



ZONE WARRIOR

User's Guide

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TECHNICAL REQUIREMENTS

Power Macintosh

CD-ROM Player

1.7 MB Hard Disk Space

The game runs entirely from the Hard Drive, *you must install the game to the Hard Drive to play.*

OUR SIDE

LOCATION

A distant *Orbital Outpost Station* (OOS) in low orbit above a mining planet.

The planet is an obscure one along the Merope Straits—designated Cerulea. It is mined primarily for methane ice. It has a single sun and no moons. The OOS is an older class of the single wheel design. It has a single docking port, no inherent defenses of its own, and power enough to only barely support a light tractor beam.



DUTIES

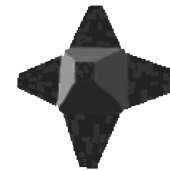
Defend the station from alien assault.

It is unclear what the strategic importance of this system is to the aliens. Nonetheless, they are relentless in their assault of our station. The primary destructive weapons used against the station are their *Extremely-Massive Kinetic* (EMK) projectiles. Although easy enough for a small fighter to destroy, they have begun sending fighter escorts to protect the projectiles.

STATION

The *Orbital Outpost Station* (OOS) you are defending has a single docking bay and a low power proximity tractor beam. In the event of tractor beam failure, the station also has a supply of docking buoys to assist with docking.

For so small a station, the power required for the tractor beam is barely attainable. If the station should be damaged from an alien assault, the tractor beam will most certainly be out of commission. In such a case, a docking buoy will be launched from the bay. The docking buoy serves as a marker to facilitate your craft's direct alignment with the docking bay. Colliding with the buoy will automatically kill your engines, leaving you in perfect alignment with the docking bay.



CRAFT

A light *Assault/Jump* (AJ) fighter with laser weapons, missiles, inelastic shields, maneuvering drive and punctuated warp engines.

Perhaps not the most impressive and modern fighter, nonetheless, for tight proximity fighting, its high maneuverability serves it well in the defense of the station.



WEAPONS

The light assault fighter is equipped with twin forward-firing laser weapons of medium range and guided missiles. The lasers can vaporize most light craft with only a few hits. The missiles most certainly will vaporize all light craft.

Consider that the alien craft have no shields of which we are aware. Their strategy has been to attempt to overwhelm our defenses with sheer numbers. We have tested using long range laser weapons but found that they drew too much power for so light a fighter (shields became out of the question).

DEFENSES

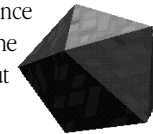
Inelastic proximity shields. They absorb missile and laser impacts (some kinetic collision impacts) and recharge off the ship's main power supply.

THE ENEMY

The enemy has at its disposal, projectiles, fighter craft, and command craft. Assault waves including projectile weapons and fighter craft are common. The command ships appear to hold back and are brought in only in times of desperation.

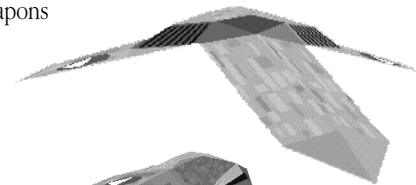
PROJECTILE (EMK) WEAPONS

These are large unmanned, spherical masses with no propulsion system, no weapons, guidance system or defenses. They are hurled from the command ships on a collision course with the station. You must destroy these at all costs! Even a single hit to the station will knock out enough power to disable the tractor beam (making docking difficult for you).



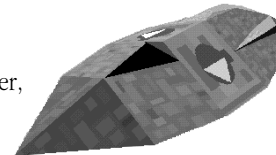
RAIDERS

The sole purpose of these alien craft is to protect the EMK weapons (above). They will attempt to destroy you with laser weapons so as to prevent you from destroying the EMK's. They have no shields and are less maneuverable than your craft.



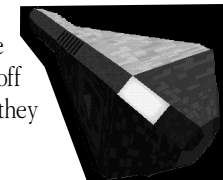
CRUISERS

These craft also serve to protect the EMK's. They, however, have no laser weapons but instead carry a large arsenal of



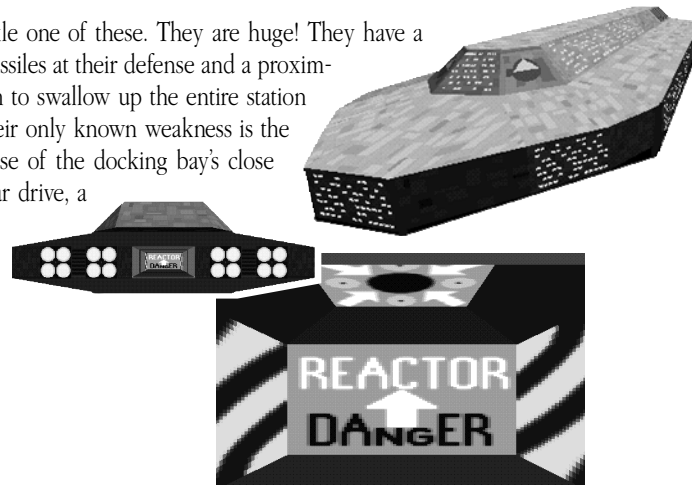
MARAUDERS

Very unusual and new craft. They have been known to carry missiles, but seem to be primarily outfitted with single grappling tractors at their aft with which they can tow off segments of our station. As with the EMK's, consider these craft a priority target as they inflict direct damage on the station.



COMMAND SHIP

Hopefully, you won't have to tackle one of these. They are huge! They have a seemingly unending battery of missiles at their defense and a proximity tractor beam powerful enough to swallow up the entire station (literally ripping it to shreds). Their only known weakness is the docking bay (in their aft). Because of the docking bay's close proximity to their engine's nuclear drive, a laser or missile hit in the cavity of the docking bay can set off a chain reaction that destroys the entire craft.



CONTROLS

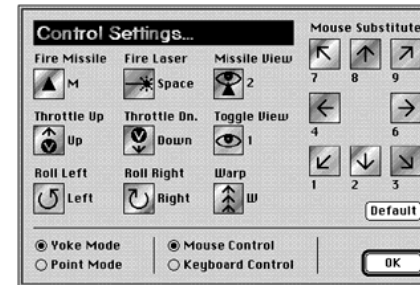
You have two options for the mouse control: Yoke control behaves like the familiar flight simulator controls with mouse forward being pitch down and left/right being roll. Point is a simpler control that allows non-simulator users to control the craft easily. The craft will move in the direction of the mouse cursor. The controls can be edited to suit your keyboard tastes. The following is a list of the default key settings.

MAIN KEYBOARD

	roll left
	roll right
	throttle up
	throttle down
	fire missile
	fire lasers
	external view
	missile view
	warp
	pause

KEYPAD

	mouse left
	mouse right
	mouse up
	mouse down
	mouse up-left
	yoke up-right
	mouse down-left
	yoke down-right



NOTE: Keypad keys are operational only if you have chosen the keyboard option for control of your craft. Also roll left and right are only operational in Point mode.

To change the control settings, go to the **Options** menu and select the **Controls Items**. A dialog box, like the one above, should appear. From this it is possible to set the control mode, whether to use mouse or keyboard and, by selecting the key icons, enter alternative keys.

INSTRUMENTS

During the game, important information is presented to you through the instruments. A text message will appear, giving you assistance and warnings throughout the game and when attempting manual dockings. The number of missiles you have and the number of ships (lives) left. Your score so far is also displayed.

Ship status like fuel, velocity, shield strength and warp power remaining are given, alongside the number of active enemies. Radar showing the targets' positions relative to you are color-coded red, to indicate below, and blue, to indicate above, while flashing orange indicates enemy missiles that have locked onto you.

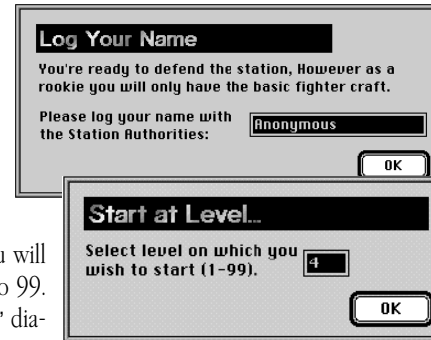


STARTING A GAME

To start a game go to the **Game** menu and select the **New Game** item. You will then be presented with the following dialog.

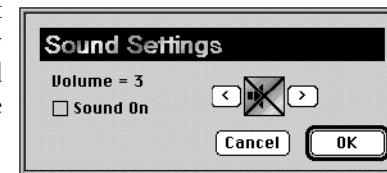
Enter a name and click on **OK**. The game will then start at Level 1.

If you are experienced at playing **Zone Warrior** then you may wish to start on a higher level. To start at a higher level, go to the **Game** menu and select the **Start At...** item. You will be presented with a dialog that lets you enter any level up to 99. After you click **OK** you will get the "Log Your Name" dialog (shown above).



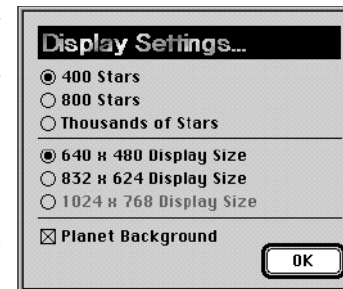
SOUND OPTIONS

In addition to the control options above, there are options that allow you to set the level of sound. **Sound** can be completely turned off by unchecking the **Sound On** checkbox. The sound option has seven volume settings, but these only take effect if the sound preference is checked on.





DISPLAY OPTIONS

In addition to the options above, there are options that allow you to set the display to best suit your system. First the number of stars in the background can be set, so therefore the more stars the slower the frame rate. If you have a monitor that can support more than 640x480 then you can enlarge the display, however the larger the display size the slower the frame rate. An option is also provided to turn off the planet in the background. On faster PowerPCs, it is possible to have the planet, thousands of stars and a larger display with a good frame rate.



SAVING GAMES

During the game you can save or quit the game by selecting  . You will be presented with the dialog at right; If you select **End Game** the game will be aborted and you will have your score added to the high score table if it is higher than any of the top ten. If you quit then the program will terminate. If you select **Resume Game** the game will continue. If you select **Save Game** then you will be presented with the standard file dialog, where you can enter a filename for the current game.



GETTING IN TOUCH WITH CASADY & GREENE

If you need to get in touch with our tech support staff, please be ready to give us the following information...

1. Your **Zone Warrior** version.
2. A description of your system configuration, including...
 - Macintosh System Model*
 - System Software Version*
 - System RAM*
 - Startup Files In Use On Your System*

3. A detailed description of your problem including where and when it happens.

We'll probably be able to give you the most help if you're sitting in front of your computer and can take some time to work with us in solving your problem.

Technical support is available by phone Monday— Friday from 8:30am–4:30pm PST.

<i>Casady & Greene Technical Support:</i>	<i>831/484-9228</i>
<i>Casady & Greene FAX:</i>	<i>831/484-9218</i>

We can also be reached at anytime through any of the following on-line services...

<i>Internet:</i>	<i>sales@casadyg.com</i>
	<i>tech@casadyg.com</i>
<i>World Wide Web:</i>	<i>http://www.casadyg.com</i>