STELLAR 7

MANUAL

STELLAR 7 ™

PRODUCER AND DESIGNER ....Damon Slye

LEAD PROGRAMMER ....Piotr Lukaszuk

ART DIRECTOR ....Mark Peasley

CONCEPTUAL ARTIST ....Robert Caracol

3-D ARTIST ....Cyrus Kanga

SHELL PROGRAMMER & ADDITIONAL EFFECTS .....Nels Bruckner

ARTISTS: ....Robert Caracol
Mark Peasley
Brian Hahn
Kobi MIller

AUDIO DIRECTOR ....Alan McKean

MUSICAL COMPOSERS: ....Don Latarski
Dale Cooper

PANEL ART PAINTER ....D. Brent Burkett

IMAGE DEPARTMENT DIRECTOR ....Randy Dersham

SOUND EFFECTS AND MUSIC EDITOR ....Chris Stevens

DOCUMENTATION ....Jerry Luttrell

DESIGN CONTRIBUTORS & PLAYTESTERS: Forrest Walker
Darek Lukaszuk
Paul Bowman
David Selle

CO-PRODUCER ....Jeff Tunnell

LIMITED WARRANTY NOTICE

The publisher this software wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose $5 for 5.25" disks (or $10 for 3.5" disks) and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Table of Contents

G ir Draxon, Supreme Overlord of the evil Arcturan Empire, is preparing to launch an attack on Earth. As Commander of Terran forces assigned to protect the planet, your mission is to reach the Arcturan star system and destroy Draxon before he can assemble his forces and capture Earth.

To help combat the powerful Arcturan Armada, Terran High Command has placed you at the controls of the Raven, Earth's most sophisticated fighting machine. From the command seat of the Raven, you must face Arcturan forces in seven different star systems. If you successfully destroy enough of the enemy forces in one star system, a Guardian will appear. If the Guardian is battled and defeated a Warp Link will appear. Drive into the Warp Link to transport yourself into the next star system. Upon reaching the seventh system, Arcturus, you must locate and destroy Gir Draxon's flagship. Should you succeed, Earth will be saved. Failure will leave your home planet defenseless against Draxon's assault and guarantee Earth's destruction!

This manual gives you a complete description of the Raven's awesome power. Refer to the **Capabilities** section to learn all about the best technology that Terran science has to offer.

Also, in the **Strategies** section, Terran designers and engineers have prepared a set of valuable hints and tips to help you gain the best use of the Raven.

The Arcturan Armada contains 12 known enemy vehicles. You can learn about each of them by studying the **Enemy Files** section of the manual. These files contain all of the information Terran High Command has gathered on each Arcturan vehicle. You can also get this information on-screen by selecting **Briefing** from the **Main Menu** before you begin your mission.

The Raven can be controlled by means of keyboard or joystick input. This diagram displays all possible movements and their equivalent keyboard keys or joystick direction.

```
        8
   7         9
   4         6
   1         3
        2
```
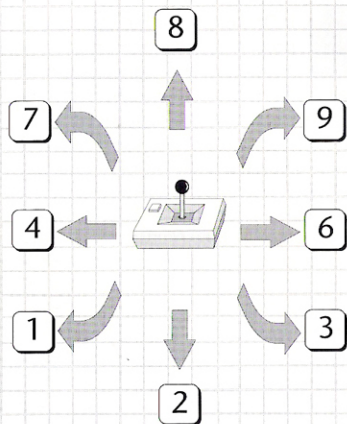
Power Module activation Hot Keys

Power Module	Keyboard Hot Key
Inviso Cloak	I
Jump Thruster	J
RC Bomb	B
Cat's Eye	C
Eel Shield	E
Super Cannon	S
MP Thruster	T

Joystick Button 1 .... Fire Cannon

Space Bar .... Fire Cannon

Joystick Button 2 (MS-DOS version) .... Select Power Module

Tab Key .... Select Power Module

Joystick Buttons 1 & 2 simultaneously (MS-DOS version) ... Activate Selected Power

Return Key .... Activate Selected Power

F10 Key .... Display Preferences Menu

F2 Key .... Sound Effects & Music ON/OFF

ALT-S Keys .... Sound Effects ON/OFF

ALT-M Keys .... Music ON/OFF

ALT-J Keys .... Joystick ON/OFF

ALT-C Keys .... Joystick Calibration

ALT-D Keys .... Mouse ON/OFF

P Key .... Pause ON/OFF

Z Key .... Zoom ON/OFF

ESC Keys .... Abort Mission

ALT-Q Keys .... Quit to DOS
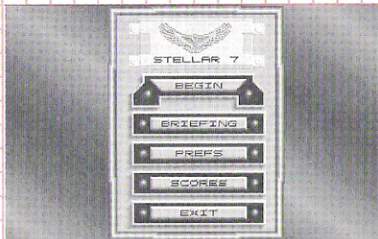
MAIN MENU

BEGIN

BRIEFING

BEGIN:
Starts a mission.

BRIEFING:
An overview of Draxon's forces.

PREFERENCES:
Allows custom tailoring of your mission to suit nearly any experience level or machine speed. **The GRAPHIC DETAIL slider allows you to turn down the amount of detail in the game. This is useful on slower machines when game play speed may be slower.** Difficulty levels determine the number of Power Modules present at the beginning of game play and scoring.

PREFERENCES

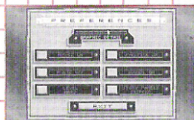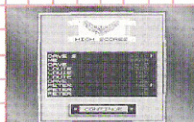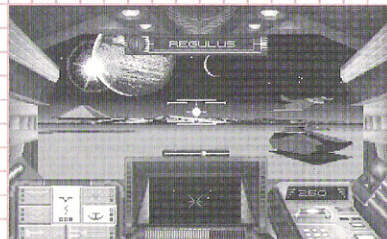**SCORES:**
View the top ten Raven master pilots.

SCORES

EXIT:
Exits to DOS.

RAVEN'S COCKPIT

PREFERENCES

EXIT MISSION

RAVEN'S COCKPIT:
Once in the Raven's cockpit there are several menu options available.
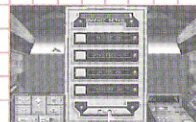
PREFERENCES:
AVAILABLE BY PRESSING THE **F10** KEY. The in-game version contains controls for sound, music, mouse, joystick and GRAPHIC DETAIL. This menu can be brought up at any time during a mission EXCEPT during story panels and planetary warp sequences.

EXIT MISSON:
AVAILABLE BY PRESSING THE **ESC** KEY. Allows the player to abort the current game and return to the Main Menu.

QUIT GAME:
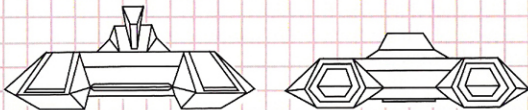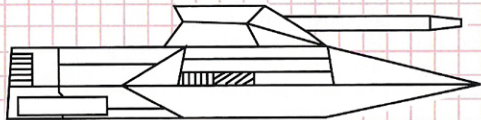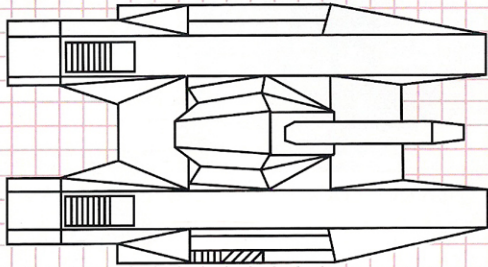AVAILABLE BY PRESSING THE **ALT-Q** KEYS. Aborts the mission and exits to DOS.

QUIT GAME

Technical Drawings: XCV Agl-2

The common name for project XCV Agl-2 was originally "The Nighthawk." However, a bad circuit garbled the Inviso Audio feedback, making the noise sound more like a raven than a nighthawk. Everyone involved in the project began to jokingly refer to it as "The Raven." The bad circuit was never replaced, and the new name stuck.

The Raven is equipped with the most advanced technology Terran science has ever assembled. The following is a description of the Raven's finer points and their operation. **This machine is extremely powerful, but it is not indestructible. The energy reserves must never reach total depletion.** Without power, the Raven's shields will fall and the ship's extremely delicate hull will be totally vulnerable. **One direct hit on the Raven's unprotected hull and the craft will explode.**

The Raven is equipped with the completely redesigned Anti-gravity Generator (Agrav Generator). The new Agrav design allows the Raven to sustain a clearance of one-half meter from the ground, permitting the craft to glide over nearly any surface. This ability also allows the Raven to carry heavier defensive weaponry than conventional assault vehicles without a sacrifice of speed.

The Raven Cockpit

Inviso Cloak Indicator:
Glows white while cloaking is active. Flashes to indicate impending cloaking activation and deactivation.

Current Planetary System

Targeting Ring

REGULUS

250

Radar Screen

Power Module Bank:
Display of:
-Currently active power (highlighted)
-Number of uses remaining for each power (glowing dots in icon).

Energy Level:
When the energy level level reaches zero, the Raven's shields will fall. One hit and she'll blow!

Game Score

Cannon Ready Indicator:
Red indicates cannon ready.
Blue indicates cannon in reload process.

Standard Issue

■ **PROTONIC SHIELDS.**
Standard issue defensive shields, the Protonic units are capable of absorbing almost all forms of energy, including heat, kinetic energy, and radiation. They provide protection against shells, lasers, and high speed collisions. However, each time the shields are hit or impacted the system energy depletes slightly. As stated previously, complete energy depletion will result in shield failure and complete vulnerability. The next hit will be your last. A warning bell will sound when the energy levels go critical.

■ **BI-PHASAL THUNDER CANNON**
Standard issue defensive weapon fires shells armed with limited nuclear warheads. Each shell is capable of penetrating .1 meters of armor. The Cannon's fire rate is 2 shells per volley. Between volleys, there is a delay to allow the next 2 shells to be loaded and armed.

■ **RADAR**
The Raven is indicated by the stationary dot in the center of the scope and all scanned objects in front of the Raven will appear relative to this central dot. Objects in front of the Raven will appear at the top of the central dot while objects behind the craft will appear below the central dot. The Raven's radar is thermal, motion and electromagnetic sensitive. It can therefore distinguish between land masses, missiles and other vehicles. This also gives the Raven's system an advantage over more traditional radar detectors in that it cannot be fooled by electromagnetic tricks employed by cloaking devices.

■ **ZOOM MAGNIFICATION**
This device permits long-range scanning through the viewscreen. It is most useful for identifying distant objects. **Note that Zoom narrows the Raven's field of vision significantly, and should be used only for short periods of time.**

Power Modules

Along with a standard weapons and shield system, the Raven is capable of adapting to any environment by utilizing a modular defensive system in it's design. The craft is capable of acquiring and incorporating weapons systems from a variety of enemy vehicles to strengthen and enhance it's own defensive capabilities. NOTE: Each Power Module can be immediately activated with its keyboard Hot Key.
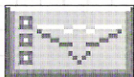
Inviso Cloak Generator

Hot Key "I"

This device is capable of generating a negative electromagnetic field, rendering the Raven invisible to all electromagnetic sensory devises. When active, enemy units will be unable to track the Raven. They will, however, have a fix on the Raven's last visible location. Furthermore, the Raven's location will be temporarily revealed whenever the cannon is fired. The Inviso Cloak Indicator will begin to blink when invisibility is about to deactivate.

Eel Shield

Hot Key "E"

Capable of rechanneling an enemy's shield energy back into itself, the Eel Shield makes ramming an effective defensive maneuver. When contact is made with an alien craft, their shield is reversed, turning the protective field inward, compressing itself and destroying the generating vehicle. Even the most deflective shields will buckle after several contacts.
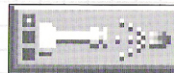
Super Cannon

Hot Key "S"

Capable of repeated firings without the reload time associated with a Bi-Phasal Thunder Cannon, the Super Cannon is capable of delivering a rapid fire volley of missiles. Its firepower is also more than double that of the Bi-Phasal.

MP Thruster

Hot Key "T"

The MP Thruster gives a short but powerful forward surge for situations when conventional speed will prove insufficient. NOTE: The MP Thruster cannot be used to maneuver in reverse.

Cat's Eye

Hot Key "C"

Though Terran technology is quite advanced, it is theorized that cloaking technology is possessed by others. Therefore, it became important to establish a defensive system for such possible "invisible threats" and the Cat's Eye was born. The system uses a particle tracking radar to reassemble the scrambled rays left by all known cloaking systems. With the Cat's Eye operational, the Raven's pilot will see a computer simulated image of any cloaked vehicle within the main viewing screen.
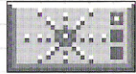
RC Bomb

Hot Key "B"

A throwback to ancient land based warfare, the RC Bomb is an advance on an old and reliable system. Small but deadly electrical discharge units are released by the Raven's rear deployment panel. These units remain inactive until an electrical field interrupts the RC Bomb's twelve meter scan radius. When the perimeter is broken, the unit explodes with a concentrated electron polarization beam, causing the invader's atomic structure to dramatically shift which leads to nuclear explosion.

NOTE: The Raven's electrical field pattern has been coded into the memory of all RC Bombs carried during your mission. Therefore, you can never accidentally activate a released mine with your own craft.

Jump Thruster

Hot Key "J"

The Jump Thruster enables the Raven to complete a sustained vertical lift for several seconds, increasing the Agrav Generator's usual clearance to several hundred feet. When activated immediately after the MP Thruster, the Jump Thruster can enable the Raven to literally "jump" over enemies or obstacles.

NOTE: Directional control will be lost while elevated by the Jump Thruster.

I n his quest to rule Earth, and everything else he can get his metallic hands on, Gir Draxon has sent out the most advanced and destructive fighter craft Terran forces have ever seen. You will battle with his Arcturan forces on seven different Star Systems, making your way closer and closer to Draxon's home world, Arcturus. Each System holds new dangers, more lethal enemies and a Planetary Guardian which will have to be defeated before progression to the next Planetary System will be possible. Terran intelligence has been able to gather little information on Draxon's Armada but what is available is presented to you on the following Enemy Files. Use this information well and know that the fate of Earth lies in your hands...
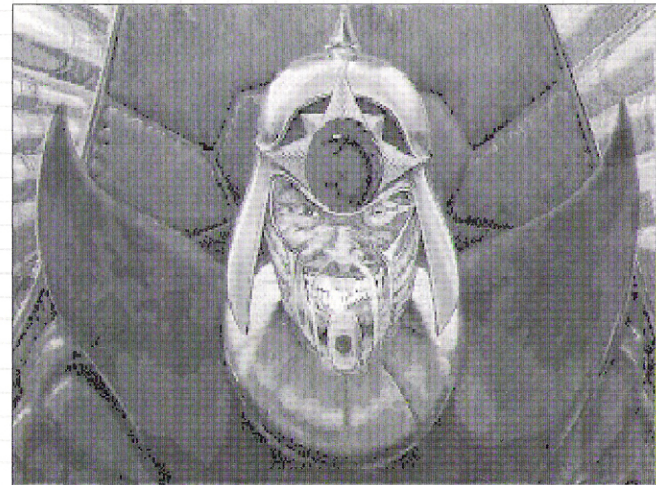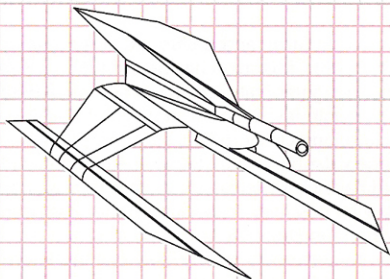
SANDSLED

Armament: Light laser ....2 shots/round
Armour: ....0.1 meters
Speed: 200 kph
Runners restrict Sandsled to operate only on planets with a sandy or icy surface.
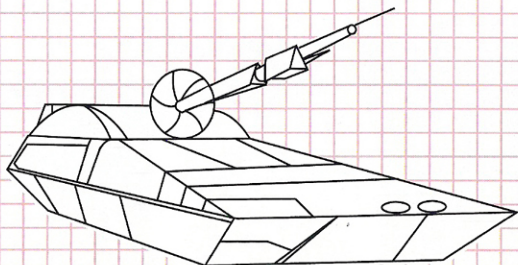
LASER TANK

Armament: Medium laser ....1 shot/round
Armour: ....0.2 meters
Speed: ....128 kph
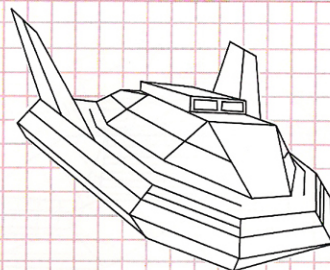
HOVERCRAFT

Armament: Light cannon ....1 shot/round
Armour: ....0.1 meters
Speed: ....192 kph
The Hovercraft is operational only on planets with an atmosphere.
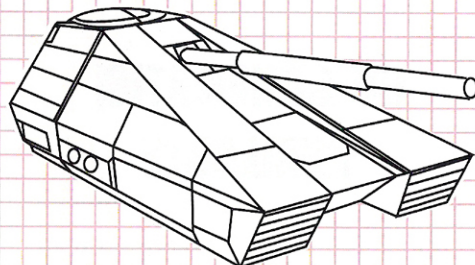
PROWLER

Armament: Light cannon ....1 shot/round
Armour: ....0.2 meters
Speed: ....160 kph
Beware! The Prowler is known to possess Eel Shields.
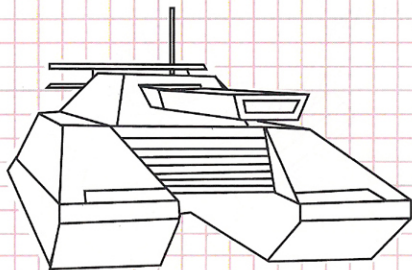
ASSAULT TANK

Armament:	Medium cannon .... 2 shots/round
Armour:	.... 0.3 meters
Speed:	.... 120 kph

NO SCHEMATIC AVAILABLE

STALKER

Armament:	.... ?
Armour:	.... ?
Speed:	.... ?

No info. Some reports indicate possible Inviso Cloak capability.
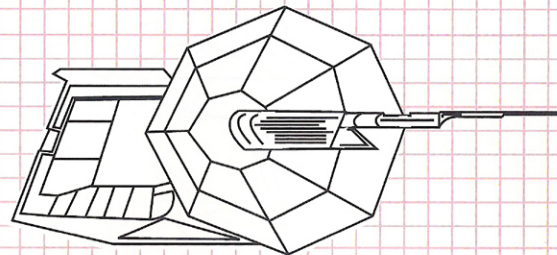
LASER BATTERY

Armament:	High laser .... 2 shots/round
Armour:	.... 0.2 meters
Speed:	.... 0 kph

Capable of long distance firing with a 360 degree turning radius.

NO SCHEMATIC AVAILABLE

ASSAULT CANNON

Armament:	Heavy Cannon .... ?
Armour	.... 0.1
Speed:	.... 0 kph
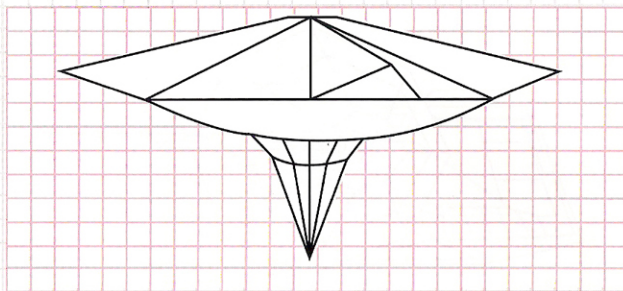
PULSAR

Armament: Laser? ....?
Armour: ....?
Speed: ....0 kph
Little is known about this recently deployed Arcturan robot unit.
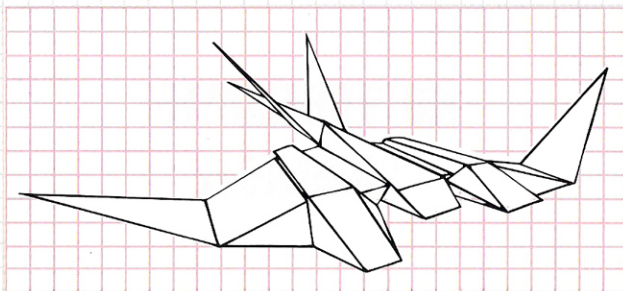
SKIMMER

Armament: Light cannon...1 shot/round
Armour: ....0.1 meters
Speed: ....240 kph
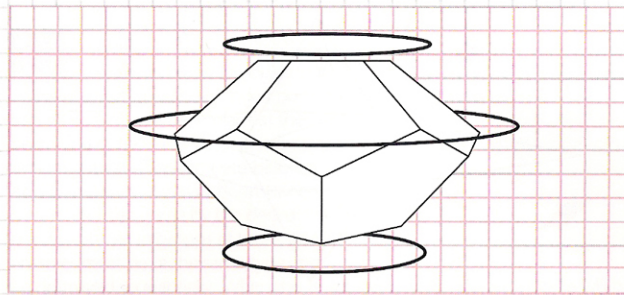
SEEKER

Armament: Fission bomb ....n/a shots/round
Armour: ....0.1 meters
Speed: ....??
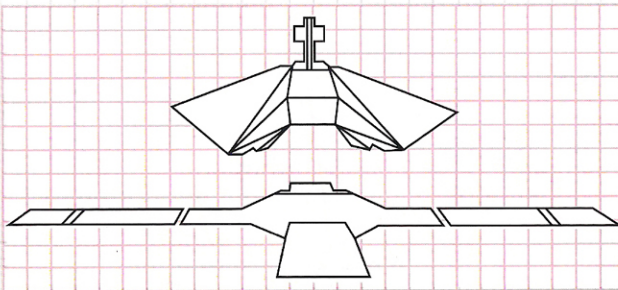Seekers "home in" on their intended targets and detonate on contact.
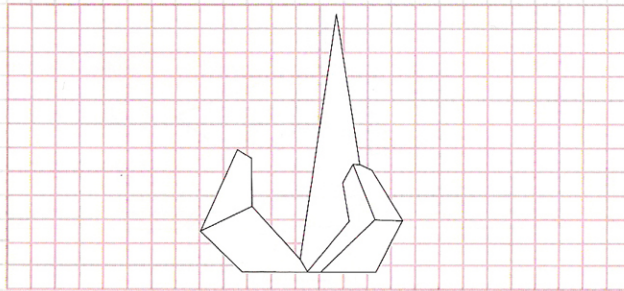
OBSTACLE

Obstacles will obstruct movement and block shells and lasers. They may appear in different forms from one star system to another.
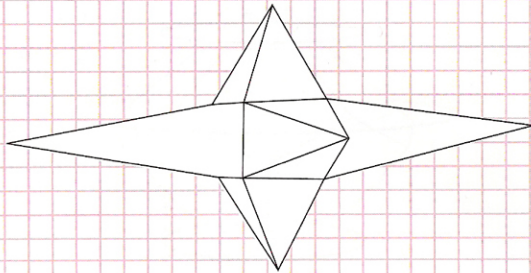
W A R P L I N K

The Warp Link appears only after the Planetary Guardians have been destroyed. The links will take you to the next Star System.

F U E L B A Y

Docking with a Fuel Bay will completely replenish the Raven's energy levels as well as bring the count of Inviso Cloak Modules to full. NOTE: While cloaked the Raven cannot activate the Fuel Bay's docking system.

Unique to the Raven is its ability to add on Power Modules that give the craft expanded powers. Some Modules will be in place at the beginning of the mission, depending upon difficulty level selection (See below). Additional modules can be obtained throughout the game by the destruction of enemy vehicles in groups of three. The enemies must be of the same type and must be destroyed sequentially. When this is accomplished, a Power Module will be released. The Raven can collect released Modules by simply driving into them.
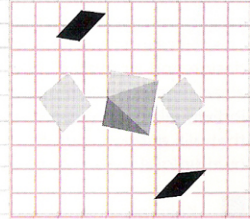
The destruction of different enemy groups will yield different Power Modules. Following is a listing of available Modules, their accompanying enemy group and the number the Raven begins with for varying difficulty levels.

Power Module	Enemy Group	Initial Count/Difficulty Level		
		Easy	*Standard*	*Difficult*
Inviso Cloak:	Fuel Bay docking	3	3	3
Jump Thrusters:	3 Skimmers	3	1	0
RC Bomb:	3 Seekers	3	1	0
Cat's Eye:	3 Stalkers	3	1	0
Super Cannon:	3 Assault Tanks	3	1	0
MP Thruster:	3 Sandsleds	3	1	0
Eel Shields:	3 Prowlers	3	1	0

Taking on the Arcturan Armada and winning will take sharp reflexes, quick thinking, practice, and above all, strategic planning. The enemies you will face are unique not only in design and strengths but in intelligence and tactics. Each enemy will attack and react differently. You must become familiar with their individual styles and outsmart your opponent. Following are a few tips that will get you started. Use them as building blocks to develop your own unique game plan and techniques.

■ Keep moving! Never "sit and spin" while trying to get an enemy into your sights. Always remember that if you're trying to line up an enemy for the kill the enemy is probably doing the same thing to you.

■ Never go "face-to-face" with an enemy. Such linear thinking will make you an easy target, placing you in the direct line of fire.

■ Use your weapons if you need them. Conserving limited powers is only effective if you're around to use them.

■ Learn the combinations of enemy destruction associated with the Power Modules. Knowing which vehicles to take out to get a specific power can make all the difference in desperate situations.

■ Remember the locations of Fuel Bays and don't forget that they cannot be docked with when the Raven is cloaked.

■ Look for weaknesses in the Planetary Guardians. Every Achilles has his heel.

■ Learn to "lead" or shoot ahead of the enemy if they are moving rapidly at a distance. Anticipate how long it will take your shell to travel the distance of the enemy. Next, decide where the enemy will be in that amount of time and fire at that location.

■ Remember that some enemies are also equipped with cloaking devices. If you can see a vehicle on Radar but not through the viewscreen, they're cloaked and probably moving in for the kill.

■ Keep in mind that the Raven can only hold 3 of any one Power Module at a time. Wait to collect released Modules if you already have a full supply... they will remain floating in the area where released until collected, destroyed by cannon fire or left behind after warping to another Star System.

■ Remember that the Story Panels which connect Star Systems can be turned off (**Main Menu Preferences**), skipped (pressing **ESC** during Panel Sequences) or fast forwarded (pressing **Space Bar** during Panel Sequences).

■ As a convenience, a Continue feature is available. When Continue is used, you will begin on the same Star System as when your mission ended. You will have a full energy supply and the same Power Modules that you ended with but your score will be reset to zero.

The number of Continues available is dependent upon the difficulty level.
On **EASY** level you can continue 2 times.
On **STANDARD** level you can continue 1 time.
On **DIFFICULT** level Continue is deactivated.

NOTE: The Continue feature will reset your score to zero upon each use, so use it sparingly!

TECHNICAL HELP (MS DOS ONLY)

If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:

. If you receive any of the following messages:

1. "**Insert Disk (#)**" when you have already inserted that diskette, or have installed the game on your hard disk.

2. "**Unable to Chain**" or if the game locks up at any point.

3. "**Disk Error**".

Then you may have memory resident programs loaded into RAM . You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a "Dynamix Boot Disk."

FORMATTING FROM A HARD DRIVE

A) Place a blank disk in drive a.

B) At the C prompt, type: **format a:/s**

NOTE: If your **a:** drive is a high density drive and you are using double density disks, you will need to type: **format a:/4/s** (for 5.25"disks) *or* type: **format a:/n:9/s** (for 3.5" disks).

FORMATTING FROM A DISKETTE DRIVE

A) Place your DOS disk in drive a.

B) At the **a:** prompt, type: **format a:/s** (be sure to switch to a blank disk when prompted by the FORMAT program.)

NOTE: If your **a:** drive is a high density drive and you are using double density disks, you will need to type: **format a:/4/s** (for 5.25" disks) or type: **format a:/n:9/s** (for 3.5" disks).

C) Press [**ENTER**]

D) Respond to the DOS prompts.

Now you should create a CONFIG.SYS file on your Dynamix Boot Disk, with a files=20 statement. Follow these instructions to create this file:

A) Type: **a:**	[ENTER]
B) Type: **copy con config.sys**	[ENTER]
C) Type: **files=20**	[ENTER]
D) Press [**F6**]	[ENTER]

You should see the message: "**1 File(s) copied**". You will now have to re-boot your computer with your new Dynamix Boot Disk in the drive. Turn your computer off then on or press [**Ctrl-Alt-Del**].

If booting your compter with your new Dynamix Boot Disk doesn't clear up the problem you are encountering, call (209) 683-8989 for technical help. Our technical staff will be happy to help you.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989, 8 A.M.- 5 P.M. Pacific Time for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

Notes