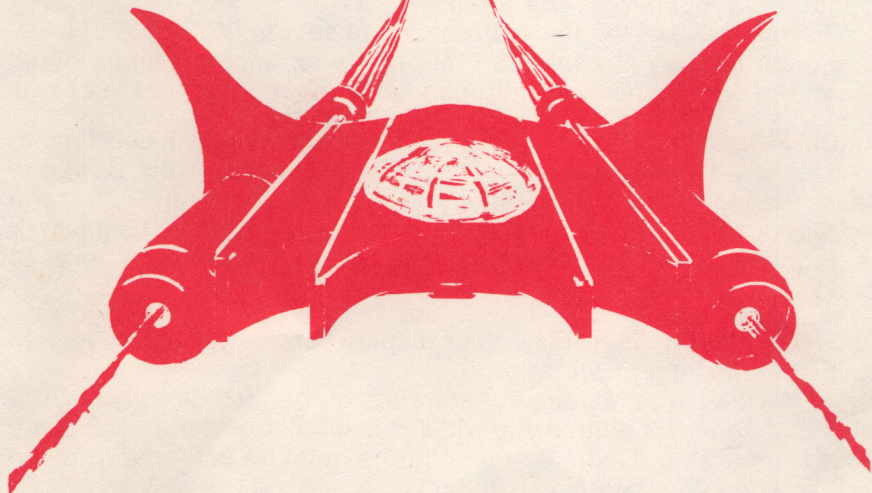


SHOOTOUT

at the OK Galaxy

AVALON HILL'S TRADEMARK NAME FOR ITS
SEARCH & DESTROY SCIENCE FICTION COMPUTER GAME.



INTRODUCTION

The Articles of Federation, set forth in 2935, were a great step forward for the member states of the old Terran Empire. As part of the articles, each member planet was granted equality with all others and military force was outlawed as a means of settling disputes. In 2948 this dedication to the pursuit of peace was taken to the next logical level. All member planets disbanded their military forces and demolished their defenses in favor of a united Federation fleet.

This worked well. For hundreds of years, the federation grew in size and power. No alien power dared to test the strength of the fleet and peace reigned. But this was at the height of the Federation.

In 3247 the Federation Senate's fleet authorization bill struck the fleet a deadly blow, imposing unheard of fleet reductions. By this act, the fleet was reduced to 20% of its previous strength and assigned to patrol duty in the border zones. In the empire itself, no warship was to be found and all weapons were outlawed.

This well meaning action was greeted with anticipation in the barbarian empire that surrounded the Federation. Their chance had finally come and they took it. In 3253, major barbarian incursions were attempted and bloodily repelled. Unfortunately, this victory proved to the Senate that they were correct in their judgment. Despite protest, the fleet remains a thin line of elite vessels outnumbered twenty to one by the barbarian hordes.

In **SHOOTOUT (at the ok galaxy)** you are the commander of Federation Starship Demona in Patrol Zone O/K 2.7345-9.02. This zone protects the approaches to the most populous planets in the Federation, including Terra itself.

For the sake of the Federation, and to secure BILLIONS of lives, you must destroy any raiders that enter your sector. Failure could mean the end of the Federation as we know it; you must succeed.

1) **DIFFICULTY**—When the program has loaded you will be asked to choose a difficulty level from 1 to 15. In choosing this difficulty level, the higher the number that you select the more difficult it will be for you to win the game. (For the purpose of learning the game, it is suggested that you play your first game at a difficulty level of one.)

2) **THE DISPLAY SCREEN**—Your display screen will normally contain the following information:

a) A view, from inside your starship, of the area directly in front of you. In this view screen you will see a set of **crosshairs**. These are your laser sights. To destroy a raider he must be centered in these sights when your beam strikes him.

b) An indicator panel. This panel will give you information on your starship's current status. In this display will be:

1) The co-ordinates of the sector that you are currently located in.

2) Your **HEADING** and **AZIMUTH** which indicate your direction of travel and orientation in relation to the galactic plane.

3) Your current **energy** status. The panel displays the amount of energy that you have available to operate your ship's weapons and life support systems. It also displays the amount of energy units that are currently in your screens.

c) Information from your **internal sensors**. Your sensors will tell you how many enemy ships are in the sector that you currently occupy and in each of the eight surrounding sectors. The sensors will only report ships that are within this range. They will not keep track of enemy vessels that move out of this detection zone.

3) **THE MAP**—A map of the entire patrol zone is recorded in the ship's computer. This map can be accessed by holding down the **R** key on your main keyboard. The following information is contained on the zone map:

a) The position of every raider ship that is currently in sensor range of your ship.

b) The position of your supply ship. Your supply ship is **CRUCIAL** to you. It will supply you with additional energy when you require it. To receive this energy you must travel to the sector that your supply ship is in.

When you arrive, search out your supply ship and align one of its fuel pods in your laser sight. When this is done the supply ship will beam energy to your ship. (The maximum amount of energy that your ship will hold, including the energy that is in shields, is 250 energy units. You will never be re-fueled beyond this level.) If the supply ship slips out of alignment before you have received a full load of energy, and you want more energy than you have, you must re-align your vessel with one of the supply ship's fuel pods.

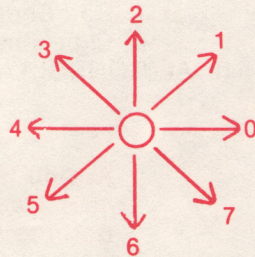
c) The location of your starship.

3.1) **FEDERATION TERRITORY**—Federation Territory, into which the barbarian raiders are attempting to move, starts at the **RIGHT** boundary of your map. If you allow **ANY** of them to enter Federation Territory you lose the game.

4) **MOVEMENT**—Your patrol zone is a rectangular area that is divided into sectors. Each sector is small enough to patrol in normal space. To move from one sector to another sector, you must enter **HYPERSPACE**.

4.1) Your direction of travel is indicated by two numbers ranging from 0 to 7.999.

4.11) One of the numbers, the **HEADING**, is a measure of your direction of travel parallel to the galactic plane. A heading of 0 indicates that you are moving to the right on the map of your patrol zone. (See diagram)



4.12) The other number, the **AZIMUTH**, is a measure of the angle of your direction of travel above or below the galactic plane.

4.2) **HYPERSPACE**—To enter Hyperspace, your vessel must be aligned on the galactic plane, i.e. your **azimuth** must be set at **zero**.

4.21) When you have set your **azimuth** to zero, you must point your vessel in the direction that you want to travel in. To do this modify your **heading** until it indicates that you are pointing in the direction that you want to travel in.

EXAMPLE—A heading of 4 will move you to the left of the screen.

4.22) When your heading and azimuth have been set, hit the **H** key on your main keyboard. When you do so a **SHIFT REGISTER** will appear. At this time enter the distance that you wish to travel.

EXAMPLE—If your heading is 2, and you enter 3 for your distance of travel, you will move three sectors towards the top of your screen.

4.23) When you are satisfied with the distance selected, hit **RETURN** and you will enter Hyperspace.

4.24) Each Hyperspace jump will cost energy units. In addition, your shields may suffer damage from high speed collisions with space debris. (Obviously, if you are going to jump, you better have your screens up.)

5) **SHIELDS**—Your shields protect your vessel from space debris and enemy attack. If a raider ship attacks you, and scores a hit, the hit will decrease the strength of your shields.

6) **FIRING**—To destroy a raider that is in your sector you must:

A) Travel to the sector that the enemy vessel is in.

B) Find it once you have reached the correct sector.

C) Align the vessel in the crosshairs that are shown on your screen.

7) **LIFE SUPPORT**—Besides the energy used to fire weapons, power shields and travel in hyperspace, energy is also used to power the normal internal operations of your vessel. This energy is automatically deducted from your total by the computer.

8) **LOSING THE GAME**—The game is lost:

a) At anytime that your energy level, regardless of the energy that may or may not be in your shields, on your indicator panel is zero. If this occurs, your ship is dead.

b) If your vessel is hit and your shield strength is reduced to **ZERO** or less. When this occurs, your vessel is destroyed.


C) If any enemy vessel reaches, and enters, Federation Territory. If this occurs you have failed in your mission and the planets of the Federation are endangered thereby.

9) **WINNING**—If you destroy all of the raiders that enter your sector, you are the victor. The Federation is saved by your veritable brilliance.

10) **THE COMMAND SECTION**

The following table lists the commands that must be used, on the various computers, to perform the various functions necessary to the operation of your vessel.

In addition, the table will contain any special recognition symbols and access codes that may be used by the player in the course of the game.

THE COMMAND TABLE	FUNCTION	
VIC-20 and ATARI <small>(Joystick is required)</small>	FIRE	NO MOVEMENT
	MOVE LEFT	ACCESS MAP R
	MOVE RIGHT	SHIELDS* S
	MOVE DOWN	SUPPLY SHIP +
	MOVE UP	YOUR SHIP 

RAIDERS—On all systems the raider ships are represented, on the map, as numbers that indicate the number of raiders that are in that sector of the map.

MAP EXPLANATIONS: * = For those computers that use an S symbol, hitting that symbol will 1) cause the shields to drop to zero and 2) cause a shift register to appear. When this register appears, enter the number of energy units that you wish to assign to your shields. (It is NOT an intelligent idea to reset your shields when there are raiders in the same sector as you are.)

On the other systems, the + symbol will increase the energy assigned and the = symbol will decrease it. The shields do not drop unless you lower them to zero on purpose.

CASSETTE LOADING INSTRUCTIONS

VIC-20®

The VIC-20 program requires a VIC-20 with at least 8K of memory. SHOOTOUT is loaded in two parts.

LOADING THE PROGRAM

1. Turn on the VIC-20.
2. Position the cassette tape (with the VIC-20 side facing up) in the tape player. Rewind the cassette tape.
3. The game is loaded in two parts, the first part is written in Assembly language. To load it type:

LOAD"",1,1

and press the RETURN key. Press the Play button on the tape recorder. The VIC-20 will load the first program.

4. After the Assembly language part of the program has loaded, the second or Basic language part of the program must be loaded. If the 8K or 16K Memory Expansion cartridge is used type:

POKE44,32:POKE8*1024,0

and press the RETURN key.

5. To load the Basic part of the program type:

LOAD

and press the RETURN key. The second part of the program will load.

6. After the Basic program has loaded, type:

RUN

and press the RETURN key. The game will begin.

ATARI®

Insert the computing BASIC language cartridge in the left slot.

SHOOTOUT is a two part load. The first part is the BASIC program that will load the second, ASSEMBLY Language, part of the program. This

program is the first program on side two.

Position the cassette tape in the tape recorder and press the **PLAY** button. Type **CLOAD** and press the RETURN key. The computer will beep once. Press any key on the keyboard (except System Reset or Break) and the first part of the program will be loaded. After the BASIC part of the program has loaded, the READY prompt will be displayed on the screen. Type **RUN** and press the RETURN key. **PRESS PLAY AND THEN RETURN** will appear on the monitor. Ensure that the **PLAY** button is down on the recorder and then press the **RETURN** key. The second part of the program will load and the game will begin.

*To assure a successful load advance your cassette tape past the clear (leader) portion so that the brown oxide portion is just visible to the left of the cassette head.

CREDITS

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Defective software will be replaced.

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