

# SUPER STARDUST



ARCADE BLASTING ACTION FOR YOUR HOME PC

Gametek presents:

# **SUPER STARDUST '96**

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## THE STORY

About a year ago Professor Schaumund, the most evil and twisted mutant penguin genius in the universe, tried once again to kidnap the lovely princess Voi Levi and conquer the whole galaxy. His evil agents controlling fleets of meteor-shaped spaceships bombarded the galaxy in an attempt to crush all resistance. You were sent out to defeat him in your small but powerful Panther PX2 fighter. Despite the Professor's newly acquired fleet of ruthless assassins and incredible firepower, there was nothing to stop you from ruining his plans. And so, the Professor was defeated once again and had no choice but to retreat, jump into hyperspace and accept his defeat.

Now the mad Professor is back for the ultimate revenge. His eagerness to see you and your kind suffer is the only thing that has kept him going. The Professor begun to pay back on April the 1st, 2038 when he entered Earth space and blew Earth away from the galactic map. Lucky for you, you were stationed at Starbase Foak-474 at the time.

For the third time around, you're the only man crazy enough to face the Professor. This time it's personal though. You are once again equipped with your trusty Panther PX2i fighter, and with a few new modifications and enhancements made to the ship's controls and firepower you might actually have a small chance to beat the man. That crazy penguin that is...

Good luck and blow that crazy bird thing to the sun. Over and out....

# MACHINE REQUIREMENTS

- Minimum system : 386 / 4MB / VGA
- Recommended system : 486-66MHz (or faster) / VGA+VESA Local Bus / >4MB / SoundBlaster 16
- Optimum system : Pentium-75MHz (or faster) / VGA PCI / 8MB / SoundBlaster 16 / JoyPad

## INSTALLING SUPER STARDUST '96

### DISK VERSION:

Insert Super Stardust '96 disk 1 in the disk drive and type:

A: (or whatever your disk drive letter is)

INSTALL

### CD-VERSION:

Insert Super Stardust '96 CD in your CD-drive and type:

D: (or whatever your CD-drive letter is)

INSTALL

Super Stardust 96 requires around 535kB of conventional memory. If you don't have enough conventional memory you can create a boot disk to run the game.

### HOW TO CREATE A BOOT DISK

From the MS-DOS prompt, type the following:

FORMAT A:/S

After this you are asked to insert a new disk into drive A:

NOTE: Do not format your Super Stardust 96 Install Disks!

To modify your boot disk config.sys, type EDIT A:\CONFIG.SYS

The following is an example of what the config.sys should contain:

DOS = HIGH, UMB (gives you more memory)

Device = C:\WINDOWS\Himem.Sys (XMS-memory driver. If you don't have Windows on your PC, use the path Himem.Sys can be found from, i.e. C:\DOS directory)

**DeviceHigh=C:\WINDOWS\EMM386.Exe RAM** (EMS-memory driver. If you don't have Windows on your PC, use the path EMM386. Exe can be found from, i.e. C:\DOS directory)

**DEVICE = C:\CDROMDRV\CDMKE410.SYS/D:LASERWAV** (this line is for the CD-ROM version only. If your CD-ROM device line already contains a /D:name option, replace the name with LASERWAV. This makes the CD-ROM driver use the name LASERVWAV).

After editing your config.sys in the EDIT program press and hold ALT and hit F followed by X, and then press Y to save and exit the EDIT program.

To modify your boot disk autoexec.bat, type EDIT A:\AUTOEXEC.BAT

The following is an example of what the autoexec.bat should contain:

**SET PROMPT=\$p\$g** (shows you what drive and directory you are on in the command prompt)

**SET BLASTER=A220 15 D1 H5 P3320 T6** (this lines is for Sound blaster 16 only. Creates an environment variable that all the sound card settings are saved to. See your soundcard instruction manual for further instructions)

**C:\CDROMDRV\MSCDEX.EXE/D:LASERWAV/M:8/E** (this line is for the CD-ROM version only! MSCDEX. EXE can also be found from C:\DOS directory)

After editing you autoexec.bat in the EDIT program, press and hold ALT and hit F followed by X, and then press Y to save and exit the EDIT program.

# PLAYING SUPER STARDUST '96

**NOTE:** You CANNOT use the "MSDOS prompt" via Windows to boot up the game. You MUST exit Windows and go to DOS before attempting to start the game.

To do this in Windows 3.x, press and hold down ALT and hit F4. You will be asked if you want to exit Windows or not. Select "Yes".

To do this in Windows 95, press and hold down ALT and hit F4. You will be asked if you want to exit Windows or not. Select "Yes".

To do this in Windows 95, press and hold down ALT and hit F4. A "Shut Down Windows" menu will appear. From there, select "Restart the computer in MS-DOS mode?" and click on "Yes".

When you boot SUPER STARDUST '96, you will be greeted with an options screen. The options are:

## ENTER SOUND SETUP

- a) Autodetection - this automatically detects which sound card is in use.
- b) Select Soundcard
- c) Select Port
- d) Select IRQ
- e) Select High DMA
- f) Select Mix Rate

## ENTER VIDEO SETUP

- a) Set to Standard VGA
- b) Autodetect Video Card - automatically detects which video card is in use
- c) Select Video Card
- b) Select Soundcard
- c) Select Port

**NOTE:** Once you have configured your sound and video cards for Super Stardust 96, you will not have to do it again (unless you make changes to your hardware) because the install program will save the settings to your hard drive.

## START GAME

Press enter to start SUPER STARDUST 96!

# MAIN SCREEN OPTIONS

## QUIT

Choose this to quit the game.

## PASSWORD

This enables you to enter a code to restore one of your previous game positions. The passwords are always given at the end of every world. The passwords store everything except your current score, i.e. game position, lives, weapons and weapon power levels etc.

## AUTOFIRE

You may choose whether the autofire is ON or OFF.  
The default setting is ON.

## JOYSTICK

This option enables the joystick. On or OFF.  
The default setting is OFF.  
Hint: Get a good microswitch joystick.

## LIVES

You may choose from 1, 3 or 5 lives. Select the number of lives you want to have in the game.  
Hint: Start with 5, and as you improve, reduce the number of lives you use.

## HIGHSCORES

Press here to see who's good and who's not.

## REDEFINE KEYS

Here you may define your own set of keyboard controls for use in the game.

## OVERHEAD SECTION

Redefine the main game keys.

### RESET NORMAL KEYS

Resets the key settings to default.

### SET CLASSIC ARCADE KEYS

Play with the original arcade key setup.

## **MAIN MENU**

Takes you back to the main menu.

If you press ENTER on the OVERHEAD SECTION, you can redefine the tunnel controls:

### **TUNNEL SECTION**

Redefine the tunnel game keys.

#### **RESET NORMAL KEYS**

Reset the key settings to default.

#### **SET CLASSIC ARCADE KEYS**

To play with the original arcade key setup.

By pressing ENTER on the TUNNEL SECTION you return to the OVERHEAD SECTION.

## **ADVANCED OPTIONS**

Takes you to the advanced options screen.

### **MUSIC**

Switch music ON or OFF.  
The default setting is ON.

### **SOUND EFFECTS**

Switch the sound effects ON or OFF.  
The default setting is ON.

## DETAIL LEVEL

Sets the amount of detail on screen. Set the detail level low if your computer is slow to keep the game running smooth.

- VERY LOW (single explosions, no debris)
- LOW (same as very low, but with debris)
- MEDIUM (same as low, but with multiple explosions and engine glow)
- HIGH (same as medium, but with more debris)
- VERY HIGH (same as high, but with ammo glow)

## TUNNEL CTRL

- NORMAL (push up to move up and push down to move down. This is the default setting.)
- REVERSE (flight simulator type control; push up to move down and push down to move up)

## FRICTION

Sets the friction of your ship.

- VERY LOW (the ship slides like hell)
- LOW (the ship slides less)
- NORMAL (the default setting)
- HIGH (the ship slides less)
- VERY HIGH (the ship slides even lesser)
- MASSIVE (the sliding is almost nonexistent)

## SOUND OPTIONS

(SOUNDBLASTER 16 (AWE 32) ONLY)

Sets the volume of music & sfx.

### MASTER VOLUME

Sets the master volume of music and sound fx. (0-31)

### OUTPUT GAIN

The output gain level. (0-3)

### WAVE VOLUME

Sets the wave volume. (0-31)

### CD VOLUME

Sets the cd music volume. (0-31)

### TREBLE

Set the treble level to satisfy your needs. (0-15)

## BASS

Set the bass level to satisfy your needs. (0-15)

## ADVANCED OPTIONS

Takes you back to the advanced options screen.

## MAIN MENU

Takes you back to the main menu.

# START GAME

Starts your journey to fight the evil penguin overlord, Professor Schaumund...

## KEYBOARD CONTROL

### MAIN GAME

THRUST	CURSOR UP
ROTATE LEFT	CURSOR LEFT
ROTATE RIGHT	CURSOR RIGHT
FIRE	CTRL
SHIELD	ALT
WEAPON SELECTOR	SPACE

### THE CLASSIC ARCADE KEY SETUP

THRUST	ALT
ROTATE LEFT	A
ROTATE RIGHT	D
FIRE	RIGHT SHIFT
SHIELD	SPACE
WEAPON SELECTOR	CTRL

### TUNNEL SECTIONS

FIRE	CTRL
UP	CURSOR UP
DOWN	CURSOR DOWN
LEFT	CURSOR LEFT
RIGHT	CURSOR RIGHT

## THE CLASSIC ARCADE KEY SETUP

FIRE	RIGHT SHIFT
UP	W
DOWN	S
LEFT	A
RIGHT	D

## NONCUSTOMIZABLE KEYS

PAUSE	P
UNPAUSE	P / FIREBUTTON
WEAPON SELECTOR	SPACE
QUIT GAME	ESC

## JOYSTICK CONTROL

### MAIN GAME

- Left → Rotate Left
- Right → Rotate Right
- Up → Thrust
- Firebutton 1 → Fire
- Firebutton 2 → Shield



### TUNNEL SECTION

#### NORMAL

- Left → Move Left
- Right → Move Right
- Up → Move Up
- Down → Move Down
- Firebutton 1 → Fire

## REVERSE

Left → Move Left

Right → Move Right

Up → Move Down

Down → Move Up

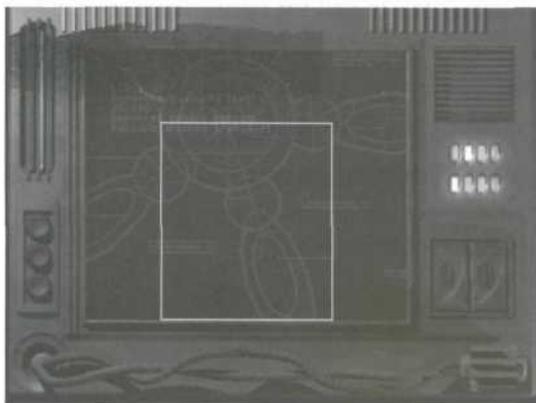
Firebutton 1 → Fire



# THE ACTUAL GAME

## MAP SCREEN

Once you start the game, and also between the levels, you will be confronted with the mapscreen. Move around in the mapscreen with the joystick or the cursor keys to select which quadrant you wish to defend next. Information about the quadrant's reported difficulty level and presence of enemy craft will be displayed on the screen when you highlight a given quadrant. To access a quadrant, press the fire button/key.



## MAIN GAME

In the main game you must destroy all the meteors and enemy craft to complete a level.



## **IN-GAME FEATURES**

### **SCORE (TOP LEFT OF THE SCREEN)**

Shows your current score.

### **LIVES (JUST BELOW THE SCORE)**

Shows how many lives you have.

### **TIME (TOP RIGHT OF THE SCREEN)**

Indicates the time you have left to clear a level. If you exceed the given time, Professor Schaumund's forces will have time to call for reinforcements, i.e. big trouble!!

### **ENERGY (LETTER "E" DOWN RIGHT OF THE SCREEN)**

Once all your energy has been depleted, your ship will be destroyed.

### **SHIELD (LETTER "S" JUST BELOW THE ENERGY METER)**

The shield can be used to prevent damage from collisions and repel enemy shots. But use it wisely as you only have so much of it...

## PICK-UPS

When a small rock is destroyed, a token will usually appear. Collect the tokens for the following power-ups:

-  **EXTRA LIFE**  
Gives you one extra ship.
-  **FULL ENERGY**  
Gives you full energy.
-  **MEGA BOMB**  
Destroys everything on the screen. (except for some aliens)
-  **GUN POWER UP**  
Gives you more gunpower.
-  **FLAME BURST**  
Creates a wheel of flames that destroys any enemies in range.
-  **ENGINE POWER-UP**  
Boosts your engine power increasing your ship's manoeuvrability and therefore giving it greater agility and speed.
-  **SHIELD ENERGY**  
Boosts your shield power.
-  **POINTS**  
Boosts your score by 1500 points.

Hint: The tokens constantly rotate and change if you leave them hanging around, (from 1-8) so make sure you grab the one you want in time.

## TUNNEL SECTIONS

In the tunnel sections you have to avoid collision with rocks, mines, blades etc. and blast everything you can into pieces. You also come across tokens in the tunnels which come in the form of a points token (P) and an extra life (X). If you wish, you may try to shoot the points tokens (P) to gain more points, but they bounce around when shot, so aim carefully. Every tunnel also has a guardian which you must take care of before proceeding. Good luck.



Hint: the more stuff you blow up, the more bonus points you'll get when you reach the end of a tunnel.

## WEAPONS

At certain points during your mission, you'll encounter a cargo ship carrying weapons. If a cargo ship is destroyed, it will leave a special weapon token behind.

Press the space bar to get to the weapon selector screen:

3-WAY BOUNCER PLASMA FLAMER BURSTER EXIT



## MISSILES

When you have collected a new weapon after destroying a cargo ship, it will appear in one of the circular windows in the weapon selector screen. To activate a weapon, move around in the windows using the joystick or cursor keys to choose the one you want, then press and hold down fire and move the joystick (or press key) left, and then release the fire button. The selected weapon is now activated.

It is possible to re-route the power-ups you collect to a new weapon, while you still use the old (already powered up) one. To do this, choose the weapon you want to re-route the power-ups to, press and hold down fire and move the joystick (or press key) right.

Press the space bar or press fire on the exit window to return back to the game.

## CREDITS

Coding :	Janne Heinonen SCY Wanton
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