STARBASE HYPERION™

*An Original, Stimulating Simulation
of War in the Far Future for a
16K or Larger Sorcerer Computer*

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A
product **QS** QUALITY SOFTWARE
of

LOADING INSTRUCTIONS

. STARBASE HYPERION will run on a 16K or larger Sorcerer computer. To run STARBASE HYPERION, be sure that the BASIC ROMPAC is inserted before you turn on your Sorcerer. Turn on the Sorcerer and with the cassette in the recorder, follow these directions:

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(RESET the Sorcerer)
READY
CLOAD
READY
RUN
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Although STARBASE HYPERION is written in BASIC, it uses machine language subroutines to speed the display of graphics.

Should the program fail to load correctly, an adjustment in volume setting may be necessary. Note the volume setting that loads the program correctly, and retain it for future reference. As with most Quality Software programs for the Sorcerer, there is a second copy of STARBASE HYPERION on the tape following the first.

If the tape is defective, we will replace it at no charge if returned to us along with proof of purchase within ninety days of the date of purchase.

INTRODUCTION

STARBASE HYPERION is a single player tactical space simulation game. If this is your first adventure with computer-based simulation, you'll find it vastly different from the video arcade type games. You'll need to play several times to learn not only the rules but also the advantages and pitfalls of differing tactics. At first you are likely to get zapped after a few turns. Later, after you have studied the Battle Manual, you may try different tactics and survive longer.

The reward is that you'll enjoy each game a little more as you learn to handle the elements of the game. Soon, you'll be commanding your forces quickly and well, in intricate and challenging situations that many find more fun than any video arcade game.

SCENARIO

By the thirty-seventh century, Human expansion had reached far across the Galaxy. Terran control had long ago overextended and collapsed in a series of bitter colonial wars. The original Home Worlds now forgotten, the loose Colonial Confederation stretched across the stars and reached ever outward to new frontiers.

Security of these frontier worlds was backed by Colonial Star Command (STARCOM) through a far flung network of military STARBASES. These provided automated shipyard and repair/resupply facilities, as well as a defensive strongpoint in each Colonial Sector. One such strongpoint was STARBASE HYPERION.

During the latter years of this century, first contact was made with probe fleets of the EMPIRE. The Gehelian Incident (562CD) with the loss of three trade ships, and an entire STARCOM patrol squadron including the cruiser Gehelian, marked the beginning of a long series of skirmish wars against this inimical non-human foe.

To prevent Hub World penetration by the robot-piloted Imperial battle fleets, STARCOM strategy was to hold them in a series of buffer zones, the Frontier world sectors. The Colonial STARBASES fell back to their defensive role, directing local fleet squadrons in holding actions wherever EMPIRE ships appeared. This tactic worked well, gaining the days or weeks needed for Colonial TAC fleet cruisers and battlestars to converge on the affected Sector.

Eventually, the EMPIRE understood this technique, and began using multi-wave attacks, with strong reinforcement fleets only days behind the initial contact force. If the secondary attack could overwhelm already weakened STARBASE defenses, TAC forces already enroute would emerge from subspace to find their refueling point destroyed or under enemy control and superior enemy fleet strength in position.

Unexpected however, was the vast defensive reserve of the Colonial STARBASE installations, and the tenacity of the Sector commanders, who time and again fought off all attacks until help could arrive.

While logic must grant credit for the continued successes to technological advantages of the STARBASE (the MULTI-LAYER SHIELD and the De Wahl Power Bank System which reforms stored energy to replace any desired material), there arose among the garrisons a fierce esprit de corps, which attributed success to the superiority of Human over Machine, and held that no STARBASE would ever give in to Imperial attack. Out of this came Standing Order 106, that any Commander allowing loss of a STARBASE would be broken from the Fleet...

Thus was the stage set when in 716CD EMPIRE ships again entered Colonial space, this time in Sector Hyperion. Unknown to STARCOM, this was to be no mere test of defenses. Selecting this Sector because of its distance from reinforcement, the EMPIRE attacked with the largest force ever seen. This was the first Cyborg Longrange Armada, an all-out attempt to smash through perimeter defenses and reach Hub worlds themselves. Eighteen Frontier worlds were overrun and captured before the first wave of the Imperials even hit any strong resistance. All that stood in their way was one Sector defense point -- STARBASE HYPERION. Against it, the EMPIRE unleashed a new weapon, the SHIELD WARPER. The battle which followed wrote military history...

OBJECTIVES OF PLAY

At the beginning of play, initial ENEMY ship formations are deployed in space at varying distances from the STARBASE. The game proceeds for 15 turns, representing the 15 days required for STARCOM reinforcements to reach the Hyperion Sector. The enemy objective is to breach defenses and overwhelm the STARBASE. The Colonial STARBASE Commander's objective is to fight them off until help arrives.

VICTORY CONDITIONS

The Colonial side wins the engagement if it destroys all enemy forces in the area, or simply if the STARBASE is still operational after the 15th day.

EFFICIENCY RATINGS

There is no point scoring in this battle simulation since victory conditions are final. However, at the conclusion of each game, the STARBASE Commander receives a COMBAT RATING (0 to 100) which is the ratio (in percent) of enemy losses per Colonial unit risked in combat to the statistical counterpart for the Imperials. Likewise, the quantities of energy units used by each side are compared to compute the Commander's EFFICIENCY RATING.

STARTING AND RESTARTING THE GAME

At the start of the game you will be asked to enter a random number initializer value. Type in an integer and the game will begin. At the beginning of the game, you will be informed as to how many ENEMY units are arrayed against your STARBASE. You will also receive a message informing you of how many days before friendly TAC group reinforcements reach your area. Your sequence of turns will begin with Day 1.

At the conclusion of a game, you may start a new game by typing   RUN<CR>.

SEQUENCE OF TURNS (ONE TURN PER DAY)

Each game turn consists of six phases:

1. ENEMY SHIP MOVEMENT (computed).

2. STATUS AND TARGET DETECTION READOUT (computed). Status of all weaponry is reported. The graphic scanner display depicts the location of all ENEMY ships within 10 light-microns of the STARBASE. Long range probes (if any) report any enemy ships in range via graphic display and identification readout.

3. STARBASE ENERGY REDEPLOYMENT (player input). Available energy units may be used to deploy new or strengthened shield defenses, probes, power banks, and ships. This phase ends when less than 100 energy units remain undeployed, or as soon as any units are designated as RESERVE.

4. SHIP MOVEMENT (player input). If ships are deployed, the Commander may order them to maintain position or move to new coordinates within their range capability.

5. SHIP-TO-SHIP COMBAT (computed). If enemy and friendly ships are within effective combat range (within 20 degrees and one distance unit), ship to ship combat will occur. Two or more Colonial ships within effective combat range of an enemy vessel will join forces in a combined attack on that ship. Both sides simultaneously carry out attacks on each other and the results are displayed. Combat continues if other Colonial ships are within range of other ENEMY ships. If several ENEMY ships are within its range, a Colonial ship will engage each one of them in turn. This phase ends when every Imperial ship within range of Colonial forces has been engaged. If an Imperial Battle Map is recovered after an engagement, a second SHIP MOVEMENT phase occurs automatically.

6. BASE DEFENSE (computed). In this phase Imperial ships within attack range may attempt to penetrate the STARBASE SHIELD defenses.

ENERGY DEPLOYMENT

On each game turn, the player is given the opportunity to deploy the ENERGY UNITS that are stored in the POWER RESERVE. At the beginning of the game, there are 2000 ENERGY UNITS in the POWER RESERVE. In response to the query

Deploy(Code,Units)?

the player must type in the code and number of energy units to be deployed to that code. The table below gives the code for each of the five possible types of energy deployment:

CODE   TYPE OF ENERGY DEPLOYMENT

1   WARSHIPS
2   LONG RANGE PROBES
3   MULTI-LAYER SHIELDS
4   POWER BANKS
5   POWER RESERVE

A typical reponse to the request for deployment of ENERGY UNITS at the beginning of the game when 2000 units are available might be:

1,200<CR>

(<CR> stands for the RETURN keypress). This causes one Viper fighter to be launched.

2,300<CR>

The long range probes will be set to a range of 3 range units.

3,300<CR>

MULTI-LAYER SHIELDS will be built to a depth of three layers.

4,1000<CR>

Five Power Banks will be created that will generate 500 additional energy units for each succeeding day. At the conclusion of the above type of ENERGY deployment, 200 ENERGY UNITS will remain in the POWER RESERVE. To finish the deployment of ENERGY, any assignment to the POWER RESERVE will terminate the deployment phase. Thus,

5,200<CR>

causes 200 ENERGY UNITS to be assigned to the POWER RESERVE and terminates the deployment phase.

In the deployment of ENERGY UNITS, the player should keep in mind the following points:

1. Any assignment to the POWER RESERVE terminates the deployment phase.
2. If you've entered one of the numbers and hit the RETURN key too soon, you can still recover. You will receive a double question mark (??) prompt so you can enter the second number.
3. If the number of energy units that you assign to Code 1 (Warships) does not correspond to the number of energy units required to launch one of the available WARSHIP classes, then an unplanned ship may be launched. For example, if you type 1,800<CR>, you will launch a STARRANGER and a VIPER class fighter. Also energy may be wasted. For example if you type 1,300<CR>, you will launch a VIPER fighter and lose 100 units of energy.

ENERGY DEPLOYMENT: WARSHIPS

Energy RESERVE may be used to deploy five classes of Colonial warships:

CLASS	MOVEMENT FACTOR	COMBAT RATING	ENERGY NEEDED
VIPER FIGHTER	9	2	200
GOBLIN CLASS CORVETTE	6	6	400
STARRANGER LT CRUISER	4	8	600
STARSHIELD HVY CRUISER	4	12	1000
BATTLESTAR	3	28	1500

Up to 10 warships may be deployed at one time.

ENERGY DEPLOYMENT: LONG RANGE PROBES

LONG RANGE PROBES cost 100 energy units for each unit of Probe range. These are 'eyes' of the STARBASE. On each turn, they display the exact position and strength of each enemy ship within the Probe radius. For example, 600 energy units deployed to the Probes will provide coverage reaching out a distance of six light–microns in all directions from the STARBASE. The Probes will identify the enemy ship type, including whether or not it has SHIELD WARP capability, and combat rating. The standard graphic scan display, without the Probes being activated, shows Imperial and Colonial ship locations out to a range of 10 light–microns, but does not identify the Imperial ships as to combat rating or shield warp capability. In this display ships of DREADNOUGHT class and above are distinguished from ships of lesser combat rating by the use of different symbols.

ENERGY DEPLOYMENT: SHIELDS

The MULTI–LAYER SHIELD is the main STARBASE defense against ship attack. Each layer costs 100 energy units to activate. The SHIELD remains in effect unless breached. Each layer reduces the combat rating of an attacking ship by two combat units. Thus a four layer SHIELD, under attack by an Imperial FIGHTER of combat strength two, would be partially penetrated, but would stop the attack and hold the enemy at level three.

ENERGY DEPLOYMENT: POWER BANKS

ENERGY UNITS are the basic building block of all defensive ordnance. They are produced by the De Wahl Power Banks within the STARBASE, stored in the POWER RESERVE, and may be used as needed on each turn to build any of the various classes of STARBASE weaponry, shields, and probes. The STARBASE itself replenishes a minimal support of 200 energy units per turn in addition to the energy produced by the Power Banks.

Each POWER BANK costs 200 energy units to initiate and adds 100 energy units to the POWER RESERVE on each turn thereafter unless damaged.

ENERGY DEPLOYMENT: POWER RESERVE

The POWER RESERVE retains any undeployed energy units between turns. It also governs the effectiveness of the defensive laser batteries. The RESERVE is the primary target of all enemy ground attacks, for if it should fall below zero, all STARBASE defenses will collapse.

MARK IX LASER BATTERIES are always in place. They are used in event of attack on the STARBASE. Their effectiveness is dependent on the amount of energy in the POWER RESERVE. If the RESERVE reaches zero, the lasers will not operate. Each use of the lasers reduces the RESERVE power by 50 percent.

SHIP MOVEMENTS

Ship movement takes place in a polar coordinate system. This is depicted on the graphic scanner display as a series of concentric circles, with the STARBASE at the center, and circles spaced one light-micron (range unit) apart. The chart below provides an assist to the player in entering the angles required in placing his warships. Note that 0 degrees is up or North and that 90 degrees is to the right or East.
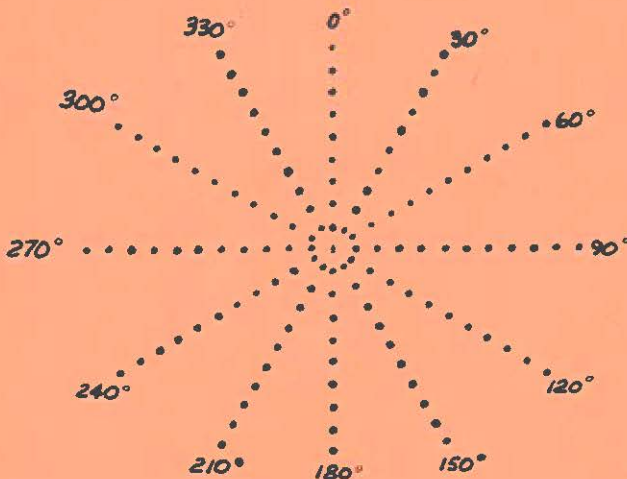
A typical ship movement is commanded by entering the desired target angle and range. For example, if the player responds to the query

What orders for the fleet:
for...Viper fighter (9/2)..at (0,1)?

with the input

120,8<CR>

the ship located at angle 0 and distance 1 is directed to move first to angle 120 degrees and then out to 8 light-microns distance from the STARBASE. The ship will require one movement factor for each 30 degrees of angular change and then one movement factor for each unit of range change. Thus four units would be used in changing angles and 5 more would be used in changing range for a total of nine units – the maximum movement for a FIGHTER. Since the range change is limited to five units, the FIGHTER would wind up at (120,6) rather than the specified (120,8). Thus you must be careful where you move your ships.

If a Goblin class ship located at (140,6) is damaged in a battle, and it is desired to bring it back to the STARBASE for repair, the player should enter   140,0<CR>   rather than 0,0<CR>. This will get the damaged ship home in one turn.

Enemy ships move in a similar manner up to their movement allowance.

Two special inputs are supported. Simply responding with carriage RETURN causes the ship to maintain its current location. Entering   1,1<CR>   causes the ship to be located at the same position that the previous ship occupies.

It may happen that you will forget to enter both angle and range values in giving a movement command. If you've entered one of the numbers and hit the RETURN key too soon, all is not lost. You will receive a double question mark (??) prompt so you can enter the second number.

SHIP-TO-SHIP COMBAT

Warship combat occurs automatically wherever a Colonial ship is positioned within effective combat range of an enemy vessel. Two ships are within effective combat range if their angular coordinates differ by at most 20 degrees and their range coordinates differ by at most one range unit. Thus a BATTLESTAR at (90,5) could engage an enemy DREADNOUGHT at (110,6) or (70,4), but it could not engage an enemy at (90,7) or (60,5).

If two or more Colonial ships are within effective combat range of a single ship, they will combine in simultaneous attack. Combat will continue if any other enemy ships are within effective combat range.

DAMAGE

Ships can damage each other up to their combat rating. The combat rating of the damaged vessel is reduced by the number of hits on it. Damage is cumulative. If hits exceed the ship's current combat rating, the combat rating goes negative, and that ship is destroyed.

REPAIR

Colonial ships can be repaired to their original combat ratings by bringing them home to the STARBASE dockyards (0,0). On the next turn, they can be sent out again.

Damaged Power Banks can be repaired by deploying additional energy units to them.

Imperial warships have no dockyard facilities nearby and therefore cannot be repaired. However, they may withdraw and be replaced by reinforcement units later in the game.

TACTICS

As you can see, there are a great many tactics that may be used in defending STARBASE HYPERION. You are fortunate in having prior to Day 1, the latest release of the STARCOM BATTLE MANUAL containing up to date intelligence reports. Use it well, Commander...