

FROM THE DARK SISTER OF ALGOL THEY CAME—  
UNPROVOKED AND UNDAUNTED IN THEIR DETERMINATION  
TO CONQUER, ENSLAVE AND RULE. FROM ALGOL THEY ATTACKED  
AND ENSLAVED PERSEUS, CONQUERED CAPELLA AND SWEEPED  
THROUGH ANDROMEDA BEFORE WE SAW THEM. THAT WAS 700 YEARS  
AGO. MEGAWARS BEGAN WITHOUT WARNING—WITHOUT ANY REGARD FOR  
PEACE OR CIVILIZATION—WHEN THEY BELITTLED ALGOL. FOR 700 YEARS THE  
KRYONS HAVE NOW EXPORTED THEIR CULTURE OF SLAVERY AND DICTATORSHIP, AND  
FOR 700 YEARS WE CENTURIONS OF THE GALAXY HAVE FOUGHT AND  
REPELLED THEIR EVERY THRUST.



# MEGAWARS

Finger

# ...SOME SAY THEY CAME FROM

the Great Void, expelled and chased by an enemy more powerful than even the Kryons dare be. Like the wandering River Styx, the Acherons seek out all matter in their path and empty it into the Great Void. And so MegaWars continues, not with one enemy but with two! The Kryons seek to conquer and enslave all civilizations, but the Acherons, who abhor the very existence of matter—now wander, annihilating all life, atomizing all matter in their path, and attempting to erase not only our universe but our very souls. So be it. We Centurions will fight to the last soul.

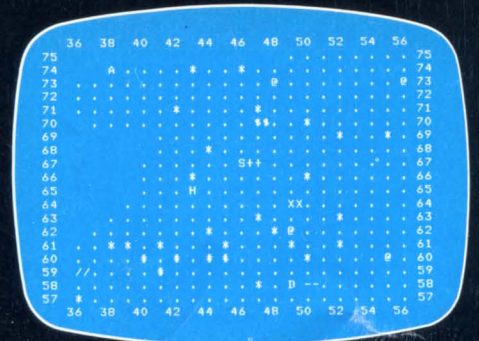
Cestus was a ninth generation Centurion. Born on the space frigate Nimrod and weaned on the Command Instrument Screen, he knew MegaWars well. His father died 12 years ago in the demise of Altair,

and it was only by ransom that Altair was reclaimed. Now at the helm of his own star frigate, Cestus sought not only adventure—but revenge. His father commanded the Nimrod on its last encounter. The Nimrod, shields weakened, but winning the battle against a Kryon starcruiser, was blitzed from behind by a cloaked Acheron. His father tried to abort his previous stacked phaser commands and transfer more shield energy aft, but he was too late. The Acheron's greatest weapon was that cloaking device. The Nimrod, a captain and a crew of 12,000 was lost in the Great Void. Cestus vowed at the Fleet Academy, "Death to the Acheron and to the Kryon Empire—or be it mine!"

As his ship lunged forward into warp drive, Cestus felt his shoulders

press firmly against the ribs of his battle chair. "Concentrate now, for I am ready. Merlyn and Ninja and KYBD are clever enemies, but this time—yes, this time—it will be their starcruisers that whimper across the stars..."

The Command Instrument Screen on your space ship (as shown below) will scan the nearby universe with a maximum range of 10 sectors in any direction from your ship location. Symbols represent the following: \* = star, \$\$ = friendly base, // = enemy base, ++ = friendly planet, -- = enemy planet, @ = neutral planet, # = mine, and X = a star gate. All ships are designated by a single letter, and the deadly Acheron is symbolized by the letter "A".



The MegaWars battle sky (left) encompasses the northern hemisphere of the galaxy. The galaxy is on a grid of 75 by 75 sectors where space warriors can move freely about in search of the enemy. In several sectors, the galaxy is bisected by the vast emptiness of the Great Void, a blackness that cannot be crossed or penetrated by any being without being swallowed forever into its dark and infinite murkiness.

## BRIEFING: MEGA 103-40W6-E

MegaWars is a noble battle to be fought by one to ten dedicated and true space warriors. Your objective is to destroy all enemy bases and ships, and capture all enemy planets. As an elite space fighter, you are in total command of your own ship and control terminal, free to enter and leave a battle as your individual objectives are executed.

The enemy is many and appears in various forms. The outcome of any clash between two space ships will usually depend upon the skill of its commander. However, you must also always be aware of the location of any enemy starbases or enemy planets. Be foolish enough to get within range, and their phaser power will quickly blast you into inter-galactical rubble. And let you be warned that neutral planets will fire upon anyone until captured and won over to your side.

The most dangerous enemy is the dreaded and voracious Acheron. The Acheron moves about the galaxy concealed by his cloaking device, determined to annihilate all matter and empty it into the Great Void for all eternity. If an Acheron is destroyed, another will eventually appear somewhere in the galaxy, ready to attack you or anyone in its path.

Presently there are four major space battles being waged in the northern hemisphere of our galaxy. Upon your decision to join battle, you must declare yourself as a Colonist and champion of the Coalition or a Kryon with allegiance to the forces of the Empire. You may enter an existing battle or be the vanguard of one yet to begin.

Once you have chosen your battlefield, you will be informed of your current rank. New space warrior recruits are Cadets, assigned a fighter class ship and given increased shield capacity in lieu of phaser power as protection while learning to battle. For promotion to Lieutenant, you must prove your prowess and attain a cumulative battle score of 10,000 units. Lieutenants may command a Scout or Fighter class ship. 100,000 battle units win you a promotion to Captain and the right to fly a Scout, Fighter or Miner class ship. With 500,000 units, space warriors are appointed Admiral and may pilot any class ship including a Flagship when one is available for command.

Space ships have the following designations: a Scout class ship is used primarily for reconnaissance, a Fighter is the workhorse of the fleet, Miners are converted merchant ships used to deploy and retrieve Photon Mines, and a Flagship is essentially a moveable Starbase.

As you pilot your ships into battle, your various ship devices will be constantly subject to damage by enemy attack or overuse. All ships have back-up or Impulse Engines designed basically for emergency use if the main Warp Engines are critically damaged. Damage to your Photon Torpedo Tubes will impair accuracy, as damage to your Phaser Banks will reduce the strength of phaser hits. Other ship devices include your Deflector Shield, the Life Support System, Sub-space Radios used to communicate with friend or foe, a Tractor Beam to tow a damaged sister ship away from danger, and your Ship Computer—used for computed firing, computation during ship movement and for phaser control.

You have made your commitment to battle. Your accomplishments shall be written across the heavens for all to see. Go out and seek your destiny!

## OFFICIAL MEGAWAR COMMANDS

To fight the ultimate battle, respond to the "ID" and "Password" inquiries on your CIS battle screen and then type "GO HOM-60" into the console to lead you into the MegaWar skirmishes. Upon entering MegaWars and selecting the battle you wish to join, you may type HELP, PREGAME or a blank line to begin the battle. PREGAME, among other things, will give you the opportunity to order a detailed and complete MegaWars Commander's Manual.

All MegaWar commands can be abbreviated to 2 characters, and some to 1 character (use the shortest unambiguous abbreviation). All space ships are designated by a single character. The legal commands for MegaWars are:

**BASES**—List information on friendly and known enemy bases.

**BUILD**—Develop installations on a planet.

**CAPTURE**—Win a neutral or enemy planet to your side.

**DAMAGES**—List damaged devices and their current status.

**DOCK**—Dock at an adjacent base or planet.

**DROP**—Deploy a mine from a Miner class ship.

**ENERGY**—Transfer energy between two ships.

**GATE**—Travel from one Stargate to another.

**GRUPE**—Record bugs, comments, suggestions, etc. in the file.

**HELP**—List or describe the legal commands.

**IMPULSE**—Move impulse engines.

**LIST**—List various information about ships, bases and planets.

**MINES**—Photon mines are displayed as a # on your console.

**MOVE**—Move using warp engines.

**NEWS**—List any new features or enhancements described in the files.

**PHASERS**—Fire phasers at a target.

**PLANETS**—List information on friendly, neutral and known enemy planets.

**POINTS**—List your score breakdown so far.

**QUIT**—Get out of game.

**RADIO**—Turn ship's sub-space radio on or off.

**REPAIR**—Partially repair your damaged devices.

**SCAN**—Display the galaxy to a maximum of 10 sectors from your ship.

**SET**—Set various input and output defaults.

**SHIELDS**—Raise, lower or transfer energy to or from your shields.

**SRSCAN**—Display the galaxy with a default range of 7 sectors.

**STATUS**—List your ship's current status and supply levels.

**SUMMARY**—List various information on ships, bases and planets.

**TARGETS**—List targets within range and their current locations.

**TELL**—Send messages using the sub-space radio.

**TIME**—List information on run time and elapsed time.

**TORPEDOES**—Fire photon torpedoes at target.

**TRACTOR**—Use tractor beam to tow friendly ships.

**TYPE**—List current input, output and game characteristics.

**USERS**—List names and other information about players currently in game.

## Coming Soon: More MegaWars!

A new, exciting space challenge is now being developed especially for the TRS-80® Color Computer. This multi-player game pits the forces of good and evil against each other in the vastness of outer space. Space ships, in direct communications with each other, can strategically maneuver their starships through the universe—capturing planets and blasting the opposition into flaming masses of galactic debris.

As a space commander you will be able to sit at your console and observe a forward, 3-dimensional display of ships, starbases and the galaxy through a viewer screen. In a 3-dimensional space environment, you will be able to rotate your ship in any direction. Locations of all objects in space will be given relative to the ship under your command. Phaser hits on enemy space ships and starbases are given added excitement with the sound of audible explosions.

Surrounding the viewer screen, visible information will include items such as a display of the ship's energy, shield energy and status, warp factor, and a blank area for messages. With both immediate and common commands at your fingertips, you'll have all the data required to maneuver your ship through space in search of challenge, adventure and glory.

There are many battles yet to be fought—many victories yet to savor—in the far reaches of outer space. Prepare yourself to fight to the death with valor.

## Other Exciting CIS Games

The CompuServe Information Service (CIS) brings you a variety of other games from Adventure to Wumpus. They're all ready to challenge you and provide you with hours of entertainment.

**ADVENTURE**—the computer is your eyes and hands as you fight your way past snakes and dwarves in Colossal Cave in search of treasure.

**BACKGAMMON**—the computer is your backgammon board; play the computer or someone else.

**BANSHI**—a game for the explorer, leading you to forgotten territories where mere mortals have never been.

**BLACKJACK**—play against the dealer with \$500 to start your betting.

**BRIDGE**—play bridge with the computer.

**CHESS**—your chance to match wits with the computer.

**CIVIL WAR**—a simulation which lets you fight actual civil war battles.

**CONCENTRATION**—like the TV games show, match prizes hidden behind numbered doors.

**CRAPS**—Big Lefty is your opponent as you roll the dice for points.

**CUBE SOLVER**—explicit instructions on how to manipulate the colors on the frustrating cube puzzle.

**DECWARS**—real-time space battle game for up to 10 players.

**ELIZA**—on-line counselor who helps you talk through your problems.

**FANTASY**—battle the enemy in this role playing game similar to Dungeons and Dragons.

**FASTERMIND**—a logical guessing game where one player makes up a secret code, and the other player tries to guess it.

**FOOTBALL**—you call the plays; half-time and end-of-game statistics given.

**FURS**—you are a 17th Century French fur trapper.

**GOLF**—play golf by selecting your clubs while a commentator explains the course as you play.

**GO-MOKU**—line up the Xs and Os, similar to tic-tac-toe.

**HAMMURABI**—as the ruler of ancient Sumeria, you make decisions which determine the well-being of your people.

**HANGMAN**—a word guessing game; guess in 8 tries or be hung.

**LUNAR LANDER**—land your ship safely by selecting the correct fuel rate.

**MAZE**—the computer creates a maze to challenge your skills.

**MUGWUMP**—you have 10 tries to find 4 Mugwumps hidden on the grid.

**NEW ADVENTURE**—an expanded version of the exciting Adventure game.

**OTHELLO**—capture the computer's "markers" on an 8 x 8 board.

**REAL-TIME TREK**—a real-time version of Star Trek with multiple players.

**ROULETTE**—bet on roulette with the computer as the wheel.

**SCOTT ADAMS ADVENTURE**—9 new adventure games including Pirates Adventure, Voodoo Castle & Pyramid of Doom.

**SCRAMBLE**—unscramble the scrambled word before your points run out.

**SPACE WAR**—space age game for up to 8 players.

**STAR TREK**—use warp engines to power through the 64 galaxy quadrants and fight the enemy.

**WUMPUS**—get your bow and arrows and hunt through a series of caves for the Wumpus.

New games are being developed and considered for use on a continuing basis.

## CompuServe

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