

# SPACEWRECKED™

14 BILLION LIGHT YEARS FROM EARTH

## ***QUICK START LOADING AND PLAYING INSTRUCTIONS FOR IBM AND AMIGA***

This Quick Start Card is meant for those who are eager to get right into Spacewrecked. The Card details all the necessary information on installing and configuring the game for your system. It then takes you through the quickest route into your adventure. Finally, it explains all the basic mouse and/or keyboard commands you'll need to know to play the game.

Please note that Spacewrecked is a deep game with extensive detail—it is recommended that you refer to the accompanying Game Manual for answers to specific game questions not addressed in this Quick Start Card.

## ***CONTENTS***

### **Loading and Playing Instructions for IBM and Amiga**

- **IBM and Compatible Systems**
  - **System Requirements**
  - **Installing and Configuring the Game**
- **Amiga Systems**
  - **System Requirements**
  - **Loading the Game**

## ***LOADING SPACEWRECKED ON YOUR SYSTEM***

BEFORE INSTALLING THE GAME, follow your computer-system manual directions to make a backup copy of the enclosed Game Disks.

### **IBM and Compatible Systems**

#### **System Requirements**

- An IBM PC, XT, AT, PS/1, PS/2, Tandy 1000 series or 100% IBM-compatible computer.
- At least 640K RAM.
- MS-DOS version 2.1 or higher.
- EGA, Tandy, or VGA/MCGA graphics capabilities are required.
- A hard drive is recommended, but not required.
- Along with the standard PC speaker, Spacewrecked supports Roland and AdLib sound boards.

## Installing and Configuring the Game

Playing From a Floppy Disk:

1. Turn on your computer.
2. When you see the Drive Prompt put Disk 1 into Drive A.
3. Type **A:** and press **Enter**.
4. When the A> prompt appears type **SPACE**.
5. At the systems configuration screen, you should make the appropriate choices for your system.
6. As you get into the program and start playing the game you will be prompted to insert the other disks. Simply follow the on-screen prompts.

### To Install Onto a Hard Drive:

1. Turn on your computer.
2. When you get the C> prompt put Disk 1 into drive A.
3. Type **A:** and press **Enter**.
4. When the A> prompt appears type **INSTALL** and follow the on-screen instructions for your system.
5. Reboot your computer and type **CD/SPACE** and press **Enter**.
6. Type **SPACE** and press **Enter** again.

## Amiga Systems

### System Requirements

- An Amiga 500, 1000 or 2000 personal computer.
- At least 512K RAM.
- Kickstart version 1.2.
- A mouse plugged into Joystick Port 1.

### Loading the Game

Turn on your computer and load Kickstart (Certain Amiga machines will automatically load Kickstart from ROM). When you are prompted for the Workbench disk, put your Spacewrecked disk in the disk drive. The game will load automatically.

# STARTING THE GAME

## The Game Interface

Spacewrecked is driven by an easy-to-use icon-interface and is designed for play with either a mouse or joystick and keyboard or keyboard alone if you have an IBM Compatible. On an Amiga, a mouse is required.

The only time you need a keyboard is for punching in numbers. Throughout the Quick Start Card and Game Manual, you will see the terms **BUTTON 1**, **BUTTON 2** and **SELECT** used frequently. These are their definitions for your particular system:

### *With a mouse. . .*

**BUTTON 1**= Left Mouse button.

**BUTTON 2**= Right Mouse button

**SELECT**= Move the Mouse to position the cursor over the desired selection and press **BUTTON 1** - the left Mouse button.

### ***With a joystick. . .***

BUTTON 1= Joystick Button 1.

BUTTON 2= Joystick Button 2.

SELECT= Move the Joystick to position the cursor over the desired selection and press BUTTON 1 - the Joystick Button 1. Press BUTTON 1 along with the fire button if button 1 does not work.

### ***With a keyboard. . .***

BUTTON 1= **Space Bar**

BUTTON 2= **Enter**

SELECT= Use the up, down, left, and right arrow keys to move the cursor.

### ***The keyboard commands for all systems are:***

**P** for Pause

**Esc** to reset the level.

## **Saving and Loading a Saved Game**

On the Setup/Enter game screen, there are two keys. The 'Save Game' icon is an arrow pointing onto a disk, and the 'Load Game' icon is the arrow pointing off a disk.

To Save a partially finished game, exit the Main Playing screen. Then SELECT the Save Game icon and you will be prompted to enter a letter, from A to M. This will be the file name of your saved game. Once you've entered a file name, the game will be saved. If you are playing the game from a floppy disk, take care not to Save onto your game disk.

To Load a Saved game, follow the above procedure, this time SELECTING the 'Load Saved Game' icon. Again, you will be asked for a file name, from A to M. As soon as you enter this, the file will load. When you return to the Main Playing screen, the Saved game will be loaded and ready to resume play.

## ***Copy Protection***

To start the game, you can press any key to bypass the title screen and credits. You will first be asked to locate one of the aliens found on the first 20 pages of the Game Manual. SELECT either the Left or Right Arrow Icons to scroll through pictures of all the creatures. When the pictured alien matches the name you were asked to find, SELECT the square Exit Icon between the two Arrow Icons.

## **The Game Set-Up Screen**

To get right into the game, SELECT the Exit Icon on the Game Set-Up Screen. (All options on this Screen are fully detailed on Page 5 of the Game Manual.)

# YOUR TASK

Sent on a mission to the other side of the universe, your ship collides with the remains of an exploded moon, crippling your craft as well as destroying your reserve fuel tanks. Far from Earth, you have few options but to program the computer for search-and-follow mode, hoping it will lead you to help before you run completely out of fuel and are left drifting in outer space forever. Placing yourself in Cryogenic suspension, you wish that sometimes, just once in a while, things would go your way...

Seven years later, the computer wakes you to the sight of an entire fleet of Scientific Survey Craft, badly damaged after time-warping into a nova, but in better shape than your own vessel. The long-lost Darwin Biological Survey Fleet was the last to be equipped with the Interlock Navigational System, which ran the entire fleet as a single unit from the flagship. Phased out since then due to its inherent design flaw—damage to one ship disables the whole fleet—it puts you in a tough spot. Instead of simply repairing the nearest craft and getting out of there, you'll need to board each ship in turn, repair all of its systems, and then activate the fleet from the flagship bridge. Adding to your bad luck, the crewmembers—suffering from extreme mental deterioration after the excruciating Slow Thaw from Cryogenics—as well as the Survey's bizarre biological specimens, are roaming the corridors and out for blood. While dodging them, on each ship you must:

- Find the spare Energy Flux Decoupler and deliver it to the Power Room;
- Find the Inhibit Lock and return it to the bridge;
- Repair all the ship's systems to at least 80% efficiency.

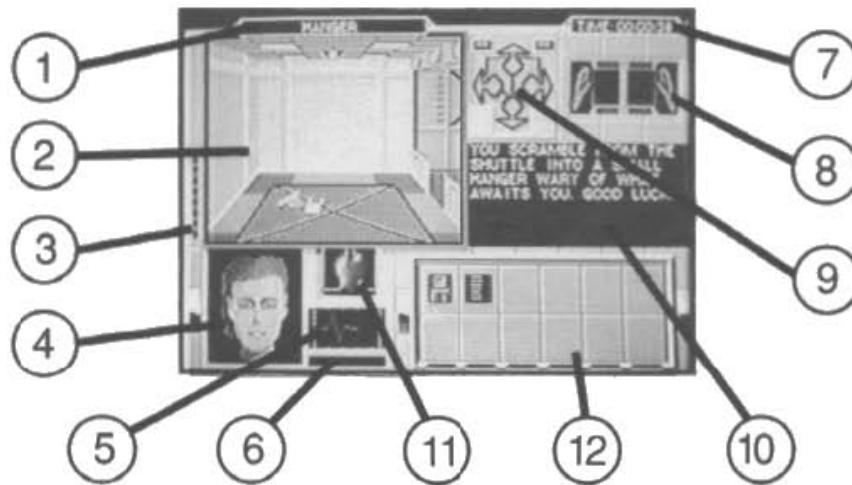
As you investigate the malfunctioning systems, you will learn that, in most cases, a lack of liquid coolant has caused the problem. By replacing the coolant fluid in that particular system room, you're likely to solve the problem. To carry out a repair, you will need to:

- Locate a Manufacturing Room on board the ship and make some receptacles in which to carry the coolant (Complete details on the Manufacturing Screen are on Page 16 of the Game Manual);
- Find a laboratory and fill your receptacles with liquid coolant (Information on the Laboratory Screen is on Page 16 of the Game Manual);
- Finally, go to the room of the system you wish to repair and attempt the repair (The Repair Screen is described on Page 17 of the Game Manual).

Once you've made all repairs, found the Inhibit Lock, and replaced the Energy Flux Decoupler, a message will prompt you to go to the bridge—after which you'll move on to the next ship in need of repair.

# ABOARD THE SHIP

Here's a look at the Main Screen, from which most of the game is played:



1) The current location or room.

2) The main viewing screen.

3) The weapon reload bar. You cannot fire any weapon repeatedly until it reloads or recharges—indicated when the reload bar reaches the bottom.

4) Main stamina recorder. This is an indicator of your general health and stamina. Full health is shown by a complete face. As you lose stamina points, it will slowly turn into a skull. You can heal lost stamina one of four ways:

- Naturally, over time;
- Finding a Galley and eating food;
- Injecting yourself with serums you find—not all of them will help you however, some may harm you;
- Using a robot with a medical cartridge (See Page 21 of the Game Manual for details).

5) The lifetrace recorder, on an Amiga, tracks your pulse, which impacts how steady your aim is in firing weapons.

6) If you're carrying a geiger counter, you can see the background radiation meter gauging radiation levels - radiation can put a quick end to your adventure, so keep an eye on this meter.

7) Time elapsed since play began: You're working against the clock.

8) The hands display shows what items you're holding in your left hand and right hand. The items can be swapped from one hand to the other by pointing the cursor to this display and pressing BUTTON 1.

Weapons can only be fired when held in your right hand. To fire a weapon, aim the cursor at the target on the main viewing screen and press BUTTON 1.

All other items can be used in either hand. Pointing the cursor at an item in this display and pressing BUTTON 2 will use or activate it, depending on its function.

9) The movement icons control your movement around the ship. SELECT one of the four blue icons and you'll move one step in that direction. SELECT either of the two green icons to rotate left or right 90-degrees. The two grey buttons to either side of the bottom blue icon will light up and display arrows when you enter a space with a ladder or elevator.

10) The main message panel displays all pertinent game information.

11) The beating heart not only shows your heart-rate, but your general health as well: It will change color from scarlet to yellow to indicate radiation or poisoning—both of which can kill you. The more yellow your heart, the more damage to your health. (Amiga Only)

12) The function buttons will show the icons of all commands available to you in each location. The top six buttons are Game Control Functions, and the bottom six are Robot Selection Buttons. (For a full list of Game Control Functions, see Page 12 in the Game Manual. Robot Selection and Controls can be found on Page 20.)

Two Game Control Functions are available to you at all times:

- The far left button takes you to the Game Set-Up Screen;
- The one to its immediate right takes you into the Inventory Screen, where you can pick up, pack or carry items you find. (The Inventory Screen is fully described on Page 8 of the Game Manual.)

When you enter any location that activates one of the other Game Control Functions—Computer Access, Recharging, Manufacturing, Laboratory or Repair—then that Function's icon will appear.

To access any Function, SELECT its icon.

## ***KEYBOARD CONTROLS***

Here is a list of all keyboard controls in the game:

IBM Keyboard controls:

**P**= Pause

**Esc** (on Set Up screen)= Reset level

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