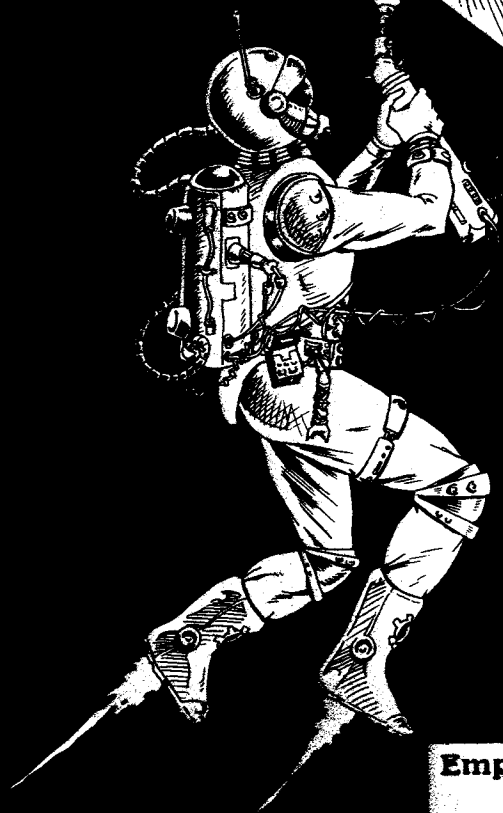


COSMOSTRUCTION

COSMOSTRUCTOR
HAND
MANUAL



Empire  Graphics

NICK CIRASSELLA '91

COSMOSTRUNCTION

WHAT IS COSMOSTRUCTING?

Throughout the universe space colonies have always required tremendous amounts of energy. To meet this energy need a new industry was born - Cosmostructuring!

The process involves draining planetoids and large asteroids of their atomic energy and transferring it to a space colony. To accomplish this task a Cosmostructor must build an energy duct between the colony and a nearby planetoid to enable this cosmic transfer of energy.

THE STORY...

In a nearby galaxy, the space-faring race of Telerons, after being forced to live among the stars by their now resource drained planet, have come to depend upon their space colonies for survival. Two of their massive star bound structures, the Kriton Colony and the Belgea Colony, are in need of resupply of energy. In the highly competitive field of Cosmostructuring the Telerons have contracted both a Terran and Melorian Cosmostructure team for their services. Each team will take turns constructing part of the required energy ducts. The Telerons will observe and evaluate each team as they will pay only the Cosmostructors which receive the highest scored evaluation.

In the past when Terran and Melorian Cosmostructors have been in direct competition each has been known to force their opponent to construct tubings on hidden mine fields and unstable asteroid belts ensuring the loss of points for their adversaries.

Now the race begins anew as Terran and Melorian Cosmostructors again compete in the formation of their cosmic constructions!

GETTING STARTED

The program may be run by either booting from diskette or by use of an icon from the workbench. To boot from diskette place the Cosmostruction disk in drive df0: and either turn on the power of the computer or, if power is already on, hold down the CTRL-Left Amiga-Right Amiga keys simultaneously to reboot the system. This will begin execution of the version for 68000 cpu machines (Non- A3000 version). The A3000 version can only be run from the workbench.

To run the program from a workbench icon place the Cosmostruction disk in any drive after booting up a workbench screen. Double click on the Cosmostruction disk icon to bring up a window with the Cosmostruction and Cosmostruction3000 (for A3000 use) program icons. Double click on one of the icons to begin program execution.

HARD DRIVE INSTALLATION

Cosmostruction may easily be installed on a hard drive partition with at least 650K of free space.

To begin the procedure open a shell or CLI window then: 1) Change the current directory to the drive/directory you wish the Cosmostruction directory to be created. 2) Place the Cosmostruction disk in any drive and type "cosmostruction:installcs" or for Amiga3000 version type "cosmostruction:installcs3000" and hit enter.

You will then be asked to respond to the question "Are you in the correct directory? Y/N?" Answer with a 'Y' if you are in the directory you want the Cosmostruction directory created. If you respond with an 'N' the install procedure will terminate. Change to the correct directory and begin the procedure again.

Once the program is installed you may execute it by clicking on the Cosmostruction directory icon, then the Cosmostruction program icon. If you have installed the Cosmostruction directory inside a directory which does not currently have an icon you will need to create an icon for it to be able to access its sub-directories.

OVERVIEW

The object of the game is for each Cosmostruction team (Terran under human player control and Melorian under human or computer control) to acquire the most points while constructing energy ducts between the space stations and planetoids. An energy duct is a construction of many tubings connected end to end.

There are 2 phases to the game. The first phase consists of constructing an energy duct from the Kriton Colony to the Micrest planetoid. Phase 2 will begin with construction from the Belgea colony and end at the Zaitori planetoid. The player at the end of the game with the highest score is the winner!

COSMOSTRUCTORS EARN POINTS BY:

- 1) Placing tubings earn the Cosmostructor the point value of that piece
- 2) Placing a tubing on a stable asteroid (indicated by a white point value)
- 3) Properly communicating with Teleron space ships
- 4) Being the first to place a tubing on one of the planetoids

COSMOSTRUCTORS LOSE POINTS BY:

- 1) Placing tubings on unstable asteroids (indicated by a yellow point value)
- 2) Failing to properly communicate with Teleron space ships

NOTE: scores of each team may always be seen on the top of the Cosmostructors bridge viewscreen. The left hand score is the Terrans, the right hand score is the Melorians.

STARTING THE GAME

After the program loads, a title sequence will be shown. If desired you may bypass this sequence by clicking the left mouse button. After the title scene the

COSMOSTRUCTOR

screen will show the bridge of a Cosmostructor space ship. You will be required to select a mode of play. The first player will play the Terran Cosmostructor team. You may select the computer or another human player to control the Melorian Cosmoconstructors.

Next you will find yourself in 'Mine Placement Mode' as indicated by the message line at the top of the screen. At the beginning of the game each player has 10 mines which they must place in unoccupied grids on the space map. These are hidden mines as your opponent will not know where they are placed.

After all 10 mines have been placed click on the only visible bridge gadget on the left hand side of the screen. This will take you out of Mine Placement Mode. If a second player is controlling the Melorian team it will now be his turn to place mines (Refer to 'Mine Placement Mode' in this manual for more info).

THE BRIDGE

After all players have placed their mines, the Terran player starts with control of the game. The message line (purple line at top of screen) will indicate 'Terran bridge' at this time.

The bridge is the main control section of the Cosmostructor's space ship. From here Cosmoconstructors can control all operations of building energy ducts. The 5 main control gadgets are found to the left of the viewport in a vertical column. Each gadget is shown in Figure 1:

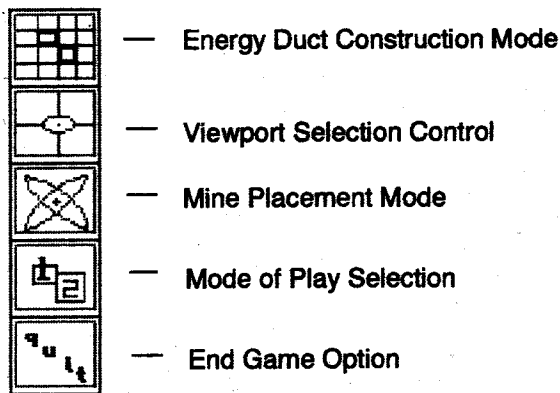


Figure 1

Following is an explanation of each gadget from bottom to top:

End Game Option

To quit game play click on this gadget. You will then be asked to confirm your choice to end the game or continue play instead. Note: there is not a save game option due to the fact that each game only requires about 20 minutes to complete.

Mode of Play Selection

After clicking on this gadget you will be asked to select to have the computer or another human player control the Melorian team. The red square indicates the current mode. You may change mode mid-game if desired.

Mine Placement Mode

Once this gadget has been selected you will be able to place any mines you have. The number of unplaced mines you own will be shown in the middle of the screen in the black window below the viewport.

You may place a mine only in an unoccupied grid shown in the tactical display on the viewport. You may not place mines in the last column to the right on the viewport as it is out of range for game play. To place a mine click on a grid with the mouse pointer. To remove a mine you have just placed click on that grid again. You can only remove mines placed on the current turn. Once you end Mine Placement Mode you can never change the position of those mines.

At the start of each game you will have 10 mines to place. All 10 of the mines must be placed now before you can end Mine Placement Mode. Use these mines wisely, placing them where you believe your opponent may put his energy duct tubings (see 'Strategies' for more info).

If you are playing against the computer your mines will always be visible on the tactical display (red squares for Terran mines - tan for Melorian mines). If you are playing against a human Melorian player then your mines will only be visible while in Mine Placement Mode. This way both players may look at the tactical map together without seeing each others mines. Have your opponent look away only when you select the Mine Placement gadget.

Viewport Selection Control

The viewport may be in either Tactical display or Space normal display. The Tactical display gives a view of the entire construction area of space between the colony and the planetoid. This gives the over-all picture of the progress of the energy duct construction. You can easily see the distance relation between the energy duct and all other items or obstacles in the space field. At the end of the energy duct you will see 1 to 3 blue boxes around the grids where it is possible to place the next tubing onto the duct. In Tactical display the grid contents are color coded. To see the legend of colors click on the black window directly below the tactical screen to rotate through all possible grid contents (see back cover for illustration of possible grid contents).

Space normal view shows you an actual display of the space field. To scroll the view left, right, up or down use the arrow gadgets in the lower right hand section of the bridge screen.

Energy Duct Construction Mode

When this gadget is clicked on, the view switches from the bridge to a detailed (space normal) view of the area of space between the space colony and the planetoid. This puts the player in Energy Duct Construction Mode. It is here that each piece of the duct is put in place.

COSMOSTRUCTION

BUILDING AN ENERGY DUCT

Once in Energy Duct Construction Mode players take turns adding pieces of tubing to the duct. Construction begins at the grid near the space station marked **start** and continues on until the duct reaches one of the green squares on the planetoid.

All operations of construction are controlled by using the control panel at the bottom of the screen. To scroll the view of the space game area, position the mouse pointer somewhere NOT on the control panel then, while holding down the left mouse button, move the pointer in the direction to scroll the screen. Note: the control panel will disappear at this time and will return when you release the mouse button.

Both players begin their turn with 5 energy duct tubings. They are shown on the control panel in figure 2:

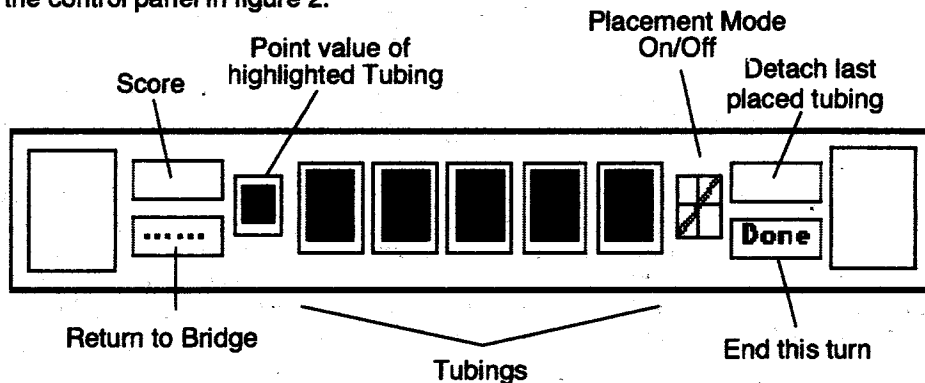


Figure 2

Placing Tubings

The goal of the game is to construct an energy duct, accumulating points as you play. There are 8 different types of tubings available to use in construction. They are shown below along with their point value in figure 3:

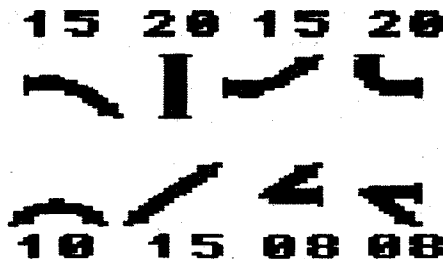


Figure 3

To place one of the five tubings shown in your control panel, click on the tubing with your mouse pointer. A square blue box will outline the tubing indicating it has been selected for placement. Clicking on an already highlighted tubing will cause it to rotate 90 degrees for every click. It will sometimes be necessary to rotate tubings to make them able to attach to the energy duct. The small box next to the 5 tubings on the control panel will show the point value of the current highlighted tubing.

To actually enter Placement Mode click on the gadget marked 'Placement Mode on/off' in figure 2. Once this mode is activated you will not be able to scroll the space map until Placement Mode is turned off.

Once Placement Mode is activated you will be shown all possible grids in which a tubing may be placed at the end of the energy duct. These grids will be highlighted with a blue box. All possible grids will be highlighted even if you are unable to place a tubing in them - this merely indicates possible next grids for tube placement.

How to Connect Tubings

A tubing may be connected side to side, diagonally, or side to side at an angle as illustrated in figure 4:

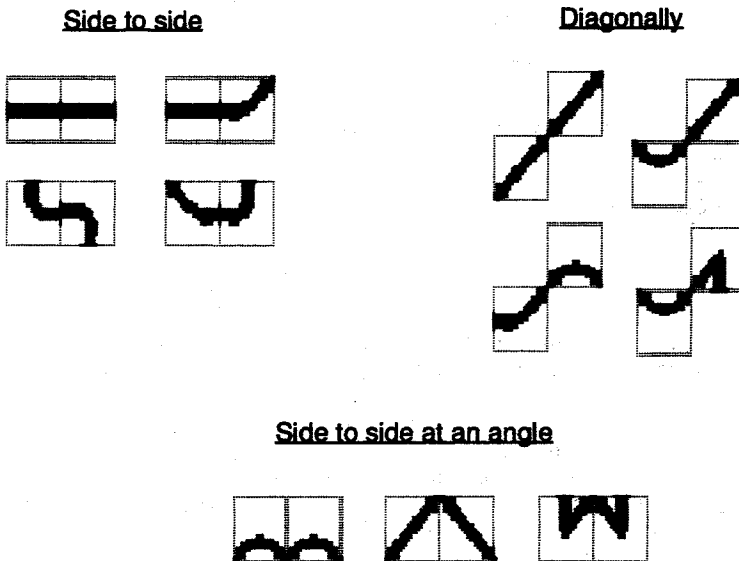


Figure 4

COSMOSTRUCTION

If a Cosmostructor, at the beginning of his turn, cannot place at least one tubing he must forfeit his turn. A penalty of 50 points will be deducted from his score and 5 new tubings will be assigned. If **both** Cosmostructors cannot place a tubing after 3 turns, the duct trail will warp out and begin at one of the unoccupied warp gates. Note: You will not be allowed to end your turn without placing at least 1 tubing, if physically possible.

Once a player places a tubing he may end his turn, but should attempt to place as many tubings as possible to accumulate points.

Once tubings are placed they are randomly replaced at the beginning of your next turn. You will always start with 5 tubings. Any tubings not placed will remain in your possession and will not be exchanged.

You may detach tubings you have just placed by clicking on the Detach gadget on the control panel. You may detach tubings only if they have been placed on that current turn and only if they were placed on empty grids. Once a tubing is placed on an asteroid, warp gate, etc., it cannot be detached. Once you end your turn pieces placed that turn can never be detached.

To end your turn (after placing at least one tubing, if possible) simple click on the Done gadget.

During your turn you may return to the bridge at any time by clicking on the 'Return to Bridge' gadget as shown in figure 2.

SPECIAL GRID CONTENTS

You may often choose (or be forced) to place a tubing in a grid which contains:

- an asteroid
- a warp gate
- a Teleron space ship
- a hidden mine

Note: See Figure 7 (back cover) for illustration

Asteroids

There are 2 types of asteroids - Stable and Unstable. When you construct a tubing on a stable asteroid (indicated by its point value shown in white) you will earn the point value of the asteroid. When you place a tubing on an unstable asteroid (point value shown in yellow) the Telerons will penalize your poor judgment by subtracting the asteroids points from your total score. Note: Your total score can never go below zero. If you have 25 points and you place a tubing on an unstable asteroid worth 100 points your new score will be calculated to be zero (not -75). Unstable asteroids are in a fixed position at the start of every game. Stable asteroids, however, are randomly placed at the beginning of every game.

Warp Gates

Warp gates are used to transport from one grid (warp gate) of the space field to another warp gate elsewhere. When a tubing is placed upon a warp gate it is transported to the first unused warp gate furthest from the planetoid. After

transportation, the trail must still connect to the end of the tubing it would have connected to if it had not been transported. For example:

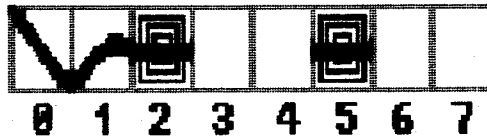


Figure 5

As shown in figure 5, if a tubing is placed on a warp gate (grid 2 in our figure) and is transported to another warp gate (grid 5 in our figure) the next grid to contain a tubing will be grid 6. A tubing will not be allowed in grid 4.

Warp gates are always placed randomly at the start of every game.

Teleron Space Ships

Teleron space ships are scattered about the space field observing construction of the energy duct. As observers, the Telerons award or subtract points from your score. When you construct a tubing in the grid (area of space) which is occupied by a Teleron ship you will be expected to respond to the Teleron greeting.

You will see a closeup view of the Teleron space ship with a panel of lights on the front of it. The Telerons send their regards by a sequence of flashing lights. You must respond by clicking the mouse pointer on each of the lights in the same sequence. If the Telerons are feeling hospitable they will send several salutations. You will be required to respond in turn to each.

If you fail to respond to a message in it's correct sequence, the Telerons will view it as an insult and deduct 10 points from your score. If, however, you respond correctly to all greetings you will be awarded an appropriate point value and possibly be given an extra mine. Note: After the placement of the initial 10 mines at the start of the game, earning them from the Telerons is the only way to acquire more.

Placement of Teleron ships is always done randomly at the start of every game.

Hidden Mines

As their name suggests, mines are hidden from view unless the Cosmostructor who placed them consults his tactical map on his bridge. When a tubing is placed in a grid which contains a mine the tubing will explode and disappear. There is no point value gained for a destroyed tubing and there is no point loss penalty for hitting a mine. Once a mine is detonated it is gone from that grid making that grid safe for subsequent placing of tubings.

Mines are not discriminatory and will destroy tubings placed on them by their owners just as easily as they will destroy enemy pieces.

COSMOSTRUCTION

If the computer is chosen to play the Melorian Cosmostruction team at the beginning of the game it will place its mines in a random fashion, but will have slightly more than 10 to place.

If both players place a mine in the same grid only one will detonate the first time a tubing is placed there. The 2nd one remains until another tubing detonates it. Mines may not be placed on a *start* grid or any of the 3 green completion grids on the planetoid.

POINTS OF STRATEGY

It is usually wise to try to place your tubings on stable (white) asteroids. If that is not possible you may want to end the energy duct trail at the side of an unstable asteroid or one of your hidden mines to force your opponent to place a tubing on an undesirable grid.

Remember, when placing your mines that you can often anticipate the route the energy duct will follow so place your mines in that area. Be sure, however, to occasionally consult your tactical display to insure you do not hit one of your own mines!

If, at any time, your opponent appears to be far ahead of you in point value - Don't despair. The reward for reaching a green grid on the planetoid is a large point earnings so the tide could change. If you are very far behind you may consider entering a warp gate to gain some distance from the planetoid to prolong the game. The computer controlled Melorian team will follow this strategy as well as enter warp gates at random times throughout the game to add some unexpected twists.

CROSSING THE ENERGY DUCT

You may only cross the energy duct at diagonal intersections with connecting empty grids. For example:

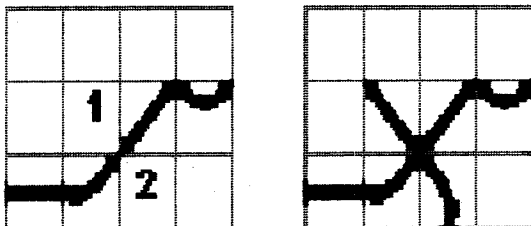


Figure 6

The trail may cross the path going from grid 1 to grid 2 (or vice versa) as shown in figure 6.

A 2 PHASE OPERATION

The Telerons have contracted for construction of 2 energy ducts. One to resupply power to their Kriton Colony and another to resupply their Belgea Colony.

Phase 1 consists of construction beginning from Kriton Colony and ending at the Micrest planetoid. Once the energy duct reaches one of the green grids on the planetoid phase 1 ends. A results screen is shown and phase 2 will begin starting with mine placements. Phase 2 will end when construction reaches one of the green grids on the Zaitori planetoid.

The game is over at the completion of phase 2. The winner is displayed and you will be given the option to restart or quit the game.

LIMITED WARRANTY

The COSMOSTRUCATION software and manual are sold "as is" without warranty as to their performance. The entire risk as to the quality and performance of the software is assumed by the user. The user must assume the entire cost of all necessary servicing, repair, and any incidental or consequential damages.

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SPECIAL GRID CONTENTS



— ***Teleron Space Ship***



— ***Warp Gate***



— ***Hidden Mine***



— ***Stable Asteroid (White point value)***



— ***Unstable Asteroid (Yellow point value)***



— ***Energy Duct Tubing***

Figure 7



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