY CONTROLS

f1 - The 'f1' key is labeled STATUS on the bottom of your screen. When 'f1' is pressed the mission status, including your score, is displayed on the ship's front view screen. The view screen covers the front window so you should only view your status in a safe area of space. Type 'f1' again to turn the status off.

f2 - The SITE key turns your sight on and off. The sight is helpful during fetch operations and when using the gamma ray.

f3 - The FETCH key activates the tractor beam so you can fetch objects that are within range and bring them aboard the ship. FETCH is used primarily to retrieve the data probes but it can be used to fetch other objects that you think may be useful later in the mission. To fetch an object, center it in your sites and press 'f3'. The object must be within range (close to the ship) to fetch it.

f4 - The JETTISON key is used to eject objects which you have previously fetched. An object can be jettisoned at any time by pressing 'f4' then picking the number of the object you wish to jettison. The objects are listed by number on the NAVIGATION AND GUIDANCE readout after 'f4' is pressed.

DELETE - Delete (located next to the keypad) is used to abort the mission

NAVIGATION AIDS

HEADING GAUGE

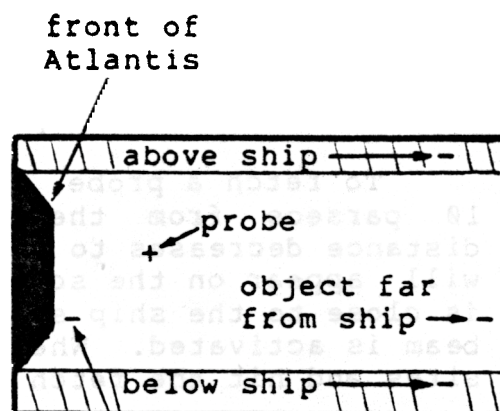
The heading gauge is probably your most important instrument. The flight computer always locks the heading gauge on the nearest probe (except in the safety area). You should try to keep the heading gauge lined up so the cross hairs form a " + ". As long as you are on heading you will progress toward the nearest probe, and progress deeper into the Orion cluster. If you go off heading (cross hairs not in a " + ") you are steering the Atlantis off course. If you go too far off heading you will be going away from the probe. Remember, maintain your heading.

You may notice the heading gauge drift off slightly at times. This is merely the flight computer readjusting as the probe moves.

DEEP SPACE SCANNER

Another important instrument is the deep space scanner. The scanner shows you how far an object is from the front of your ship. The left end of the scanner represents the front of the Atlantis. Objects in space are shown as a " - ". If an object reaches the left side of the scanner, that object is about to hit your shield. You should avoid this, as every object that hits the shield decreases the shield energy. You can avoid hitting an object by maneuvering around it, fetching it or vaporizing it with your gamma ray.

Notice that the scanner detects objects above and below the ship as well as in front of you. Be careful. If a blip is at the very top (or bottom) of the scanner there is something above (or below) the ship even though you can't see it.



object about to hit shield

Deep Space Scanner

SHIELD ENERGY GAUGE

The Atlantis is equipped with an invisible force shield that protects you from the hazards of space flight. The shield uses energy each time an object hits it. When the energy reaches >>0<< your ship is vulnerable and may be damaged by further hits.

FUEL GAUGE

The fuel gauge shows how much fuel is remaining in the storage tanks. You start the mission with 124,000 lbs of solid radium fuel which should carry you deep into Orion.

NAVIGATION AND GUIDANCE

This is the readout of your central flight computer. Messages appear periodically followed by a tone to alert you. The messages contain valuable information to assist you on your mission.

NEAREST PROBE READOUT

The NEAREST PROBE readout (bottom screen) shows the distance to the nearest probe in parsecs. As long as you are on heading, you are coming closer to the probe and the distance readout decreases.

TO GET STARTED

Your mission starts with the Atlantis in a safe area of space outside the Orion cluster. You should try the ship controls to become familiar with your gamma ray, warp, status, etc. While in the safety area you are not near a probe so the heading is irrelevant and the NEAREST PROBE readout shows XXX. When you feel ready to start exploring, you can hyperwarp into Orion with the 'R' command.

Now you are on your own since no one knows what is in the Orion cluster. Keep your ship on course and the computer will keep you locked on the nearest probe.

To fetch a probe, decrease your warp to 1 when you are less than 10 parsecs from the probe. Keep the ship on heading until the distance decreases to 0. Now the probe is within one parsec so it will appear on the scanner as a little "+". Vaporize anything that is close to the ship so it doesn't hit your shield while the tractor beam is activated. When the probe is within range, line it up in your sites and hit the fetch key 'f3'.

SCORE

Points are awarded for the distance traveled, the number of probes retrieved, and the number of Xylon ships destroyed. Points are taken away for the fuel that is used. The following equation is used to determine your score.

$$\text{SCORE} = \text{distance traveled} + 75 \times (\# \text{ of probes retrieved}) + 5 \times (\# \text{ of Xylons destroyed}) - 5 \times (\text{fuel used})$$

Your score, the session high score and the record score (stored on disk) are displayed with the mission status. If you beat the record score you can enter your name after you finish the mission. The record score can be reset by typing 'R' after the "New Mission?" message is displayed.

ASTRONOMY GLOSSARY

- Asteroid - Small rocky celestial body, typically with a diameter less than one mile. Asteroid belts are known to exist in the Orion cluster.
- Black Hole - Result of a gravitational collapse of a star. It is believed that no matter or even light can escape the gravitational force of a black hole. Fearless Frank's last transmission stated that he was able to escape a black hole but the message was interrupted before he said how.
- Gamma Ray - The most energetic form of electromagnetic radiation. A gamma ray will neutralize any matter in it's path.
- Gravitational Force - Force of attraction between two bodies, proportional to their masses. The latest theory suggests that a powerful explosion can temporarily disrupt a gravitational force.
- Hyperwarp - Means of travel through space whereby an object is transformed into plasma during travel then transformed back when it reaches it's destination.
- Magnetic Force - Magnetic lines of force that attracts a body.
- Milky Way - The spiral galaxy which contains our solar system
- Orion Cluster - Configuration of stars in the Milky way resembling a hunter. This territory is claimed by the Xylons but the claim is disputed by rational civilization.
- Parsec - The distance light travels in a vacuum in 3.26 years.
- Space Mines - Powerful magnetic mines that were left over from the Third Galactic War (2018-2021). They are still active and can be triggered by any object in their immediate area.
- White Hole - Opposite of a black hole. A white hole emits the matter and light which was absorbed by a black hole.
- Xylons - Hostile group of territory hungry barbarians. They have been seen in almost every area of the galaxy. Xylons will attack anything that moves.

TO START SPACE ODYSSEY I

SPACE ODYSSEY I is on a dual format disk (HDOS - CP/M). DO NOT use this disk to play SPACE ODYSSEY I as you may destroy the data on the disk. First you should copy, onecopy, or pip all of the ODYSSEY files to one of your bootable disks. You can now start your mission by typing " ODYSSEY " .

AUTOPILOT

You may want to put the Atlantis on autopilot to see a simulation of the mission. Autopilot is started by typing " ODYSSEY -D ". In autopilot the Atlantis navigates through the Orion cluster until it runs out of shield energy. It then displays the mission status and restarts. You can return to manual control by hitting any key. The Atlantis automatically goes into autopilot several minutes after the " New Mission ? " message is displayed.

19.2K BAUD TERMINAL

SPACE ODYSSEY I uses a special technique to improve speed in HDOS. Because of this, it is not guaranteed to work in HDOS with a 19.2K baud terminal or a 4 MHz CPU (non-standard configuration). If your terminal is set to 19.2K you can play SPACE ODYSSEY I by doing a software switch to 9600 baud using the following steps:

1. Reset the system.
2. Insert your original HDOS disk, the one that asks you to " type spaces to determine baud rate ".
3. Type " B <cr> "
4. Remove the HDOS disk
5. Insert your 9600 baud game disk (A 9600 baud disk has track 0, sector 0, byte number 05H equal to 0CH .)
6. Go offline
7. Type " esc r L " (9600 baud)
8. Go online
9. Type spaces to continue booting. The terminal will now come up with 9600 baud and you can play SPACE ODYSSEY I.
10. When you are finished playing, dismount the game disk and reset.

CONCLUSION

SPACE ODYSSEY I is sold for use on your computer only. If you enjoy ODYSSEY please don't copy it for your friends. We try to produce high quality software at low cost. This means we have to sell hundreds of copies just to break even. Every time you give a copy away, you are bringing us closer to switching to another type of computer that can give us more sales. Support us and we'll support you.

SPACE ODYSSEY I has been designed to offer you a challenge against the unknown dangers of space travel. Like a real flight through space, the resourceful spacetroter may discover ways of progressing through Orion easier than it would at first appear. Some of these methods have been hinted at throughout this manual. It's up to you to discover them! I've had fun creating this universe and I hope you enjoy exploring it.

Joe Scargio

