

OUTCAST

1987 MASTERTRONIC
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INSTRUCTION REPORT

1. DATA REPORT XVI/23 ref. 13A

The corner of the Magellian Cluster, (on-ords 23.12.17.08) is in the control of an insectoid race, which refers to itself as "The Mind". The creatures are in fact semi-mechanical in nature, although their precise anatomy remains a mystery which is still to be solved. It is known, however, that they operate under a collective intelligence, formed from a particular caste within the race. All decisions pertaining to the work of government are made by this group, which ruthlessly suppresses any divergence from the imposed policy.

So successful has this regime proved, that a large proportion of the surrounding systems have fallen to the Mind and the expansion continues at an alarming rate. There remains only a few Stargates between their current position and our own sphere of influence. The jump distances involved are very large, however, and at worst we are estimated to have around five years until contact occurs, with the inevitable conflict. The Mind are not tolerant of any other life forms.

The Council has suggested a policy of sterilisation, but the Military do not think it is feasible in the time frame allowed. Once we attacked, the Mind would obviously be made aware of our existence and conflict would simply result sooner. We do not think we would win an open war with this race.

An experiment is thus proposed along the lines suggested by Rueben in Report XVI/23 ref. 10C, in which he draws attention to the tendency of some of the most resourceful members of the Mind to turn Outcast and leave the collective whole. If we could

discover what factors produce this phenomena and somehow increase its occurrence we could at worst buy ourselves time, whilst the Mind occupied itself with internal troubles, or at best greatly weaken the single-minded drive which has taken them from an obscure genesis on one world, to control of hundreds within the century.

To achieve this we need to observe the breaking away in action and to quantify the differences between a Outcast and the Mind. Accordingly patrol craft are being sent to the interface areas to begin searching for signs of an action taking place.

As far as we know the pattern of the recent attempts at independence is fairly fixed. The creature will attempt to set up its own version of the homeworld society, on some outlying planet which is free of Mind influence. It does this by construction of a number of huge pyramid structures and populates these with larvae-stage offspring, which are then defended rigorously until maturity. Drone labour is extensively employed during construction and maintains the bases during the early stages of the maturing.

Once the offspring reach full awareness, the parent Mind 'shares' past experiences with them and a new collective group is formed. Given the races incredible constructional abilities and the high level of mental skills inherent in the collective, they are ready to defend themselves shortly afterward.

To date, however, the Mind has always managed to find and eradicate the bases before the maturing can be completed. At this stage there is really only the single entity, the Outcast, to deal with. Although drone fighters are employed (of low efficiency) it is a

simple process for the Mind to pour in enough to overcome the individually superior Outcast. If we could identify where and when such a conflict occurs we may be able to influence it, in favour of the individual.

2. GRYAN FIVE, HIS LOG. 17.1.33

So my time has run out. They're here. My sensors indicate three carrierships moving this way. The third is a Xeno class and will probably carry a Stinger or two just for good measure.

I was so close! The bases are built and the drones were beginning to hatch the Young. Now I doubt they'll ever Receive Experience. The Mind will destroy us all, beginning with me. They will attack in waves, beamed down from the carriers to overwhelm my bases. I will have to fight, although this battlecraft was not created for such a protracted campaign. I doubt it will hold together.

Just a little more time and I could have put Swarms of my own in the air to meet them. I could have dealt with the Stinger myself, given *time*, after my Swarm knocked down the Swarmers, Seigers and Seekers ...

None have ever gone Outcast and lived, so I cannot be too surprised at what I have to face. Why should I be any different? But I will not make it easy for them. My Young *must* Receive if I am to destroy the Mind and its crazy works.

To battle then ...

3. DATA REPORT XVI/23 ref. 13D

Following our contact with the successful Gyran, it has been decided to support his attack upon the Mind

in a material sense. We are to supply munitions and equipment to help increase the size of the Swarm significantly in as short a time as possible.

From the moment our patrol picked him up (and medicare restored his functions) this has been his sole aim. As it accords so precisely with our own we will offer any help required, short of becoming involved. Our ships will scout for the Swarm, but they will not fight unless attacked.

It remains an unanswered question why Gyran survived, when no other had succeeded. We have requested a fuller account before the operation proceeds and we are committed to action.

4. GYRAN FIVE TO COUNCIL AREA COMMAND 53.4.43

The information you seek is encoded onto this disk. It is impossible for me to explain to you the concepts involved, we are too *alien* to one another. Instead you must experience a Mind attack to understand how it can be defeated.

I am supplying you with a complete simulation of the attack upon my world. Data has been drawn from my battlecraft computers, where possible. Most of it survived the battle with the Stinger. All the Mind drones will behave as they should and to understand you should try to do as I did. Defend the bases and save my Young.

We will communicate again when you have completed the experience.

5. GYRAN FIVE, HIS LOG, 53.4.42

They think I have not given them true data. They doubt that I fought off the Mind alone. Very well, let them try for themselves. They will fail. I will humiliate them with the truth. Let them put their best in my place. Unless they understand the tactics of the Mind forces and develop a strategy to meet them, no amount of flying skill will suffice.

If I did not need them to defeat the Empire of Mind I would destroy them now ...

6. COUNCIL AREA MANUAL GR1/XX: AIMS OF THE SIMULATOR

The starting position is a set at the moment when the Mind forces beamed their first wave onto the surface of Gyran's World. You are flying his battlecraft just as he did, although the spectra of emitted information and indicators have been altered to make them comprehensible to our senses. Various status messages are displayed "Head-Up" on the main viewscreen from time to time, mostly warnings.

Your ship can be refuelled and repaired by the Drones at any of the bases you are defending, although this is the only help you will be given.

The Mind will send in the fighters in three waves, one from each of the carrierships. Each has more craft than the last and they fight more effectively. The third wave is from the Xeno class carrier and if you succeed in wiping out the drones, they will launch a Stinger plasma craft to eradicate you and the bases. You must deal with the Stinger before it can reach the pyramids. As it exists only in a partial sense, the entire battle will be in hyperspace. Your craft will detect the

Stingers approach and switch over your displays automatically.

The aim is to annihilate the Mind forces and thus preserve Gyran's young. They do not attack wantonly, the tactics are both logical and effective. To succeed you will need to deduce which ship types are doing what and react accordingly. Preservation of the pyramid bases is all that matters, not staying healthy yourself.

It should be noted that none of our pilots have yet succeeded in completing the task. Either it has been made deliberately difficult, or we have more to fear from Gyran than we thought.

7. COUNCIL AREA MANUAL GR1/XX1: CONTROL OF THE SIMULATOR

Most of the functions of the battlecraft are carried out automatically. All you have to do is plan a response and fly the craft to action it. All controls are activated from the standard ST console unit, with joystick.

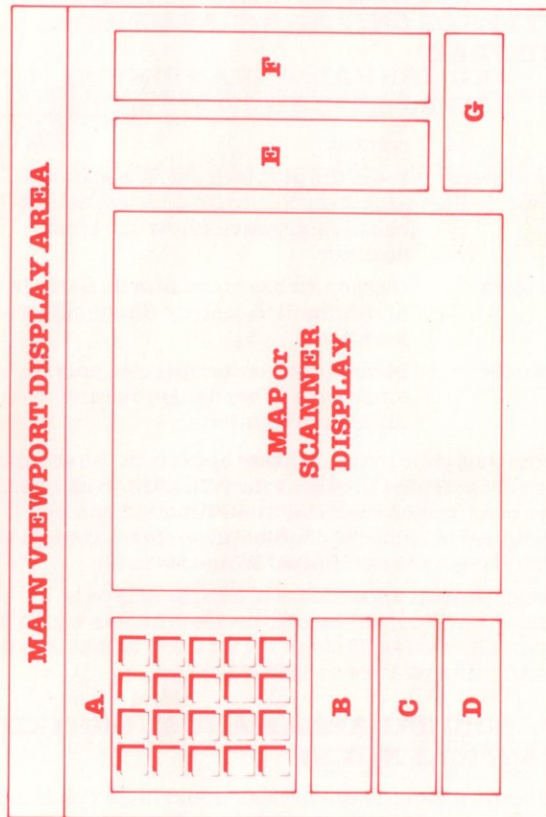
Moving the joystick around will move the craft in that direction. Fire operates the weaponry. Other functions are via the keyboard.

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| +: | Increase craft velocity. |
| -: | Decrease craft velocity. |
| M: | Toggle scanner function between map and short-range scanner. |
| H: | Engage hyperdrive. Hold down until "Active" is displayed and craft mode switches. To set destination, use joystick to position cursor on scanner cellular display, then press H. Any joystick movement after H is pressed will disengage hyperdrive automatically. |

- D: Toggle docking mode on/off. To dock simply fly into base.
- S: Toggle Music.
- Return: Restartts game from mission report screen, once simulation complete.

LAYOUT OF ACTIVE CONTROLS (BELOW WINDOW VIEW) REFER TO SCREEN WITH SIMULATION RUNNING. INACTIVE FUNCTIONS FOR THIS SIMULATION NOT DEPICTED.

- A: Shield level indicator. The squares turn red once the cell is destroyed. Once all are gone, so are you.
- B: Long range detectors display the number of mind craft still on your world. i.e. left in a wave. This will leap upwards when a new attack is beamed down.
- C: Destruction efficiency indicator. Marks how accurate you are currently being in your quest to destroy the Mind ships. It increases when you hit, drops when you waste energy by missing a ship. Effectively a percentage point score.
- D: Energy units remaining for usage. Once this falls to zero, it's goodbye. Refuel once it gets low (follow the head-up warnings)
- E: Altitude above the planets surface. Shown as a bar graph display.
- F: Craft forward velocity. Again shown as a bar graph.
- G: Heading relative to the planets magnetic north. In Mind 256° notation.



8. COUNCIL AREA MANUAL GRI/XXI 1: TYPES OF SHIP AND SCANNER DISPLAY

- Seekers : actively hunt the Outcast ship. Show as white on the scanner. Aggressive in combat.
- Swarmers : roam the planet in patrol packs. Will attack once Outcast detected. Attack bases. Aggressive. Show up red on scanner.
- Seigers : hunt down bases and attack. Defensive and difficult to destroy. Show yellow on scanner.
- Stinger : plasma destructor operated only in emergency. Very dangerous and difficult to counter.

Note that your pyramid bases appear on the scanner as a cross whilst they are intact. In addition some craft are constructed such that their function can be switched in battle, to confuse an enemy, although the Stinger cannot be imitated or mutate itself.

Exact physical appearance of each ship type is uncertain. You will have to decide which is which for yourself, at an early stage. All we know is that they are distinctive, relative to each other.

9. COUNCIL AREA MANUAL GRI/XXIII: TACTICAL NOTES

There are none available that would help! The Mind battle tactics have so far defeated all our best pilots. Should you succeed please deliver detailed notes to

Council AS SOON AS POSSIBLE. It is a severe embarrassment in our dealings with Gyran.

10. COUNCIL AREA MANUAL GRI/ XXIV: LOADING THE SIMULATION DISC

Turn the computer on with the disc inside. Double click on the Outcast. PRG icon when it is displayed.

Good Luck