

It had to happen, just as the Galaxy was preparing for its greatest celebrations of all time – the One Thousandth Anniversary of the “Great Revolution” by the “Warriors of Truth” and the founding of the “First Terrain Galactic Hegemony” – the aliens arrived!

Now it would not have mattered if they had been nice clean fine upstanding right thinking beings like Humanity, but of course they are not! The Morgdanians are the meanest, most vicious, vilest creatures so far encountered within known space! They make the fabled “Three Clawed Tranctramian Devil Dogs” of Cirrius Gamma, which all mothers use to frighten their maladjusted children, look like teddy bears!

Not only are they vicious they actually enjoy causing pain and suffering. Neither do they worship the true God, instead their priest pray to the god Mogdi, and preach “Racial Superiority” and “Elitism”, which they claim gives them the right to destroy all “Inferior Races”, including Humanity! To this end they roam the universe looking for new creatures, which they take back to their home planet. There they torture them to death in front of huge crowds, in spectacles known as “Circuses”.

So you, as the only member of the F.T.G.H.’s crack S.E.P.R. – Space Environmental Protection Rangers – corps in the Sector, must put down your tranquilizer dart, take up a Laser Pistol and don flying armour, to save the indigenous lifeforms of Beta Crucis.

You must head for Beta Crucis immediately, repeat immediately and avert the menace. Remember every second counts, the Morgdanians are already enslaving the natives, and delay may mean another sentient lifeform facing a fate worse than death, and that as well now I think of it!

Unfortunately this threat is widespread and so we cannot spare any more corpsmen at present, but if the threat is really bad more may be sent out from reserve. Best of Luck and Good Hunting!

The following notes from the S.E.P.R. Manual of Indigenous Flora and Fauna may help you with your mission.

THE BETA CRUCIS SYSTEM

Fangor Sector QQ12A/8863/LL

Status Unharmd Fauna and Flora – Causing damage to this environment is a Code 0 Offence.

Note preliminary surveying only completed data may be incomplete.

Beta Crucis is a main sequence star. Its Spectrum is slightly bluer than that of the Earth’s sun. However this is not significant enough to cause eye strain in normally adjusted eyes.

There are three habitable planets in the Beta Crucis System. The Morgdanians are already on all three of them, so you must protect them all. These are in order away from the sun: Zypoor, Jospoor and Carvix. There are also 5 uninhabited planets.

BETA CRUCIS 3 – ZYPHOOR

Zypoor is a hot, dry world, mainly desert. It is really a bit too close to the sun for comfort, so you will sweat just a bit here, still we all have our cross to bear, don’t we.

The main surface dwelling lifeform is the Tyranasaurion, named after fabled creatures from the Earth’s past, to which they bear a striking resemblance, these are in fact small mammals, no bigger than a large dog. They walk erect on their hind legs, grazing on the leaves of the Teagle bush, which is known to produce a strong narcotic effect in humans, but seems necessary for the Tyranasaurion’s diet. Note that there are major differences between the male and the female in this species, which led early surveys into noting two species of Tyranasaurion in early guides.

The male is green and heavily built, he uses his muscular physique to defend the pack’s territory, and in mating displays, and contests. The male Tyranasaurion has an upright posture and a shambling gait. The female is blue and lighter in build, and leans forward in a characteristic running gait. Remember that chewing Teagle leaves is a Code 3 offence.

The air is dominated by James’s Swallow, named after the zoologist on the Spectra 21, the first survey craft to reach the Beta Crucis system. This delightful, blue and yellow bird can effortlessly circumnavigate the world on its powerful wing. It lives always on the wing, eating the small fever bearing gnats, breaking its long flights only to nest.

Here also lives the Snub Beaked Turtle. This lifeform burrows into the soft earth for protection and in search of its favourite delicacy, the Zypoorian Pseudotruffle. This is a fungal growth about the size of a human fist. It is claimed to have a nutty flavour and delicate aftertaste of cinnamon. It is considered a great delicacy, but may only be harvested under strict licence, unlicensed harvesting is a Code 2 Offence.

BETA CRUCIS 5 – JOSPOOR

This is the pick of the worlds. It is a lush tropical jungle, hot and humid, so you will sweat here too. However it provides a rich habitat for the plentiful local fauna, and hence is a prime target for the Morgdanians.

Most famous of all the Jospoorian creatures are the fabled flying horses, the Houyhnhnm named after creatures from an ancient and inaccurate geography text, these cute creatures are not in any way related to the Earth horse, or to the carnivorous Pegasus of Cygnus delta. Their feathers are much prized for decorations, but on no account may any be taken from a live horse, they must be harvested during the moulting season. Remember illegal harvesting of Houyhnhnm feathers or trade in such feathers is a Code 1 offence.

Of course, the swampy jungle floor is an ideal habitat for the Frogfolk, these cheeky amphibians are gregarious and love to perform for other creatures. These static displays make this a target for Morgdanian attack.

You may also find the fabulous Hoppappe, this acrobatic ape like creature, is equally at home on the ground or swinging from the branches of the forest canopy. Its enthusiastic acrobatic leaps and bounds make this animal a target for unscrupulous showmen. Remember using sentient lifeforms in any form of entertainment without first obtaining their formal written consent is a Code 2 offence.

BETA CRUCIS 6 – CARVIX

This planet is on the far edge of the habitable band, so it is a cold and icy wasteland, trapped in a permanent iceage, you will shiver here, you have remembered to pack your woolly vest, haven’t you.

Here you will find that agile Icerunner, this speedy creature is specifically adapted to the intense cold. It has a spherical body to minimise its surface area, and spindly legs and feet, to reduce its contact with the frozen ground. Their large single eye is adapted to the environment, and enables these creatures to avoid predation.

Also here you will find the Aarcle bird. This master of the skies uses its wide wings to soar over the tundra, searching for food. The Aarcle is a scavenger, playing its part in the environment by eating the carcasses of the dead, which would otherwise be preserved forever by the ice.

Neatly camouflaged in the snow and rocks is the Stegasauriod, this too is named after one of the fabled monsters from Earth’s prehistory. This shy creature, with its grey coloration, grazes on the mosses on lichens growing on the rocks of Carvician wastes.

Rarely seen is the Hoptopus, this is a shy fast moving creature. It bounces over the ice on its many tentacles searching for prey. Using this unusual mode of movement it can achieve high speeds and it is surprisingly agile. The tentacles carry an irritating poison that can cause skin loss, make sure that you do not handle without protection, always use Telekinesis Nets wherever possible.

Unfortunately there is no firm information on the nature of the threat that you will be facing. Although it is certain that you will be facing the Morgdanians on their Sky Cycles, it is not possible to predict what other adversaries you will face. There are reports of the Morgdanians using many different slave creatures depending on the climatic conditions of the planets on which they are gathering lifeforms.

YOUR MISSION

This starts as soon as you enter the atmosphere of one of the Beta-Cruxian Planets. Hopefully you will see the local creatures going about their normal business, on your scope these are shown as green dots. You are the white cross and anything else is Morgdanian, and therefore hostile! Yellow dots are the Morgdanians themselves, flying on their sky cycles, or they may be flying slave creatures of the Morgdanians, the red “T” shape is the Mordanians Harvester.

The Slaves and Morgdanians bring the captured life forms to the harvester and dump them in the transporter beam, from where they are sucked to the Morgdanian homeworld. Although you cannot destroy the harvester, shooting at it while it is sucking up a lifeform makes it shut off the transporter beam, which hopefully allows the unfortunate creature to escape.

Be warned, the harvester can release pounders that punch you repeatedly, pushing you around and spoiling your aim. You may find that it is best to hit the harvester a few times then retreat and save some more creatures, returning to the harvester when the slaves bring in more captured lifeforms.

You must use your Telekinesis Nets to save the indigenous lifeforms. Drop your nets over the native creatures and they will

carry them off to safety, but be warned, the survival instinct makes these creature wary, and they will tend to dodge you and the nets. Perseverance is necessary to ensure the survival of these species.

When you have saved all the creatures you can on one planet you must move on to the next to foil the Morgdanians there.

LOADING INSTRUCTIONS

Insert Kikstart disk if requested.

At request for workbench disk insert program disk. Program will load and run automatically.

CONTROLS

On loading Space Ranger you will see a demonstration and title screen. This shows you some of the creatures that you will be saving.

Plug a joystick into port 2 or press “K” for keyboard control. Press F1 for a one player, or F2 for a two player game.

Joystick controls:

Flying – push joystick in the direction you want to move.

Shooting – press joystick button 1.

Netting – press joystick button 2 or button 2 on a mouse plugged into port 1 or SPACE.

Keyboard controls:

Flying – use the numeric pad. 7 for up left, 8 for straight up, 9 for up right, 6 for due right and so on round.

Shooting – press shift.

Netting – press space bar.

Other controls, available at all times:

“S” toggles Sound on/off,

“M” toggles Music,

“ESC” pause/unpause,

“J” for Joystick control,

“K” for Keyboard control,

“Ctrl-Q” to Quit game and return to the Workbench.

SCORING

Your score will be reckoned in promotion point, these will be taken into consideration at your next review panel.

For rescuing a slow moving lifeform, e.g. stagesauriod or frogfolk, you will be awarded 1000 points.

For rescuing flying creatures, e.g. flying horses, 2000.

For rescuing difficult creatures, e.g. turtle hound, hoptopus, 3000.

For killing Morgdanian slaves that cannot shoot, e.g. grabbers, dervishes, 1000.

For killing Morgdanians or their armed slaves, e.g. rhinoids, skulkers, 3000.

For shooting missiles 250.

For shooting pounders 500.

If you allow the Morgdanians to capture all the lifeforms on a level it will be considered to be gross dereliction of duty and you will be fined 50,000!

For each 25 creatures rescued, the corps will send another ranger to your aid.