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EPILEPSY WARNING

PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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CONTENTS

1. TECHNICAL SPECIFICATION

THIS SOFTWARE HAS BEEN WRITTEN TO FUNCTION UNDER MS-DOS 6.X OR HIGHER OR WINDOWS® 95. WINDOWS® 95 MAY REQUIRE A FULLY CONFIGURED DOS MODE.

SYSTEM REQUIREMENTS:

PENTIUM 60 MHZ OR HIGHER
8 MB RAM
HARD DRIVE 40 MB
1 MB VGA VIDEO CARD (VESA 1.2 OR COMPATIBLE DRIVERS)
2 X CD ROM
MICROSOFT MOUSE OR 100% COMPATIBLE
SOUND BLASTER OR COMPATIBLE SOUND CARD

RECOMMENDED SYSTEM REQUIREMENTS:

PENTIUM 120 MHZ
16 MB RAM
HARD DRIVE 40 MB
1 MB VGA VIDEO CARD (VESA 1.2 OR COMPATIBLE DRIVERS)
4 X CD ROM
MICROSOFT MOUSE OR 100% COMPATIBLE
SOUND BLASTER OR COMPATIBLE SOUND CARD.

2. ALPHA STORM INSTALLATION

2.1 DOS INSTALLATION

Insert Alpha Storm CD into the CD drive.

At the DOS prompt, type D: and press **ENTER.** If your CD is not configured to D: change to appropriate letter and retry.

Type **INSTALL** and press **ENTER.** Follow on screen instructions.

To run Alpha Storm, type **STORM** and press **ENTER** from the installed directory on your Hard Drive.

2.2 WINDOWS® '95 INSTALLATION

Alpha Storm is a MS-DOS program, and will run more effectively within this mode. To initiate MS-DOS mode from within Windows® '95:

Press the Windows® '95 Start button and select Shut Down, select Restart computer in MS-DOS mode.

Your machine will reset and return to MS-DOS mode.

Follow standard DOS installation instructions.

3. ALPHA STORM - THE STORY

You take on the role of a Shaal, the oldest race of beings in the galaxy. A thousand years ago your people controlled an empire that spanned all of known space. It was the Shaal who built the Infra-space hyperlinks that allow almost instantaneous interstellar travel. The Shaal are a peaceful race and during their golden age they watched as the younger races of Humans and Vargs grew, secretly guiding them towards a greater level of technology and understanding.

Then a darkness came to the universe. An evil race of creatures appeared when a wormhole collapsed and proceeded to destroy everything in their path. It was theorised at the time that these creatures had escaped from the realms of dark matter during the accident, thus they became known only as "Dark Beings." A terrible war followed and much of what was once known was lost. Finally, the Shaal devised a new and powerful weapon that would defeat the Dark Beings:- a device that would freeze their Black Ship in a stasis field for all time. The device was employed and the great enemy was vanquished.

After the war the Shaal were greatly disheartened. They were afraid that if more evil entities were unleashed by their technology they would not be able to win a second time. So they returned to their homeworld and turned their backs on the rest of the galaxy, leaving only the wormholes they knew to be completely stable. As the centuries passed they began to reject technology and developed great skill in the use of mystic arts and psionics. The Shaal homeworld itself was hidden from the galaxy, to avoid the ever curious new races as they took their first faltering steps into space.

But the evil was not destroyed and now the Dark Beings have escaped their prison. The only hope for the future of all things is to locate the remnants of the ancient Shaal technology and try to defeat them once more. In an advanced prototype ship you have "borrowed" from some human pirates, you must search for the last remaining stasis device which was scattered across the galaxy at the end of the last war. But freezing the Dark Beings is not going to be enough this time, you're going to have to dispose of them permanently. Rumours have reached your world of a new and terrible weapon, the Nova Bomb, which might be powerful enough to destroy the Black Ship...

You must fly your (re-decorated) Eradicator Prototype around the galaxy searching for the six pieces of the Stasis Device. When you have all the parts you must attack the Black Ship with a Nova Bomb used at full intensity. This would normally destroy you too, but the Stasis Device removes you from time and will therefore save you. But even the supernova-like power of the bomb will only be enough to lower the shields on the titanic ship, so you must then teleport over and destroy the Black Ship's brain, which will also kill the Dark Beings due to psychic feedback. A word of warning - the Dark Beings are systematically destroying the galaxy in their search for the Shaal homeworld, once they have trashed forty planets it will be game over...

You can upgrade your ship as you go along by taking systems from other ships that you defeat. Starship design in the 29th century is modular, so you can replace any system on your ship with another more powerful one. Unfortunately, the power packs used to drive these systems are also your only source of Psi points once you leave your homeworld, so you will be constantly having to choose between installing a newly found pod or eating it! As you progress through the game you will find new Psionic powers to use. Eventually you should have a powerful enough ship and enough Psionic powers to be able to defeat the ancient enemy and win the game...

4. ON BOARD SHIPS AND PLANETARY BASES
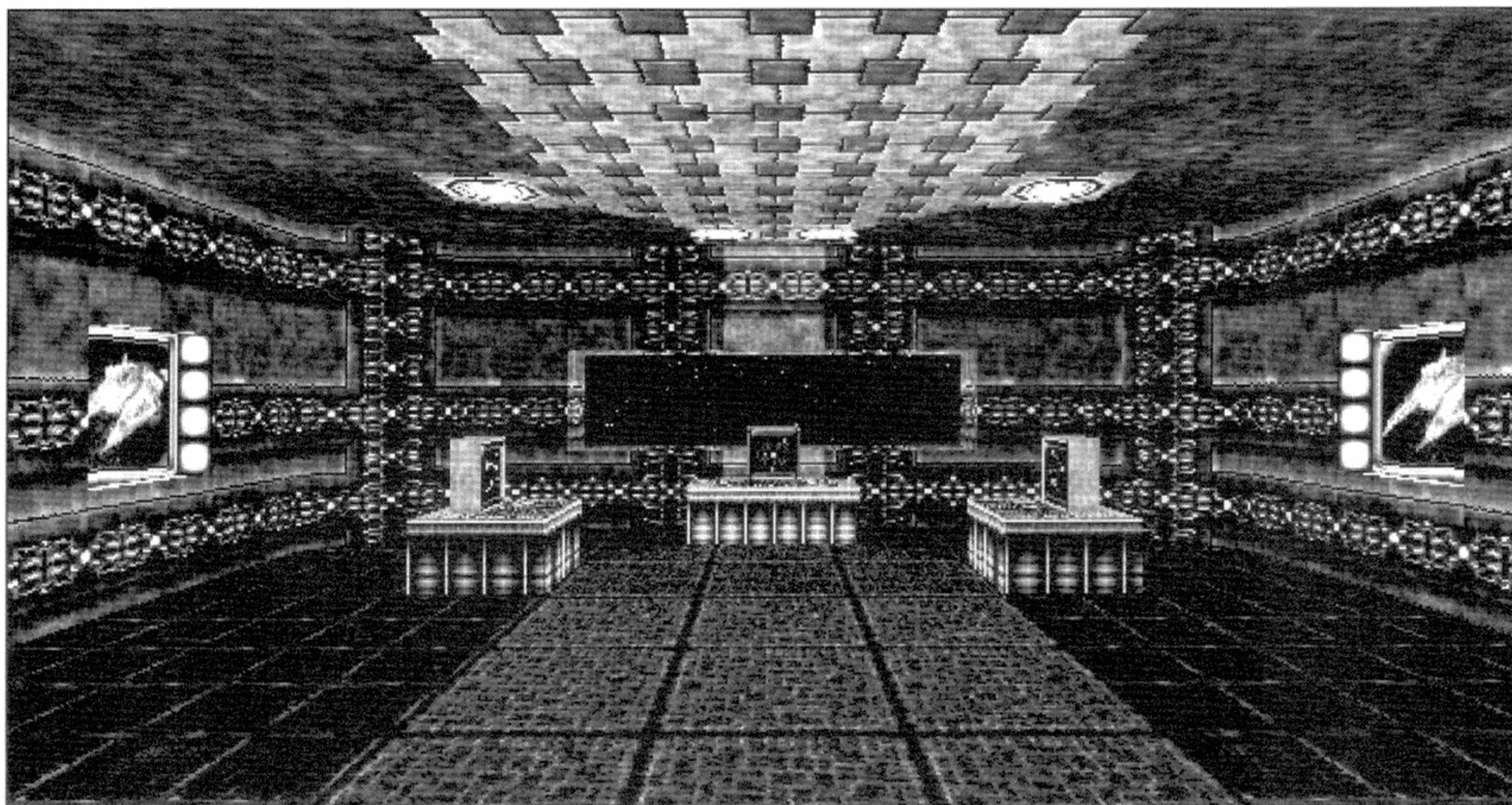
As a lone Shaal, you must skipper your prototype single-handed. The prototype ship was designed for a crew of up to six. However, due to some modifications, it is possible for it to be commanded by a single pilot.

The prototype ship, however advanced is not powerful enough to destroy the Dark Beings. It is therefore essential to upgrade your ship at every opportunity. This is done by stealing and cannibalising any valuable systems from other ships you meet. Naturally, their shields will need to be neutralised first, before you can teleport onto their ships! These systems can then be installed directly into your ship, or absorbed as psionic energy. Other collectibles include additional Psionic powers, colour-coded door passes and the all-important Stasis Device and Nova Bomb elements.

It is recommended that you fully explore your ship, and accustom yourself with its layout and instrument arrangement before any kind of combat. Your only advantage over heavily armed storm trooper invaders will be cunning, and this familiarity of your ship. To help the player become orientated with the ship, it is advised to study the ship blueprints map, located to the left and right of the ship's console.

4.1 ON-BOARD CONSOLES

Most systems can be indirectly accessed through any Console. Consoles are located throughout the ship, but primary navigation and weapon systems are located on the bridge. Cargo and Teleportation systems are located towards the stern of the ship.

4.2 PSYCHIC WARRIOR

Being a Shaal, you have no use for conventional weaponry, instead you rely on the use of Psychic powers. You will know all of the powers at the beginning of the game, but lack of Mana will usually restrict you to using the least draining first. As you progress you will gain power to enable you to manifest the mighty Molten Man power burst.

4.2.1 PSYCHIC POWERS AVAILABLE

PSI-PULSE   A low level, cheap ranged attack
HEALING   Restores a small amount of hit points
FIREBALL   A more dangerous ranged attack, explodes on contact
DISRUPT   Does major damage to anything in front of you
ARMOUR   Gives you temporary protection against injury
DEFLECT   Makes enemy weapons bounce off your body
REGENERATE   Gives a constant accelerated heal whilst active
FREEZE   Temporarily paralyses your enemies
MOLTEN MAN   *Unknown.* Nobody has ever lived to see this

Each power drains MANA from your body. The more powerful the weapon, the more Mana is used. If the player runs out of Mana energy, they will resort to their *Mindblade.*

4.3 ON-BOARD VESSEL CONTROLS

4.3.1 KEYBOARD

Q or *Numeric keypad 7* = Fast left turn   **D** or *Numeric keypad 6* = Right turn
W or *Numeric keypad 8* = Run forward   **Z** or *Numeric keypad 1* = Side step left
E or *Numeric keypad 9* = Fast right turn   **X** or *Numeric keypad 2* = Move backwards
A or *Numeric keypad 4* = Left turn   **C** or *Numeric keypad 3* = Side step right
S or *Numeric keypad 5* = Move forward

F1 = Quit to DOS

J = Jump

TAB = Change screen modes

ALT = Fires right-hand Psionic power *(If you have enough Psi- Points)*

[and] = Activate spell select menu and then assign a power to your left or right hand using

CTRL or **ALT**. Press **ENTER** to assign a protection power and any other key to return to the game

BACKSPACE = Activate Options Menu Screen

SPACEBAR = Activate consoles, doors, buttons and pod capture/consume

ESC = Leave any console screen, including the options menu

CTRL = Fires left-hand Psionic power *(If you have enough Psi- Points)*

ENTER = Use a protection power *(If you have enough Psi- Points)*

- and + = Scroll left and right through protection powers *(shown in the central box on the player console)*

4.3.2 MOUSE

CONSOLES MODE *(Tactical screens/consoles)*

MOUSE MOVEMENT   Move mouse pointer around screen
LEFT BUTTON   Select option or ship destination

GAME MODE *(on board ships)*

MOUSE MOVEMENT View area
LEFT BUTTON   Use left spell
RIGHT BUTTON   Use right spell

4.3.3 JOYSTICK

The joystick has been configured to emulate various key presses:

Button 1 = Fires left-hand Psionic power *(If you have enough Psi-Points)*
Button 2 = Fires right-hand Psionic power *(If you have enough Psi-Points)*
Button 3 = SPACEBAR
Button 4 = ENTER
Button 3 and 4 = Initialise the spell select menu

4.4 POPULATED UNIVERSE

The universe you explore is highly populated by various warring factions. Each craft will need to be disabled before it can be boarded. Once boarded, you can explore the innards of an enemy ship or space station, and encounter your enemies. They vary greatly depending on race, but generally they fall into four categories - troopers with basic weapons, heavy weapons, close combat weapons or leaders with special weapons.

IMPERIAL
Scouts, Enforcers, Cruisers and Starbases.

PIRATE
Marauders, Frigates, Galleons and Hideouts.

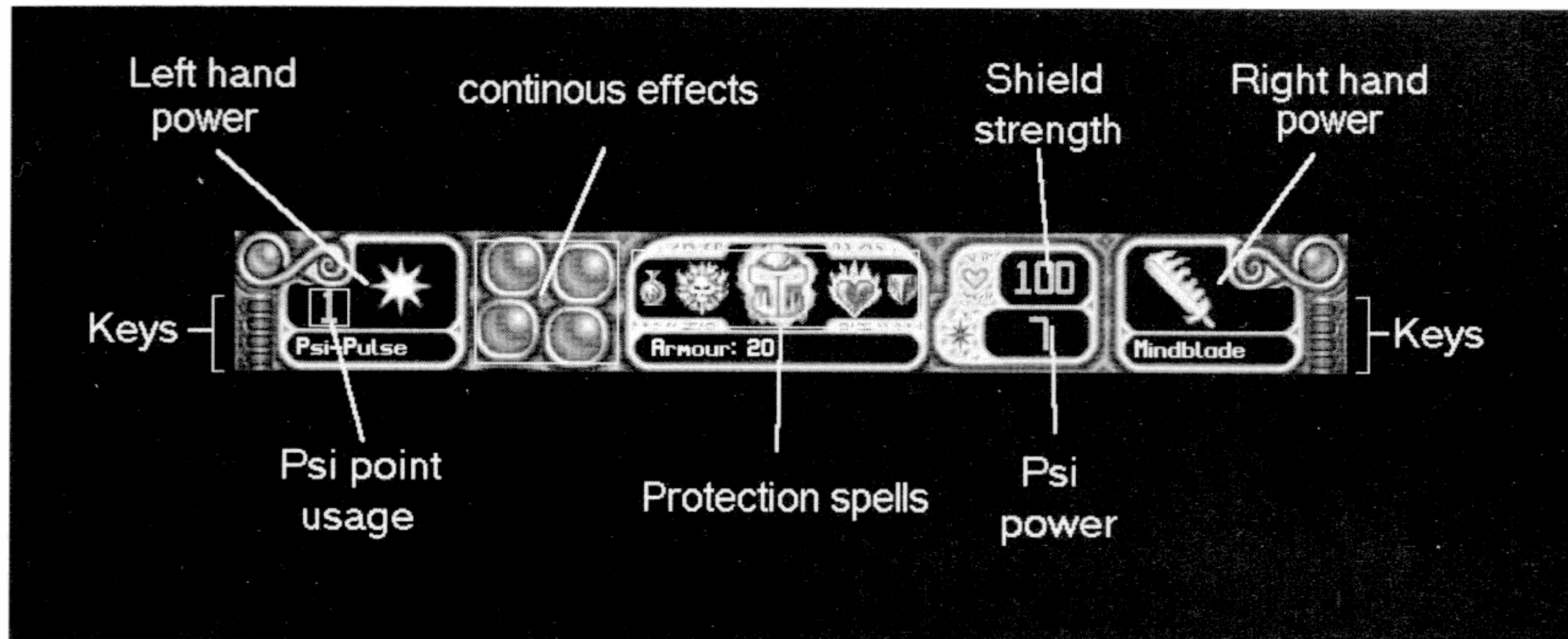### *VARG*
Stalkers, Destroyers, Annihilators and Battle Towers.

PLANETARY BASES

On planetary bases you will find the Stasis Device and enough parts for three Nova Bombs. Remember that you have to save one Nova Bomb for your showdown with the Dark Beings.Due to the security design of Planetary Bases, certain areas are closed to non-essential personnel. It is rumoured however, that colour-coded passes can be found to open these doors.

DARK BEINGS

The Dark Beings are fearsome creatures. Their monstrous ship's shields are immune to your puny weapons and they have the ability to teleport right through yours. So if you find yourself in the unlucky position of being in the same solar system as them, you WILL be boarded by hordes of ravaging monsters. Only the awesome power of a Nova Bomb can lower their shields.

Left hand power — continous effects — Shield strength — Right hand power — Keys — Psi-Pulse — Armour: 20 — Protection spells — 100 1 — Mindblade — Keys — Psi point usage — Psi power
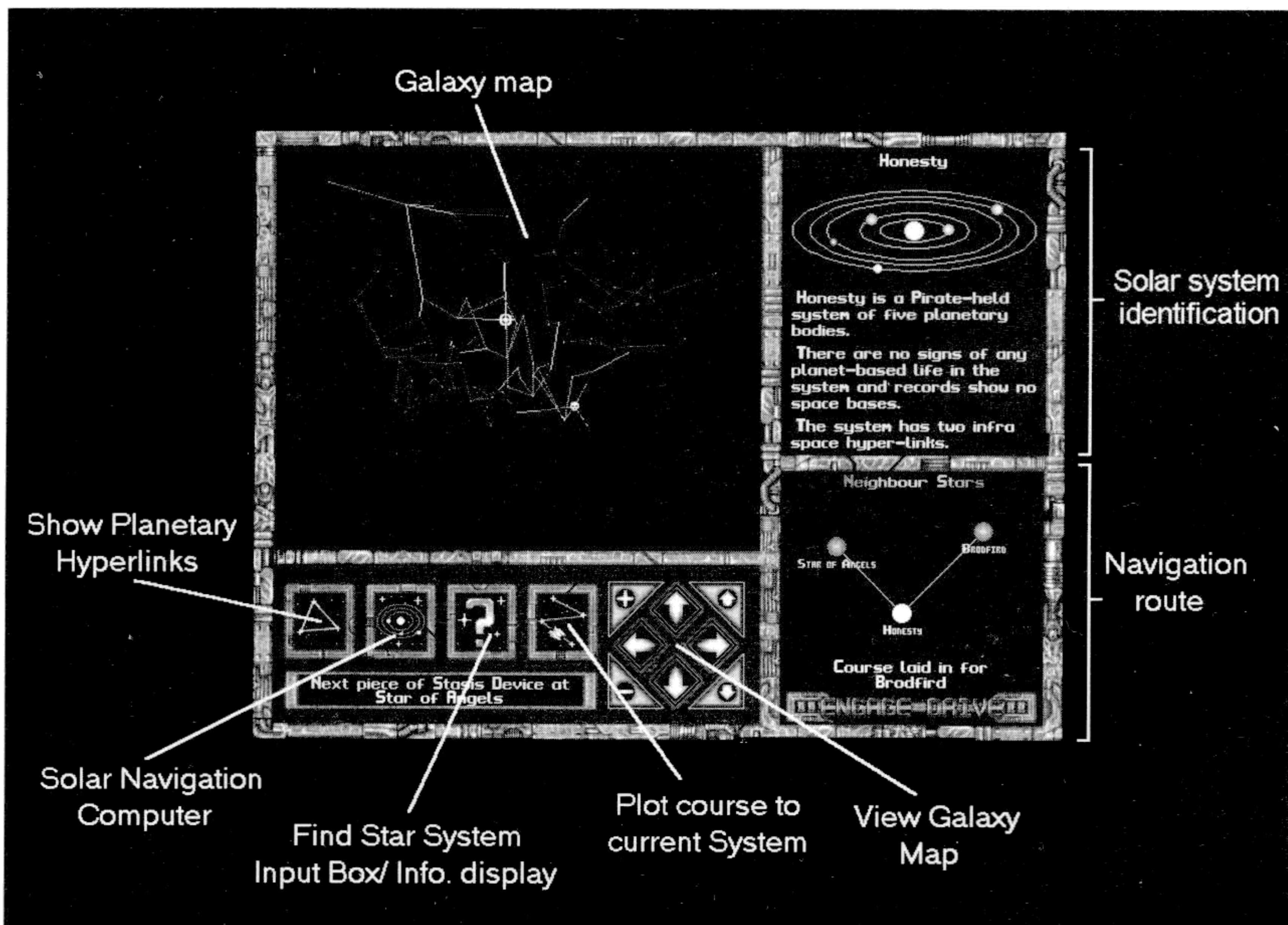
5. USING CONSOLES

There are Six special consoles available to you on your ship. They are:

- Galaxy Navigation
- Solar Navigation
- Space Combat
- Ship's Map
- Teleport
- Systems Diagnostics

5.1 THE GALACTIC NAVIGATION CONSOLE

This is located on the right of the three central consoles on the bridge.

Galaxy map — Honesty — Honesty is a Pirate-held system of five planetary bodies. There are no signs of any planet-based life in the system and records show no space bases. The system has two infra space hyper-links. — Solar system identification — Neighbour Stars — Star of Angels — Brodfird — Honesty — Course laid in for Brodfird — ENGAGE-DRIVE — Navigation route — Show Planetary Hyperlinks — Next piece of Stasis Device at Star of Angels — Solar Navigation Computer — Find Star System Input Box/ Info. display — Plot course to current System — View Galaxy Map

The Galactic Navigation Screen enables the player to plot courses from Solar system to Solar system and to engage warp drive. Each system's records are displayed, giving useful information.

The Dark Beings' swathe of destruction can be monitored by the Galaxy Map, indicated by a small skull. This represents the Dark Beings. The enemy does not need to use jumpgates, they just drift from star to star, wiping out the Solar System, and anything contained in it.

The Galaxy Map

The Galaxy Map represents the map of the galaxy, depicted as dots (star systems) and lines (Hyperspacial routes). Coloured Hyperspacial routes indicate which alien race is dominant there. *Red* indicates Vargs, *Green* indicates Pirates and *Blue* indicates Imperial space. The *Yellow* lines indicate free systems.

You can select any system to travel to, by simply clicking on the appropriate area of The Galaxy Map or, alternatively, you can initiate a name search. Type in the name of the planet you're looking for, and the computer will try to find the system on the database. To lay the co-ordinates into the Navigation Computer, click on the "Plot course" icon and the map view will display the course necessary to reach the selected system.

View Galaxy Map

The View Galaxy Map comprises of a selection of icons and an array of green arrows which are used to manipulate the Galaxy map display. They can rotate it, slide the view up and down and also zoom in and out.

Solar System Identification

Clicking on any of the coloured dots within the Galaxy map selects that planetary system as a possible destination. Any relevant information pertaining to the system is displayed.

Navigation route

The Navigation route displays the current course set. This information also includes a diagram showing all of the planets immediately adjacent to the one you have selected.

5.1.1 GALACTIC NAVIGATION HOT KEYS

MOUSE = Controls the cursor on consoles. Both buttons are the same.

5.2 THE SOLAR NAVIGATION CONSOLE

This is located in the middle of the three central consoles on the bridge.
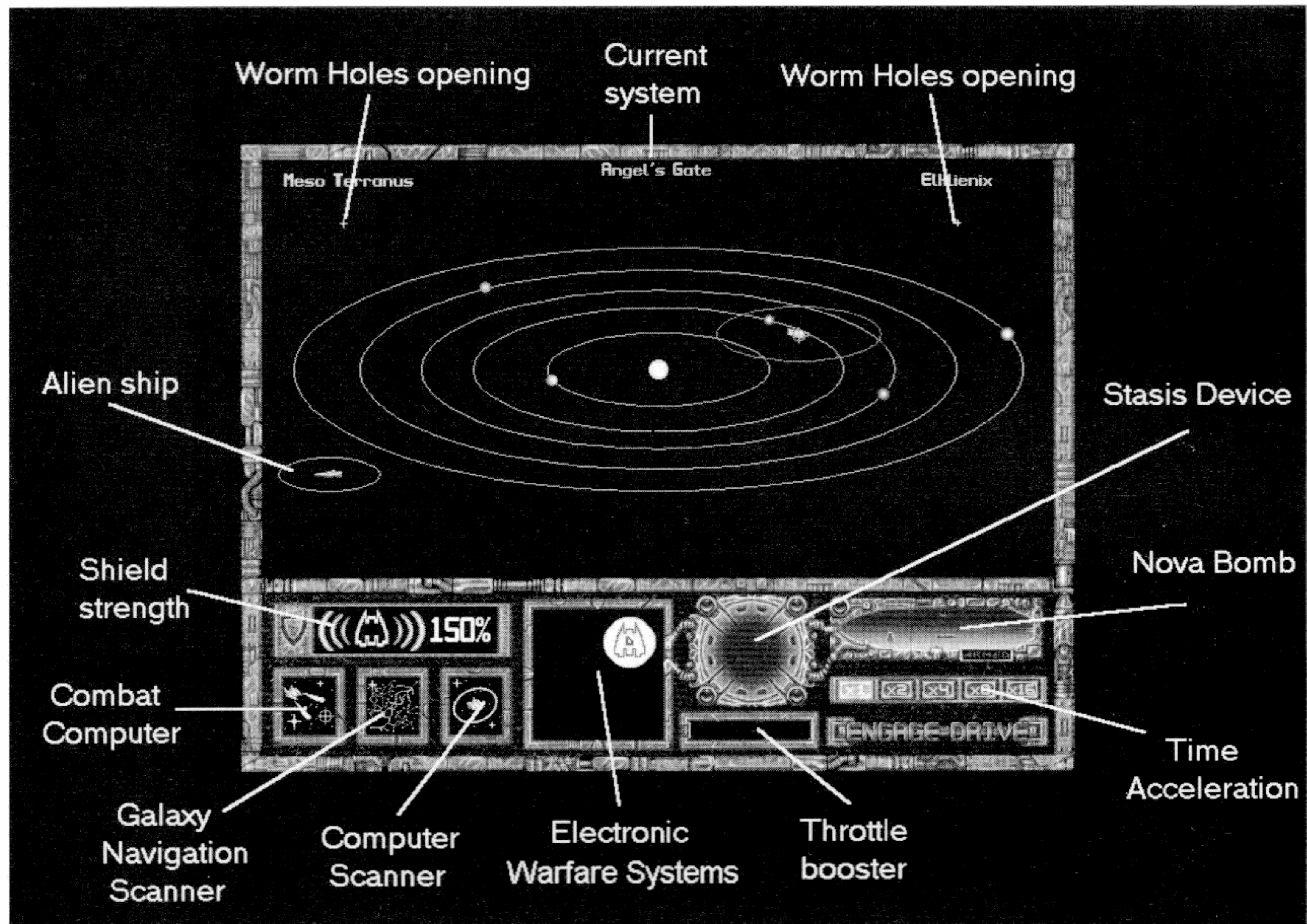
The Solar Navigation screen is used for Solar system level Navigation. From here, the player travels through worm holes in order to hunt down enemy ships or planetary bases.

Your ship

Your ship is represented with a scanning ellipse around it. This ellipse indicates close scanning systems ranges. Once a craft enters this area of your scanner, you can view it on the Combat Console and weapons systems will initiate.

Your ship can be controlled by simply clicking the mouse within the Solar System and clicking the left mouse button.

If you have selected a course using the Galaxy navigation screen, your red destination cursor will already be positioned over the wormhole in the top right of the screen. If not, click on the worm hole, and your ship will travel towards it. When you reach the wormhole it will open and the "Engage Drive" icon will illuminate, indicating that you may now travel to a new star system.

Shield strength

Shield strength indicates the status of the ship's shields. Once this level reaches zero, the player is in risk of having his ship boarded.

Alien Ships and Planetary Bases

Various alien ships inhabit some Solar Systems. These ships will be visible on this screen, together with their scanning range fingerprint (represented as an ellipse around the ship). Once your ship gets close to another vessel, it is advised to switch to *The Combat Console.*

Inhabited Planets *(Planetary Bases)* are indicated by a small star above the planet.

Throttle Booster
The Throttle Booster enables the player to quickly change the speed of their ship. The Throttle slides from stationary to maximum speed.

Time Acceleration
Time Acceleration is used to artificially speed up time. This option is useful for quickly navigating already cleared systems. If the player's ship is attacked at any time, Time Acceleration is disabled.

Nova Bomb indicator
The *"Nova Bomb"* is a special weapon system that acts like a smart bomb, killing or damaging everything on screen. It has to be constructed using four separate parts (found on ships/bases) and is the only way to destroy the shields on the Dark Beings' ship. It has four power levels which will inflict: 250, 500, 900 and 5000 points of shield damage. When used it will also damage or destroy you,unless you have previously found part of the Stasis Device. Each piece of Stasis Device will grant you one sixth protection from the Nova Bomb. Only a Nova Bomb used on full power is powerful enough to strip the shields on the Dark Beings' Black Ship.

Stasis Device indicator
The *"Stasis Device"* will protect you from harm when you use a Nova Bomb, the more pieces you have the more protection you will gain. Finding the six separate pieces that make up the device is your primary goal in the game. The icon shows you how many pieces of the Stasis Device you have collected so far. Each time a new piece is found it will be added to the others already collected.

Electronic Warfare Systems
Other features of this screen include the *"Electronic Warfare"* icons which add a certain amount of strategy to stellar exploration. There will be more on these later.

Engaging Drive
This will illuminate when you are positioned close enough to a jumpgate to activate it. Click on the icon when it is bright green to travel to the star system named. If you go to the Galaxy screen when the Engage Drive icon is lit, you may also operate it from there.

5.2.1 ADDITIONAL CONTROL ON THE SOLAR NAVIGATION SCREEN

C = Initialise Space Combat
1 = Activate E/W system (Cloaker)
2 = Activate E/W system (Demat)
3 = Activate E/W system (De-Cloak)
4 = Activate E/W system (Turbo)
S = Scanner Screen
G = Galaxy Navigation Screen

MOUSE = Controls the cursor on consoles. Both buttons are the same.

5.3 THE SCANNER SCREEN
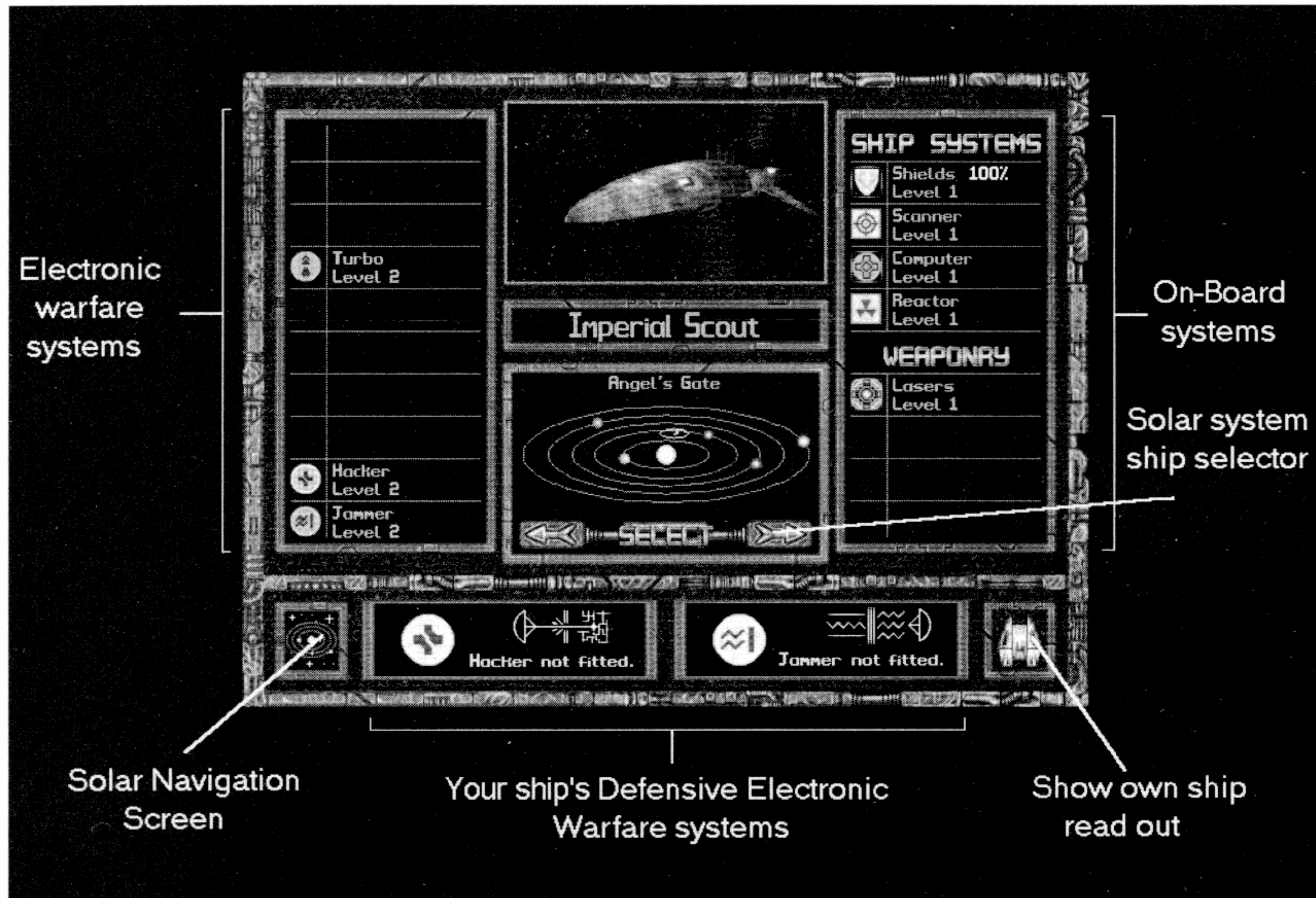
This screen is not accessible from a console, as it operates as a subset of Solar Navigation and Space Combat. Once on this screen time is frozen, enabling you to make tactical decisions about which ships to attack.

Scanned ship configuration

You will be presented with a readout of the systems configuration and capabilities of all ships you are scanning. The amount of detail will depend upon the level of your scanner - Level 1 scanners are barely able to tell you what systems are present on a ship, whereas a Level 8 scanner will tell you the level, damage sustained and charge status of any system present.

On the left of the screen is a list of their E/W *(electronic warfare)* systems and on the right are the other integral systems. To the bottom is listed your Defensive Electrical Warfare Systems.

In the centre of the screen is an image of the ship you are currently scanning. If you click in this window you will be shown one of several covertly filmed views of that ship. Beneath this is a miniature image of the solar screen where you can select which ship to scan by using the arrows at the bottom of the window or by clicking on a red dot. If you have entered this screen from the Solar navigation screen, no enemy ship will be selected and so a readout of your own ship is displayed instead. If you log into the console from the **Space Combat screen**, the scanner will show a readout of your current target.

5.4 THE SPACE COMBAT CONSOLE

This is located on the left of the three central consoles on the bridge.
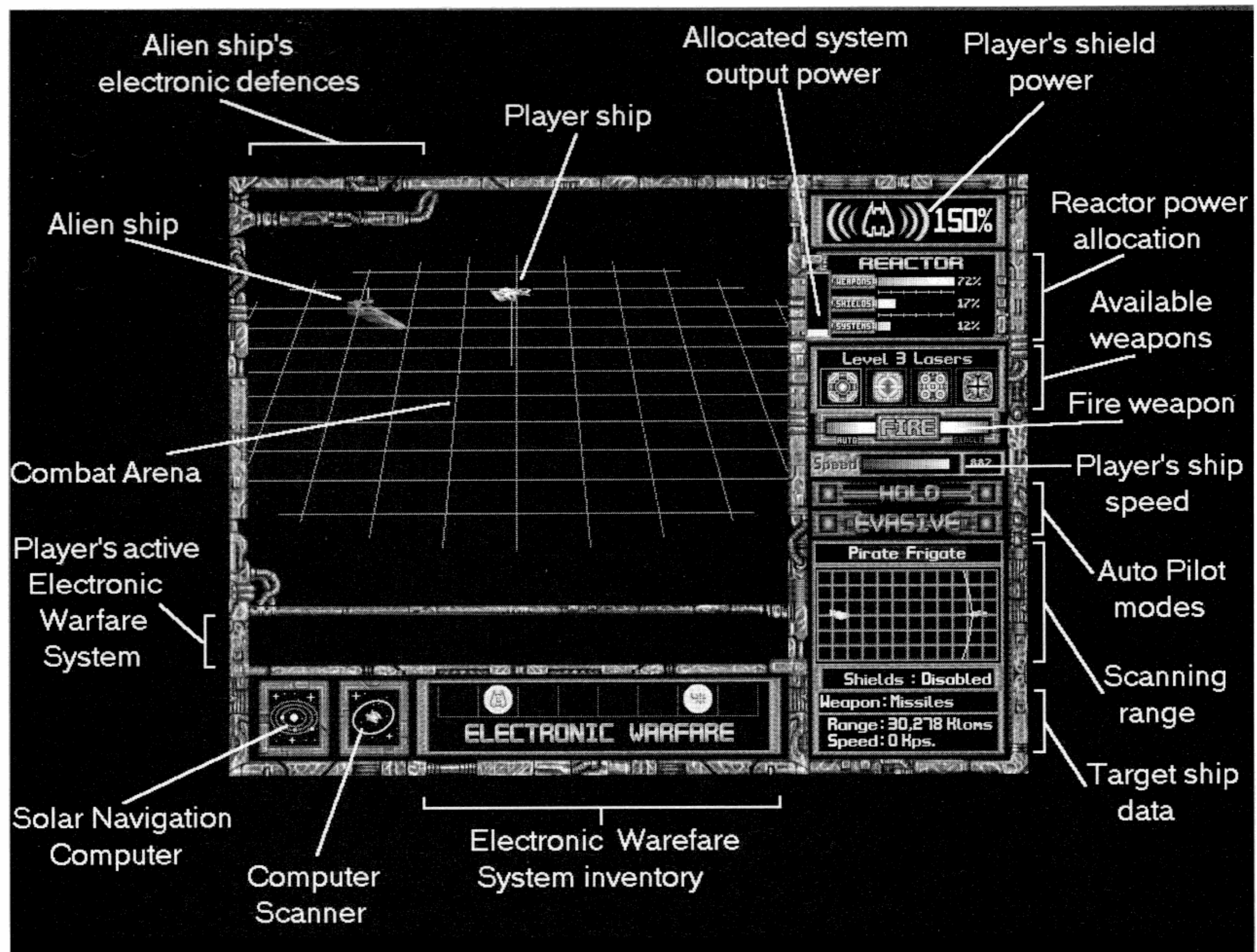
On the solar navigation screen, the enemy ships will be trying to close in on you, in order to get to within weapons range. When they come to within your green Scanning Ellipse, you can initiate Space Combat by clicking on the icon.

The combat arena shows a third person perspective view of the ongoing combat. If there were ships within weapons range when you clicked on the combat icon (or **C** key) then they will be represented here. Each time you or another ship activates a weapon or is hit by one, a pre-rendered animation is played beneath the Arena grid to illustrate this.

Space Combat takes place in real time. Enemy ships will close in on you, engage *Electronic Warfare* Systems and open fire when you are still trying to configure your Reactor Power Allocation, if you're not quick enough.

Alien ship's Electronic Defences

All the Electronic systems being used by the scanned alien vessel will be listed here. This is useful when deciding on counter electric warfare tactics.

Allocated System Output Power

This sliding bar represents all power allocated to the three major on-board systems: Weapons, Shields and Other Systems. Slide the bar to re-allocate power.

Reactor Power Allocation

The output power of the Reactor can be split between the major systems. For instance, give 100% of the power to weapons when in combat. These bars can be altered by the sliding bar system. Your reactor provides enough power for either 100% speed or 100% weapons, shields and E/W system energy. You have control over where the power is directed.

Available Weapons

Lists all projectile-based weapons systems available. Select any one weapon at any time by clicking appropriate icon.

Fire Weapon

Acts like a main trigger for firing systems. Auto fire can be selected by clicking on the small icon to the left of the Fire icon.

5.4.1 WEAPON TYPES

5.4.1.1 LASERS:

These can be fired rapidly - you can loose off about nine shots before your weapon's batteries are exhausted. However, damage is limited, especially at extreme ranges. They recharge very quickly.
Max range: about 25,000 kloms

5.4.1.2 MAGNA PULSE:

These are a stream of energy bursts that can inflict proximity damage even if they miss your target. They have a long range but can be evaded more easily than any other weapon. Recharge rate is medium.
Max range: 40,000 kloms

5.4.1.3 MISSILES:

The only way to stop these homing missiles from taking a huge chunk out of your shields is to either divert it (E/W), explode it (E/W) or select it as a target and shoot it down.
Max range: Unlimited/homing

5.4.1.4 DISRUPTORS:

These are the Varg equivalent of Lasers and although they have a much slower recharge, they inflict considerably more damage and have a range as good as a Magna Pulse.
Max range: about 40,000 kloms

Player's ship speed

Sliding bar dictates speed available to engines. This bar is directly related to Reactor Power Allocation.

Auto Pilot Modes

You can use one of the two special manoeuvring icons to activate special types of flight paths:

Activate HOLD and your ship will attempt to keep the same distance away from the target vessel. It will automatically adjust your speed in order to maintain a constant distance. If you are forced to retreat to the edge of the Combat Arena, HOLD will be cancelled.

EVASIVE is very useful when you wish to avoid being hit by enemy weapons. It performs rapid course changes and speed fluctuations in order to avoid incoming threats. Bear in mind though that using this icon will dramatically decrease your own chances of landing a hit as your targeting system has less time to lock-on to the target.

Scanning Range

The Scanning Range of your ship relates to the effectiveness of your weapons system. The closer an alien vessel to your ship, the better your Scanner works. If there is no Scanner visible for either ship icon, it means that the other is well within weapons range and is extremely vulnerable!

Target Ship

Information regarding the scanned alien vessel is displayed here. Particular attention should be taken of their shield value. Reduce their shields to 0% and they can be boarded.

Electronic Warfare Systems Inventory

Electronic Warfare or *E/W* involves the use of highly specialised ship systems to thwart your enemy and sometimes disable some of their systems *(Hacker and Jammer).*

Electronic Warfare is initiated by clicking on the appropriate system icon. Animation displays when system active. Some systems only function for short periods of time.

5.4.1.5 CLOAKER:

This renders you completely invisible to the enemy. They cannot see you, scan you or target you with weapons. The level of the cloaking device used determines its duration and protection against de-activation. Firing weapons when you have a Cloaker active will greatly reduce the duration.

5.4.1.6 DEMAT:

This is a very rare experimental device that the Pirates were intending to fit into the Eradicator class scout ship. It renders your on-board systems immune from damage whilst it is active and also reduces the damage inflicted on your shields.

5.4.1.7 TURBO:

Provides a momentary burst of speed. The higher the level, the faster you will go. The level also determines the duration of the Turbo-burst.

5.4.1.8 DE-CLOAK:

This device is the nemesis of the Cloaker. It has the power to completely disable a Cloaker of an equal or lower level than itself. One to use the Hacker on if you're feeling stealthy.

5.4.1.9 SHIELD FLARE:

A Shield Flare burns off the user's shield energy which causes damage to other ships. The amount of damage inflicted is determined by the level of the device and your shields. A Shield Flare will never completely disable a ship, but high level ones can be devastating. Used mainly by capitol ships and space stations.

5.4.1.10 DIVERTOR:

The next time a Varg or Pirate launches a missile at you, use your Divertor and watch the missile turn round and hit them instead. An amusing and extremely useful device.

5.4.1.11 EXPLODER:
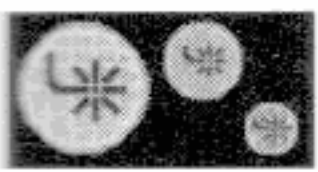
The Imperials have a much more pragmatic approach to warfare than the Vargs. The Exploder is their answer to the Divertor, but instead of re-directing enemy missiles it simply detonates them. As the Exploder also works against Magna Pulses, it clearly has better defensive capabilities than the Divertor, but it lacks the offensive punch.

5.4.1.12 IMPOSTOR:

The Impostor allows you to impersonate enemy ships. You must have previously scanned a ship in order for it to work, but once active will make you appear to the enemy as a completely different ship. This has two main effects - you will never really know the exact configuration of an Impostor and enemy ships that you are impersonating will leave you alone and not attack. They will ignore the device and still attack if you activate it whilst they are looking, however. The Impostor is best used Cloaked or before engaging your hyperspace drive.

5.4.1.13 HACKER:

As mentioned above, the Hacker can disable E/W systems. There is a chance that the Hacker will fail, however. The level of the Hacker being used is pitted against the level of the target device and the target ship's computer. There is then a short battle between the Hacker and its target, shown in the Hacker readout box. If the Hacker succeeds then the target device is shut down for the duration of the Hacker *(also determined by its level).* If the Hacker fails then the target device continues to function normally.

5.4.1.14 JAMMER:

Also mentioned above, the Jammer reduces the effectiveness of any enemy system. The level of the Jammer versus the level of the target device determines the amount of reduction. The Jammer level also determines the duration of the effect.

5.4.1.15 SHIELDS:
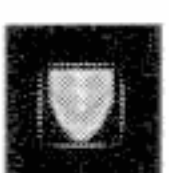
These protect your E/W warfare devices from damage. When your shields are reduced to zero you are disabled and vulnerable to boarding. Shield levels range from level 1 shields at 100% to level 8 shields at 500%. The Shield can also be boosted from the Systems Diagnostic Console, at a cost of the player's own Mana.

5.4.1.16 SCANNER:

This is the device that drives the Scanner screen. Its level determines the amount of detail you get when you scan an enemy ship.

5.4.1.17 COMPUTER:

Apart from doing all the boring jobs like life-support and keeping artificial gravity constant, the computer helps you to protect your systems from attack by enemy Hackers.

5.4.1.18 REACTOR:

Where all your ship's power comes from. It provides a steady stream of energy which is distributed to wherever it is needed. You can manipulate some of this power on the Space Combat screen.

5.4.2 Controlling your ship:

In order to engage another ship you must select one as your target by clicking on one in the combat arena window. You can manoeuvre your own ship in the combat arena by clicking anywhere on the grid.

At the top right corner of the screen is a readout of your shield strength. Keep an eye on this, because if it ever reaches zero, your ship will be disabled and the enemy will start to teleport aboard and try to steal your ship's systems.

5.4.3 HOT KEYS ON SPACE COMBAT SCREEN:

1 = E/W systems *(Cloaker)*
2 = E/W systems *(Demat)*
3 = E/W systems *(De-Cloak)*
4 = E/W systems *(Turbo)*
5 = E/W systems *(Shield Flare)*
6 = E/W systems *(Divertor)*
7 = E/W systems *(Exploder)*
8 = E/W systems *(Impostor)*
S = Scanner Screen
P = Solar Navigation Screen

MOUSE = Controls the cursor on consoles. Both buttons are the same.

Eradicator Prototype
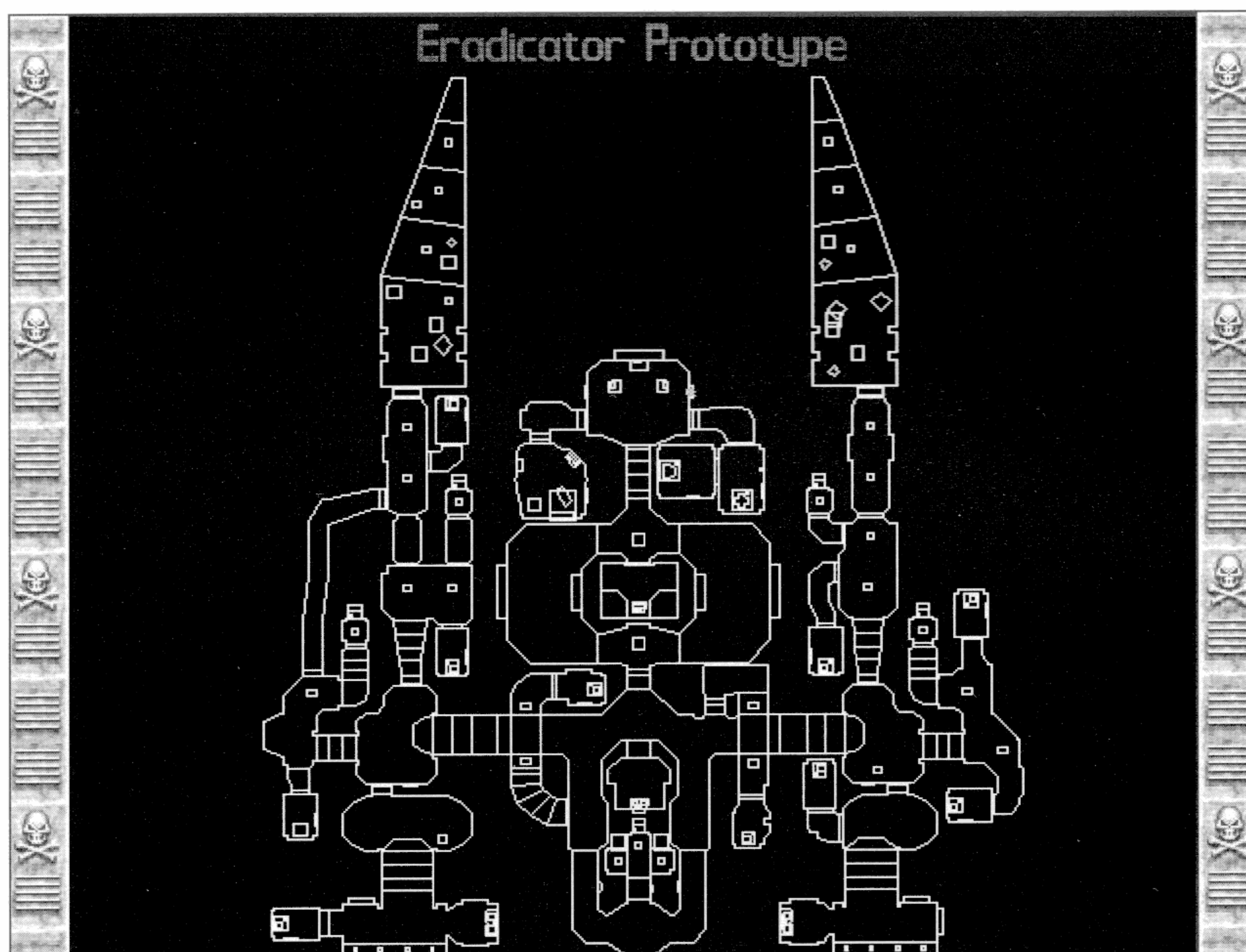
Ship Map Consoles are found on either side of the main bridge and give you a wire frame, overhead view of your ship. You can scroll the map around and zoom in and out. Depicted on the map will be the locations of any enemy intruders, so you can spy out their strongest attack points, or tell which devices and systems they are heading for. Maps of enemy ships can be found on the bridge of the ship you have boarded.

Each ship has a map associated with it and a set number of Electronic Warfare Devices and ship systems. A good rule of thumb is that the smaller the ship looks on the outside, the smaller it will be on the inside. Large ships (Cruisers, Galleons etc..) are vast and can take some time to explore fully. Bear in mind that when you're on any ship or space station, the crew will be trying their best to kill you. Ships will never contain pieces of the Stasis Device or Nova Bomb, you only find these on planetary bases.

5.5.1 CONTROLS

CURSOR KEYS = Scroll map on Map Screen

- and + = When on Map Screen will zoom in and out.

Clicking on the Mouse button will centre the screen around the Mouse pointer.
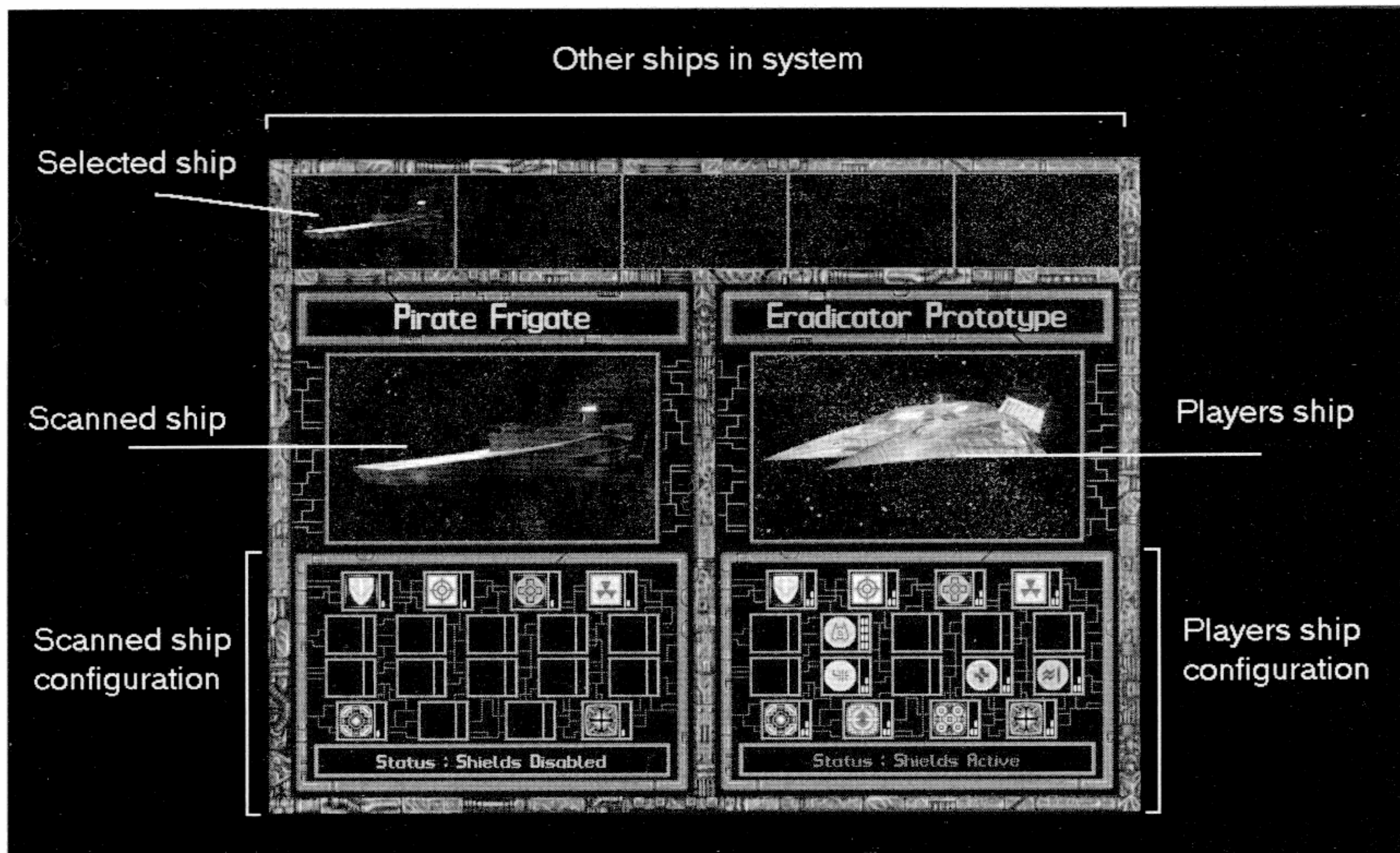
This is found in the teleport suite immediately behind the bridge. On this screen you can select a target ship or space station to teleport over to, once you have disabled them. You have to be in range of a ship or base to teleport. Once you have selected a suitable destination, step onto either of the two teleport pads and you will be transported to the ship or base. Find a teleport on board the other vessel to return to your own ship.
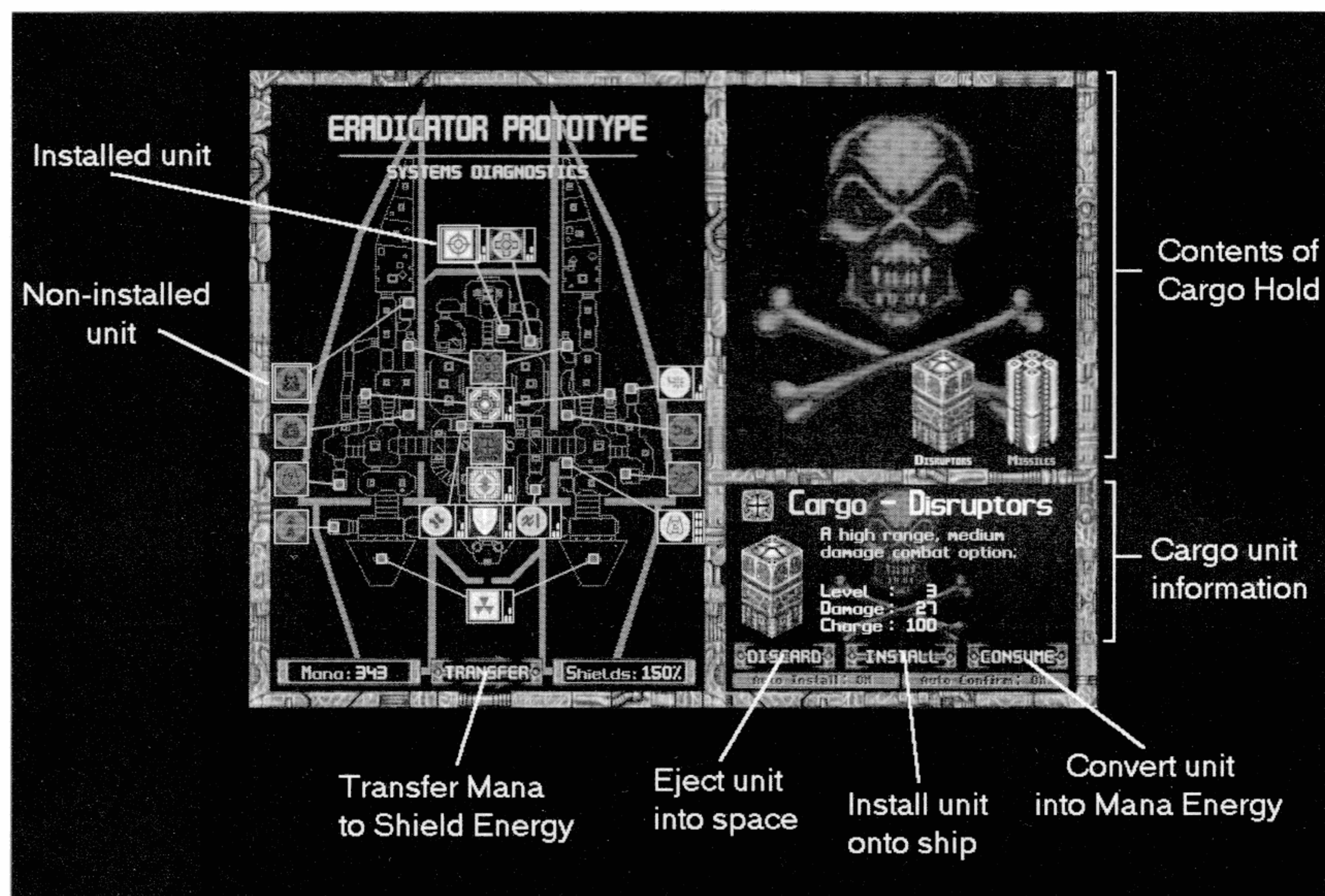
You will find this console in a room at the stern of your ship. From here you can manipulate your Electronic Warfare Devices and ship systems. Any pods that you collect *(steal)* from enemy ships are stored in your cargo hold, with a maximum of twelve at any one time. Using the Systems diagnostics screen you can exchange any pod in your inventory for one already on your ship. You can also consume pods for Psi-points or remove them from your ship and put them into storage. Some level 1 systems can never be removed.

Contents of Cargo Hold
All non-installed systems are located within the cargo hold. Each pod can be installed into your ship, discarded into space or consumed as Mana points *(Psi energy)*.

Transfer Mana to Shield Energy
This process involves bleeding Mana energy from your body, and converting it into Shield Energy.

5.8 OPTIONS MENU SCREEN
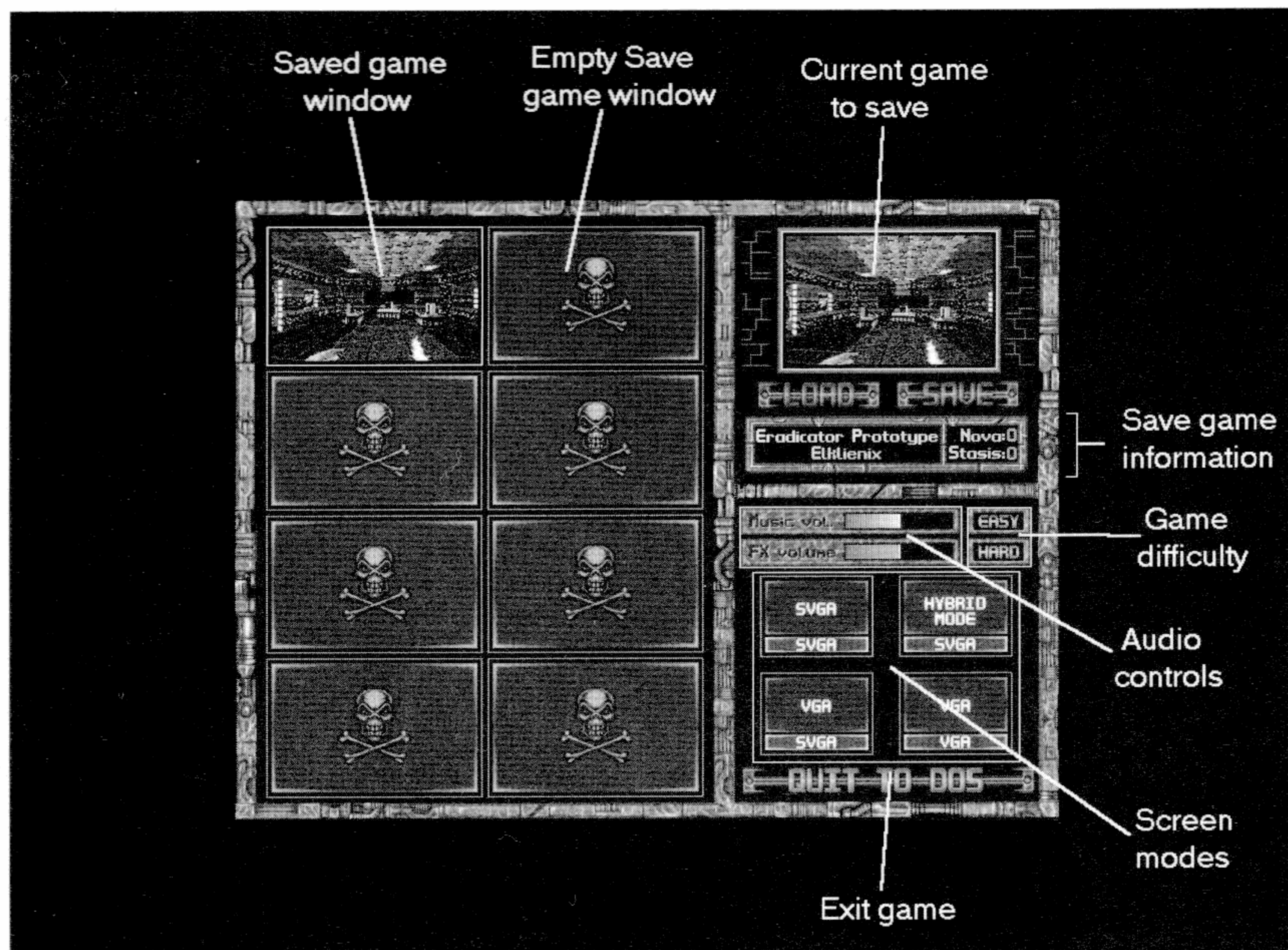
Load

To load a previously saved game, simply click on the window required and accept game load prompt. Additional information will be displayed to the right of the screen. Select Load, and the game will be loaded. Press **ESC** to return to loaded game.

Save

To save a game, simply click on an empty window and accept save game prompt. Press **ESC** to return to game.

Easy/Hard

Alpha Storm defaults to Easy setting, but hardened players may select Hard for an additional challenge. **Note:** these options must be selected before leaving first hyperspace jump.

Audio Controls

Alter the balance of music and sound effects in game.

Screen Modes

Alpha Storm enables the player to customise the video display used in the game:

VGA Low resolution, very fast re-draw speed.
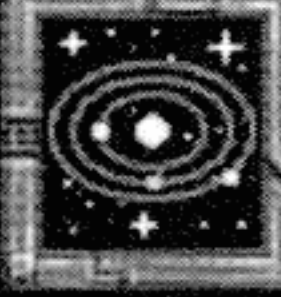
SVGA Hi-Resolution, slower re-draw speed.

HYBRID When the screen is moving, VGA mode is used, when static screen, SVGA is used.

It is also possible to mix VGA and SVGA modes for score panel and game display screen.

CLOAKER. When cloaked you cannot be seen or targetted. Firing weapons when cloaked will shorten the duration.

DEMAT. When active renders your ship's systems immune to damage and reduces damage done to shields.

DE-CLOAK. This device will stop a CLOAKER of equal or lower level from working.

TURBO. produces a momentary burst of speed. The higher the TURBO level, the faster you go.

SHIELD FLARE. Excess Shield energy is burnt off and will damage all nearby ships, but will not disable them.

DIVERTOR. Re-directs incoming missiles back towards the enemy ship that launched them.

EXPLODER. Causes the early detonation of any incoming Missiles or Magna Pulses.

IMPOSTER. Allows you to look like any previously scanned ship type. Enemies of the same race will not normally attack.

SHIELDS. Protects your ship from damage from enemy weapons. When your Shields reach zero you will be disabled and (usually) boarded.

SCANNER. Gives information about enemy ships on the SCANNER screen. The higher the level, the more data given.

COMPUTER. Protects your systems from enemy HACKERS and reduces the effectiveness of enemy JAMMERS.

REACTOR. Provides power for your Engines, Electronic Warfare systems and Shields.

LASERS.
Medium range
Medium damage
Fast recharge

MAGNA PULSE.
Long range
High damage
Slow recharge

MISSILES.
Extreme range
Massive damage
Very slow recharge

DISRUPTORS.
Long range
High Damage
Slow-medium recharge

HACKER. Can disable any enemy E/W system (left column on Scanner screen). There is a chance it will not work.

JAMMER. Reduces the working level of ship systems. Always works except that you can't reduce a level to less than 1.

ACTIVATE GALAXY NAVIGATION SCREEN

ACTIVATE SOLAR NAVIGATION SCREEN

ACTIVATE SCANNER SCREEN

ACTIVATE SPACE COMBAT SCREEN

(On Galaxy Navigation screen)
Show/hide Infraspace Hyperlinks on the Galaxy map

(On Galaxy Navigation screen)
Start name search for planetary system;- Type name in the Stasis Device location box

(On Galaxy Navigation screen)
Plot course to currently selected system.
[After clicking on the Galaxy map]

(On Scanner screen)
Return to read-out of your own ship

Next piece of Stasis Device at Star of Angels

(On Galaxy Navigation screen)
Click anywhere in this box to set course for the next piece of Stasis Device.
Once stasis device is complete, this will give information about the Dark Beings.

GALAXY SCREEN MAP CONTROLS:

Tilt map Up

Zoom in

Move map Up

Rotate Left

Rotate Right

Zoom out

Move map down

Tilt map Down

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6. ALPHA STORM CREDITS

CREDITS FOR TAG
Design & Programming
Tag

Design & Graphics
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Support Programming
Philip Taglione
Special thanks to Dennis...

CREDITS FOR PSYGNOSIS
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Dave Parkinson *(Team Leader)*
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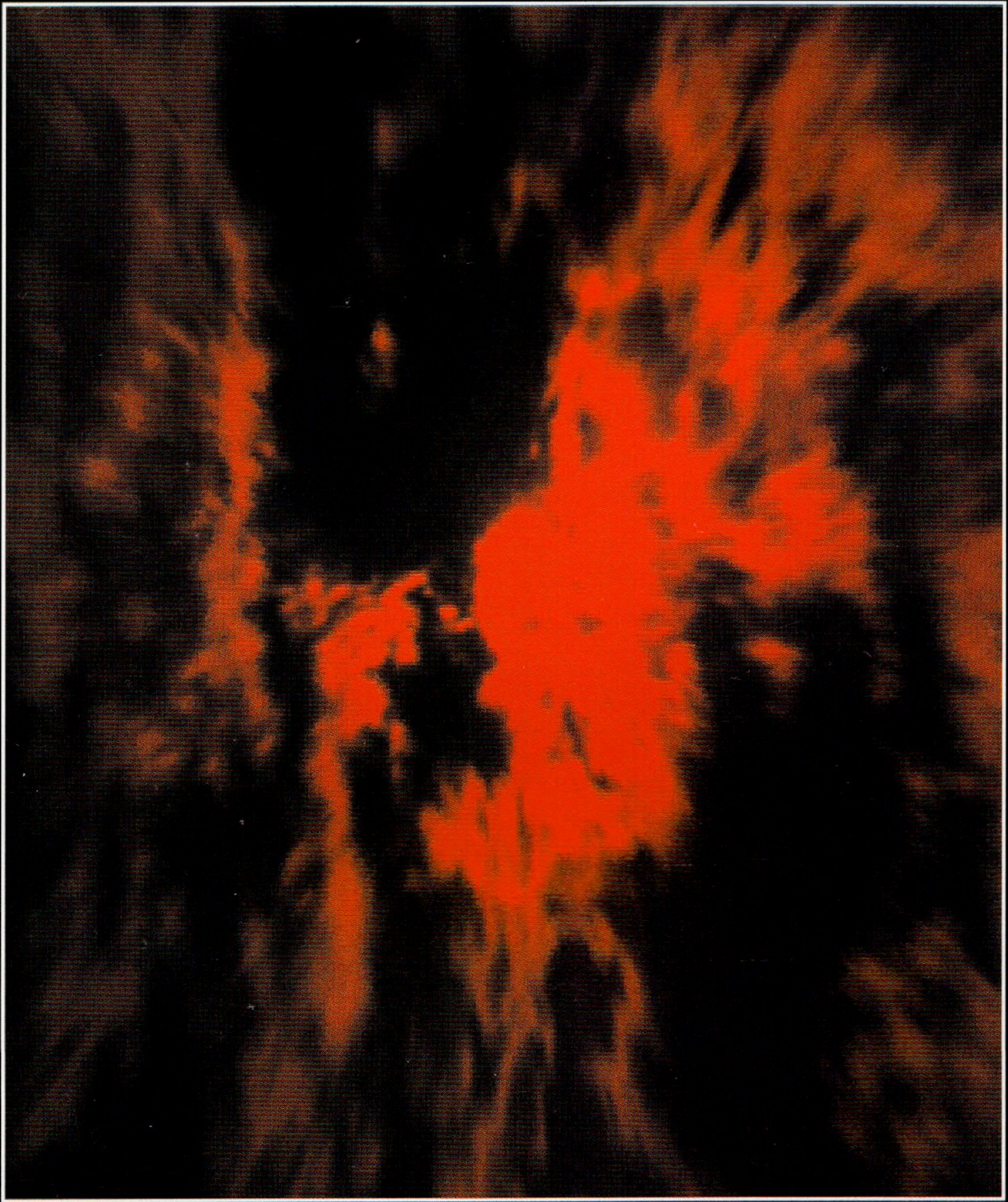Chris Granell

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Nick Ryan

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Virgil Manning
Peter Clayton
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Hasit Zalad