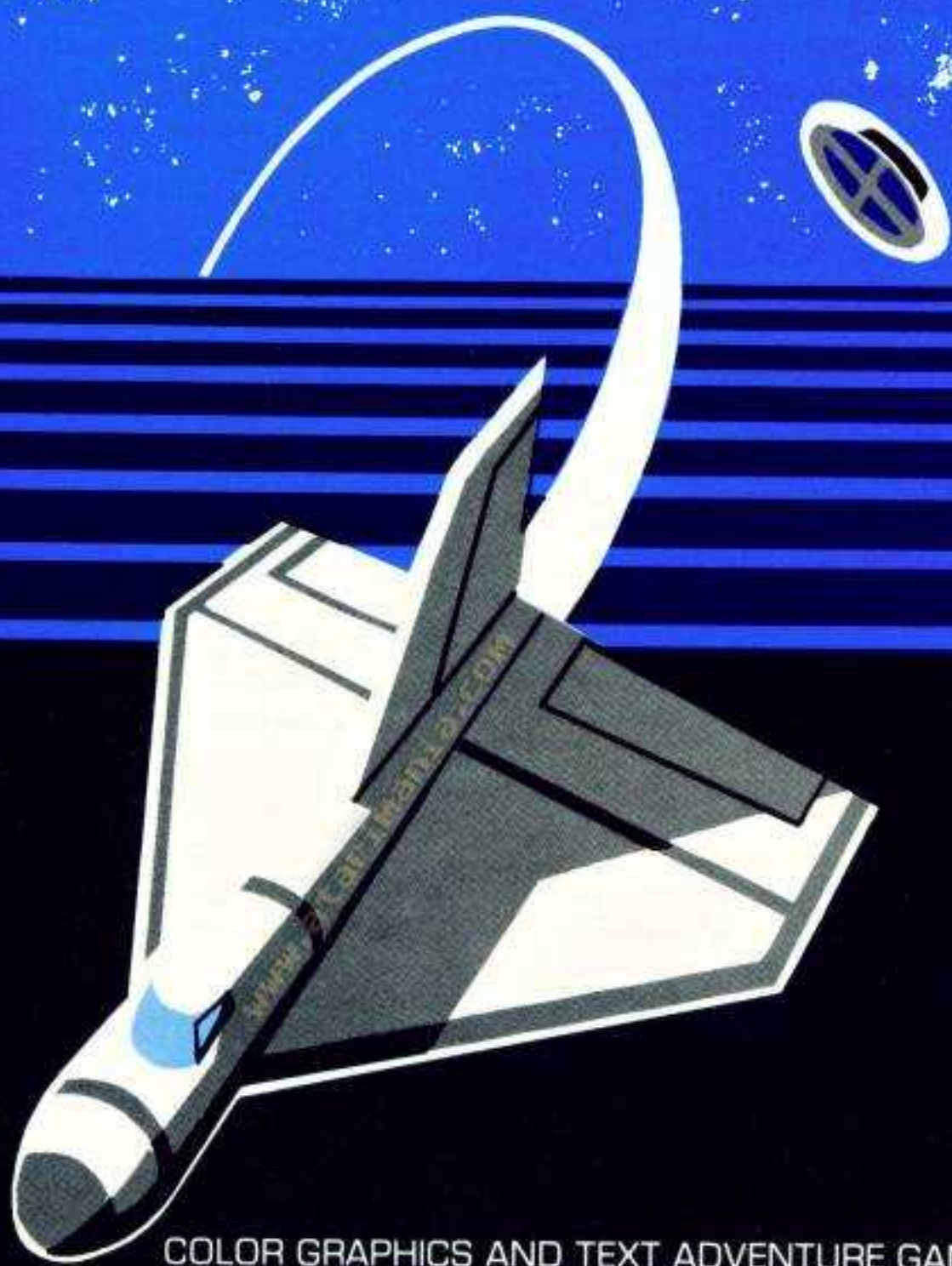


PANDORA SOFTWARE

POWERSTAR

TM



COLOR GRAPHICS AND TEXT ADVENTURE GAME CARTRIDGE
FOR ATARI 130, 400, 600, 800, XL, XE SERIES COMPUTERS

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WELCOME TO POWERSTAR!

In the 21st century, all electrical power in the United States is generated by a single huge nuclear fusion reactor, the Powerstar, placed in orbit safely away from living things and saboteurs. The power is then transmitted directly to local communities by means of a vast array of microwave transmitters. Unfortunately, the one man crew of the Powerstar seems to have had a bad bout of cabin fever, and the only message from him in the last week consisted of a facsimile of a Jack Daniels whiskey bottle label. You are the alternate engineer for the Powerstar, and the government has summoned you to active duty. Your mission is to save the vital Powerstar from this nut. Fresh from a vacation in Bango Bango, you arrive at a government field station, and the adventure begins.

A NEW CONCEPT IN GRAPHIC ADVENTURES

You are about to enter a world of mysterious puzzles, tantalizing clues, cranky machinery, and dangerous adversaries. The environment surrounds you, and you'd best be looking over your shoulder if you don't like surprises!

POWERSTAR offers the most complete and realistic visual simulation in any computer adventure game. You have 63 locations to find and explore. Each location has a separate view for each of the four points of the compass. You can turn around to scan a location for tools and clues. Or, you may proceed to the next location, which is generally within sight. To manipulate objects, you can type in complete English command sentences. Because the game is entirely contained in a 16K-byte ROM cartridge, the lengthy disk accesses which interrupt other adventures are absent.

LOADING THE GAME

Any Atari home computer with 16K of memory can be used. The optional joystick may be plugged into connector 1. A disk drive may be used to save games. Have a blank, formatted disk ready if you want to use this option. Insert the game cartridge into the left cartridge slot and power on the computer. Press the START button to begin.

SCREEN LAYOUT

The visual window is at the top of your screen and gives a player's eye view of the present location in the direction being faced. Just below is the text window which gives a description of your location or a response to your command. At the bottom, in the first column, is your compass. It gives your present orientation by reading N, E, W, or S. Next to the compass is a question mark which is your command line prompt. This is the place where your typed commands appear.

MOVING AROUND

Motion in the environment involves turning around in a location or moving forward into the next location. A left turn would point you 90 degrees counterclockwise to your present direction (from north to west, for example). **POWERSTAR** offers two ways of commanding motion: keyboard and joystick. On the keyboard, left and right turns are effected by the left and right arrow keys. The up arrow key causes forward motion. The CTRL key isn't necessary. You can also type the direction you want to go on the command line (EAST or E, for example). Pushing the joystick left and right rotates, and pushing forward causes forward motion. Some people like the feel of using the joystick. Others prefer to keep their fingers on the keyboard. Try both to see which seems more natural.

CONVERSING WITH POWERSTAR

You may type in commands in natural English. The command processor is designed to understand many sentence constructions as well as synonyms. You may include several commands in the same sentence. Simply separate commands with a comma or the word "and". For example: "Get the matches and drop the boots". However, you are restricted to one line of input. The delete key is useful for editing command lines.

If POWERSTAR needs more information than it gets from the command line, it will ask for it with a question such as: "What do you want to start the engine with?". Your response should briefly answer the question, rather than retyping the whole command. You will learn from POWERSTAR'S responses that some words are unknown to it. It will also let you know when it doesn't make any sense to do something in a particular situation.

Some important game control commands are:

INVENTORY, or I: gives you a look at your possessions.

SCORE: tells you how well you're progressing through the game. The maximum score is 216.

SAVE GAME: records the present game situation onto disk for resuming the game at a later time. Ten different games may be saved on a disk. Turn on the disk drive and insert a previously formatted disk. Type SAVE GAME on a command line. Answer the prompt for a version number. Note that the save command isn't compatible with Atari DOS. After a game is saved on a disk, do not use the disk for any other purpose except to SAVE and LOAD games from POWERSTAR.

LOAD GAME: restores a previously SAVED game from a disk.

ADVENTURE TUTORIAL

If you've never had any experience "adventuring", you are probably wondering what the goal of playing this type of game is. Unlike arcade-like action computer games, adventures require strategy, problem solving and long term goals. When you begin an adventure, you don't know what is required of you to solve the game, and one of the most satisfying aspects is to discover this. As you begin, you should merely explore your environment thoroughly, noting anything of interest.

Adventure games are generally played by manipulating objects in the environment. If you see an object that might have a use somewhere else, you can carry it around by typing: "GET _____". You can also act on stationary objects, for example: "OPEN DOOR".

The game author will throw obstacles in your way to test your cleverness. Use your common sense to spot these puzzles. A vehicle that won't function is almost sure to be essential to the solution of the game.

To efficiently move around in a complicated adventure, you will have to construct a map. When completed, the map generally consists of circles to represent the locations in the game, and arrows going between the circles which show the possible moves. The circles should contain a short description to identify the location, and the arrows should be labelled with the directions that they represent. Most adventures have at least one maze for you to get lost in. This will put your mapping skills to the test.

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