ZŒfi_¨¢Á∞⁄aNaPaTaXaZa^A Lightning Bolt Product Manual…Fatal EncounterCovers Fatal EncounterVersion 1.0Episode ICopyright ©1996 Lightning Bolt. All rights reserved. Version 1.0.

DisclaimerJust In Case…

Table of Contents

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Introduction
What? I Thought I Downloaded Something Else!

How It HappenedAnd Why You Like ItThe Past   Fatal Encounter started out in one of the most unusual ways. With years and years of making utilities, we decided to take another turn. I personally fooled around with an introductions screen, all the way up to the shuttlebay. However, I hadn't the faintest on how I would do the game. I finally had this cool idea, and it worked well. It was the foreshadow of the engine you are experiencing in 2 dimensions, and 3 senses, now.The FutureThere is an easily forseen future for Fatal Encounter. More episodes. Episodes attacking AOL and the web in large numbers. That, and cool game improvements. Currently we are working on a Fatal Encounter view in the cockpit, in total 3-D. But it's just seen it's first gleam of life, so don't ask us for it.

Background This Game Has a Point, You Know…What Happened   OK, here's how Fatal Encounter's story is set. This will take you from c.2400 to 2500 in a book-like form. Enjoy. The year is 2021. A college sophomore, Richard Tarry, is doing his job: eating doughnuts when he's supposed to be looking at a radar screen, at GAREA (Galactic Astronomical Research and Exploration Association) headquarters, the radar ops room, on the planet Alpha Centauri IV. He munches away on a doughnut, little knowing how famous he is about to become. Suddenly, a beep sounds. Richard jumps up, and looks at a computer screen. It reads: Message: Subspace Gamma Transmission, UHF. Richard, assuming it was another of those feds checking up on him, punches the "Accept" button, and waits for the message.   Some static, and then a low-pitched, resonant voice sounds. "Greetings," it says. Richard stands up. "We are nuer'ests, from a neighboring universe called Pygœrion. We have peacefully decided to conquer your universe. If you do not cooperate, we will be forced to take evasive action. Out."   Richard was baffled. He decided to forward the transmission to GAREA's galactic affairs office. He punches a few buttons, and waits. A reply from the office is heard. It's Donald Forthdom, chief of security.   "We've positively located a beacon. It's definitely not our universe. It seems their technology is about…1,000 years ahead of ours. Their doing some kind of subspace transfer now. There's a good and a bad to that. The good is, they'll lose about 500 years of technological advances. The bad news is…well, by the year 2500, it'll be complete and they will be transferred to our universe." • •   •   You, a lieutenant in the 7th space wing, are briefed of your mission. The nuer'ests have completed the transfer. They are in armed ships a little better than ours. They are ready for battle. They have started with your airbase, Alpha-7. Good luck. What to Do Now   Now, you are first assigned to go up and battle them. The game takes over from there…

Operating the GameWhat? You Mean it's Interactive?!

Controls.i.Controls;Your Favorite: EjectBasic Movement.i.Controls:Basic Movement; To move your ship, you can use the 4, 6, 8, and 2 keys. Also, you may use a mouse or joystick. The control can be switched in-flight without setting anything. Pressing 4 makes you slide left, pressing 6 makes you slide right, pressing 8 makes you go down, and pressing 2 makes you go up. Also, pressing 7, 9, 1, and 3 makes your ship go the respective directions. Finally, 5 straightens you out.Firing.i.Controls:Firing;   You can fire your lasers/phasers using the space bar, the 0 key, or clicking the mouse button. Of course, when you fire, your enemy's ship will automatically initiate a jamming signal that shortens the beam and slows it. However, your ship dœs this for enemy lasers/phasers, too (from now on, I will just use the term laser as a generic name).   Please note that you can only have one laser beam in space at a time. If you fire again, a warning tone will sound. The same is for the enemy. If a warning tone occurs just after you fire, it means you just held the mouse button down a bit too long.Ejection.i.Controls:Ejection;   Now, don't get too excited. There's a way to leave your ship if things aren't looking good. You do it by pressing E. Then, your cockpit canopy blows open, an air supply is rushed to your head, an antigrav/speed brake device is activated, and a self-locating beacon is initiated as you float through space, waiting for a friendly aircraft.   Of course, all you hear is the mind-blowing sound, none of that cool animation. Maybe later.   Please note that, if you haven't completed your mission objectives, you failed your mission. Oh, well…who needs the Universe anyway?

All the RestThe Stuff You Really Don't Care AboutEpisodes.i.Episodes;   Fatal Encounter will not have versions (unless something unusual happens), but episodes. Each episode will (hopefully) be better and harder than the previous. These episodes will be released in order, from 1 to whatever the last number is. The episode you currently own (or do not own) is Episode I. It's theme is "When universes collide."   If you win the game, you will be presented with a preview of the next episode, Episode II, "Universal comeback." The theme will be something along the lines of this: After defeating the ships, you salvage a couple and use their technology to pass to the Pygœrion universe and make an all-out comeback. You get the point.Levels.i.Levels:Information;   There are currently three levels in Fatal Encounter. Though this may sound small, keep in mind that each level adds approx. 300-500K to this program. Anymore than three, and our modem would need a smoke detector.However, there are actually four. There are two level 2's, one if you win level 1 and one if you don't. Therefore, the outcome of the previous mission determines the circumstances of the next. But nothing can be done to stop the mothership of level 3…

All the LevelsIf You Get Past the First, That Is…

Level 1.i.Levels:First;I Beat it One in Four Times…Background   General Wimarkle was sitting at his desk, looking out the window at a nearby planet. He was sitting on station Alpha-7, 3 million miles from the planet (which he did not know the name of) of Promixa Centauri VII. It's green landscape of vegetation and wispy yellow methane clouds never ceased to fascinate him. When the sun set, it's last beams of light danced off the peak of the fantastically large Mt. Hugo II, standing a staggering 20 miles high, with it's methane snow—   He was interrupted by two, short beeps. "Let it through," he grunted, peeling his eyes from the deep void of space out the window. They had to get adjusted to the light room. A voice sounded over his office's speaker system.   "Sir, radar reports two bogies approaching at high speed. Fore sensors indicate their heading from 44° meridian, and have charged phas—wait…radar confirms it's three bogies, and they'll be here at sector 327.5 in…2 minutes." "Roger, I got it," replied the general, sighing. He got up with a grunt and walked over to the door. He pressed a button, waited for the lasers to finish scanning him, and walked through the now opened door. He called the tactical operations chief. "We got three of 'em, coming from 44° meridian. Send a guy or two out." He got up and walked away. The tacops chief sent you on it. You went through briefing, and left the room.   You walked down to deck 12, and chose your aircraft. It was of the 10th wing. You pressed a button near the cockpit, and the dome opened. You hopped in.   When you were inside, you pressed in the co-ordinates, 327.5, and pressed the transport button. Immediately the anigrav plate below you transported you to that sector. Then you started your engines, and the war began.Tactics   If this is your first time playing, please refer to the Game Tactics section. Otherwise, read on.   The trick to beating this is to get as close to the bad guys as you can without getting close to their laser beams, and fire from directly overhead. Also, get them when they come for you while their laser's going.

Level 2—Winning Variation.i.Levels:Second—Winning Variation;If You Win Level OneBackground   General Wimarkle was again sitting at his desk. This time, he was not alone. He had a stack of papers in front of him, stamped "Confidential," and about 5 other men. There was a mission to be going on. He started the meeting.   "I have declared this meeting in session as of now." He hit his papers lightly on the table to straighten them out. "I am General Wimarkle, chief of the Tactical Warfare Division of the Galactic Affairs Wing of GAREA. With me is Sergeant Mitchell Hays, chief of strategic command, Colonel Pamela Yee, chief of tactical operations, Commander Theresa Thomson, chief of the 10th fighter wing, and Commodore James Smith, chief of warfare.   "Following the success of the past four defensive missions and two offensive missions taken, GAREA has decided to go on a surprise raid to a secondary starbase." He pressed a button and a holographic star chart with waypoints and targets appeared.   "We will depart tomorrow, send 3 bombers to annihilate the base, and a fighter to provide air support. You are dismissed."   You will provide the air support. There are four fighters, maybe more or less.Tactics   Follow the same tactics of level 1.

Level 2—Losing Variation.

i.

Levels:

Second—Losing Variation;

What? You Mean You Lost Level 1?

Background

General Wimarkle was shocked. "Unsuccessful? The mission was unsuccessful," he yelled as he paced back and forth in front of the mission ops chief.   "Sorry, sir, but fortunately your pilot is still alive, stationed at Theta-7."   "Well, is that all?" "No, two fighters have just approached, and the entire station is scrambled, including your pilot."   "Good, maybe that hot shot will learn a lesson or two."

Tactics

Because there's only two fighters, down the first as best you can and then immediately down the second. Because it takes a couple of seconds for the bad boys to find you, you have an open window of advantages.

Level 3.i.Levels:Third;Like You'll Ever Need to Read These TipsBackground   As usual, General Wimarkle was twiddling his thumbs as he looked out the window at the nameless planet. He gazed, longingly hoping for retirement. Suddenly, loud sirens rang all over, and he leaped out of his skins. Voices could be heard shouting all over.   "Mark, get a positive ID, I got the weapons under lock," said a voice. Another, more faint one screamed, "Luke, gimme a location! I need some data now!" The computer's voice crooned "1 minute until target lock is reached, T minus 30 seconds until weapons release." People were rushing all over. General Wimarkle glanced at a computer screen on his desk. The words Warning: All Systems Targeted For Destruction By Enemy Ship, red and blinking, were flashing before his eyes. He saw it…couldn't see anything else…   He got control of himself in time to yell out, "I want this place cleared! Send everyone out within 50 miles!"   The computer sounded an alarm and said "Prepare for impact," just before a bolt of green laser light rocked the entire battleship. The shuttlebay doors opened with a low rumble as hundreds of shuttles and fighters poured out. People were rushing around, firing phasers, getting info, or just plain panicking.   You were up there, too. You bolt ahead, to be confronted by a barrage of advanced enemy fighters far more powerful than your ships, and a huge battleship pouring out a seemingly limitless more. Destroy the battleship at all costs, including yourself.Tactics   The number of enemy ships is limitless. Fire constantly at the battleship, stopping briefly only to get a fighter or two off your case. They take two shots to down, so be careful. They are also much quicker and more aggressive than the StarSharks. Good luck!

Ship Information.i.Ship Information;Note This is All Theoretical

Galactic Starfighter 3000.i.Ship Information:Starfighter 3000;Cool Graphics, Huh?Background   Galactic Ships and Probes Corp., in 2443, finally released what they called a "highly advanced and maneuverable starfighter." The Starfighter was meant to be a fighter, not a battleship. It would be sent out from battleships to do recon, air-to-air, and air-to-ground missions. The Starfighter uses conventional multi-fission to power itself through space, the standard in 2443.Technical InformationName: Starfighter 3000Company: Galactic Ships and Probes CorporationTop Speed: 76% Speed of LightCruising Speed: 60% Speed of LightTop Safe Speed: 68% Speed of LightEngine: Pat and Witty F6587 Subatomic Multi-FissionIntro Date: 2443Cockpit: Hyperframe Spectra-Gen Displays

A.A. R&D SpaceReach II.i.Ship Information:SpaceReach II;I Dunno About You, But it's My Good Luck ShipBackground   Just recently introduced in 2499, the SpaceReach is highly advanced for it's time. Dubbed "Speeding Bullet," this thing can bend space-time enough to go close enough to the speed of light for government work. It uses highly advanced engines, never before seen in any spaceship.   It, too, is a starfighter, except this one's fast.Technical InformationName: SpaceReach IICompany: Advanced Astronomical Research and Development Assoc.Top Speed: 99.99% Speed of LightCruising Speed: 75.6% Speed of LightTop Safe Speed: 80% Speed of LightEngine: Dole's Voice DV-677 Space-Time Bender 3000Intro Date: 2499Cockpit: Neomensional 3D Display Lasers

Pygœrion StarShark Beta-7.i.Ship Information:StarShark ß-7;In Case You Haven't Figured This Out, it's an EnemyBackground   Little is known about any Pygœrion warship, only the data collectable by sensors and other techno-junk. All we know is the following.Technical InformationName: StarShark Beta-7Company: Pygœrion Universal Warships CorporationTop Speed: UnknownCruising Speed: ≈ 50% Speed of LightTop Safe Speed: ≈ 70% Speed of LightEngine: Spatial Reticulation and IonizationIntro Date: UnknownCockpit: Probably Spectromotized LCD Displays

Pygœrion StarShark Gamma-3.i.Ship Information:StarShark ∂-3;You Mean There's Two?Background   This advanced Pygœrion starfighter is only seen in Level 3. It's much more advanced than GAREA's ships, but they still have a chance. It takes twice as much damage as other ships. Little is known about it, too.Technical

InformationName: StarShark Gamma-3Company: Pygœrion Universal Warships Corp.Top Speed: ≈ 90% Speed of LightCruising Speed: ≈ 75% Speed of LightTop Safe Speed:≈ 80% Speed of LightEngine: Unknown, Cloaked ControlsIntro Date: UnknownCockpit: Unknown

OperationThis Game is Interactive

Using the Game.i.Using the Game;How to Get From Point A to Point BStartup.i.Using the Game:Startup;When the game starts up, you will be presented with our animated logo, when it says "Presents…," click. Click through all the introductions and read them if you wish (they will be politically correct in the next episode). Click through the credits, and watch the words "Fatal Encounter" being shot onscreen. If you get the timing right, the music will sound cool with the intro. Click to go to briefing.Briefing.i.Using the Game:Briefing;   When you get to briefing, your telescreen will start typing text describing the mission and it's parameters and success requirements. Clicking the mouse button will immediately display all the text without typing it. Read it carefully or a Pygœrion ship could catch you by surprise.   Click Accept to accept the mission and choose your ship in the hangar. Clicking Decline will restart the game (wow…better function in future episodes).Hangar.i.Using the Game:Hangar;   You may choose one of the two ships you can fly in the hangar. To cycle through ships, press the left and right arrows at the bottom of the screen. You cannot fly the Pygœrion StarShark, it's just their for your information. To select a ship, click on it's large still image at the bottom of the screen. It will warn you if you haven't chosen a ship. To exit the hangar and go to the shuttlebay, click on the right arrow on the Pygœrion StarShark screen.Shuttlebay.i.Using the Game:Shuttlebay;In the shuttlebay, you can prepare for your mission. All it is is a beautiful picture of a SpaceReach II ready for action with the words "Get Ready…" written on it. Click to start the mission.

Other OperationsLike Quitting (YEAH!)Debriefing.i.Using the Game:Debriefing; When you lose, win, or die, you will go to debriefing. There a summary of what happened will be presented, plus bogies killed and mission awards. Click to go to the next mission, or if you have just been in level 3, a preview of Episode II.Preview.i.Using the Game:Preview;   The preview of the second episode of Fatal Encounter will be presented when you lose, win, or die in level 3. Clicking will give you 3 choices, going to Home, quitting, or starting another tough, annoying game.Quitting.i.Using the Game:Quitting;   To quit Fatal Encounter (like you'll ever need to), just press z-Q. It will ask you if you want to revert to your original monitor setting if you changed it to monochrome at the beginning of the game.

Appendices

What Are You Doing Here? Go Play it Already!

Credits As If Anyone Helped Me Program Credits Thanks a lot to Chern Lee, my comrade and debugger who spent the past 3 months or so telling me what's wrong and (sometimes) fixing it. Also thanks to L. Morgan, a cool test pilot. Thanks to Michæl Morgan, who gave me tons of C advice to convert into HyperTalk. Thanks to Fredric Rinaldi and his army of -oids, a lot of which made this game as cool as it is now. Also, I musn't forget Mark A. Klink for his cool ColorCover XCMD. Thanks to the folks at MacPlay for their unquestionably interesting zappo sound, which adds that special touch to the soundtrack. Manual Credits This manual was done on Microsoft Word, and thanks to Microsoft—even if they don't come out with the next version for the Mac. Thanks a lot to Susan Morgan—we spent hours on end just arguing about how a page should look.

Shareware FeeOoh…the Fun Part!What You Have to Do   All you have to do is pay us a teeny bit of money. We worked hard, and we spent money, and we're very proud of our work. We hope you will be, too. Anyway, by paying us a simple $10, you have shown us you care.What You Get   Aside from a nice start on your relationship with us, you get a copy of the next version free. No catches. We will e-mail or mail it to you, so be sure to include your name, number, address, and e-mail address. If your e-mail is handled by a web page, include the URL. If it's handled by a BBS, send us the number, and so on.   If in the case that we don't have an upcoming version within the next 3 months, your money will be put to good use in Lightning Bolt.

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