

# THE POWER OF STARMASTER.™

ONLY AFTER MUCH TRAINING AND EXPERIENCE  
CAN YOU ASSUME THE POWER OF SUPREME STARMASTER.  
LET THIS MANUAL BE YOUR GUIDE.

ACTIVISION®

# THE POWER OF STARMASTER.™

Your mission in StarMaster by Activision® is an extreme test of strategic, flying and combat skills. Learning the basics is just the beginning of your adventure.

You must possess a determination, skill, sensitivity and **power** beyond the ordinary to perform your mission quickly and efficiently. To sense danger, to be calm in the face of crises, to move from power to finesse with equal proficiency, to be the master of your ship and your galaxy — **this** is the challenge. This is **The Power of StarMaster.™**

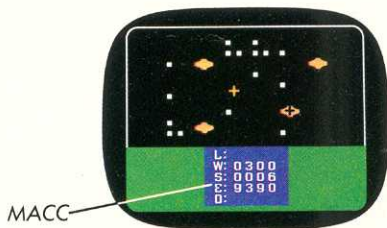
**STUDY. MASTER. BELIEVE.  
THE POWER CAN BE YOURS.**

## MEET MACC

Your on-board computer is code-named MACC — Mission/Attack Control Computer. He is an extension of your senses, monitoring the vital functions of your spacecraft. He is critical to the success of your mission.

### ENERGY RESERVES

MACC provides you with a constant reading of your **energy reserves** (**E**: \_\_\_\_). You should check this constantly. Firing your laser cannons, taking a hit from meteors or incoming enemy fire, travelling at warp speed from sector to sector, even cruising peacefully at normal speed—all cost you precious energy. **Do not be caught short!** Always leave enough to complete your mission or reach a starbase and refuel. If you run out of energy, your mission is ended.



When you are selecting a sector to reach by warp travel, MACC will instantly calculate the energy needed to warp (**W**: \_\_\_\_). Be sure to check your energy reserves against the warp energy needed. Remember, the warp energy needed will be twice as high when warp engines are damaged.

Your mission evaluation is affected by how many times you have to dock with a starbase to refuel. Use your energy wisely for best performance.

### STARDATE

MACC keeps you continuously informed of the elapsed time in your mission (**S**: \_\_\_\_)—Each Stardate represents about 4 seconds of Earth time. Your evaluation is affected by how long you take to complete your mission. Though this factor is not as critical as others in the final evaluation, **every second counts** when the enemy is closing in.

After much practice, you will develop a sense of how much time is necessary to complete a successful mission. Monitor your performance against that target as each mission progresses. Keep moving forward to complete your mission with all deliberate speed.

**BE ALERT. BE RESPONSIVE. BE SURE.**

## DAMAGE CONTROL

This is MACC's most crucial function—to warn you when your ship has been damaged. When a damage alert sounds, MACC will instantly tell you the problem(s):

- L: Laser cannons destroyed.** You cannot fight the enemy, nor can you blast away meteors during warp travel. **Return to starbase immediately for repairs.**
- S: Shields destroyed.** This is the most dangerous and critical damage you can sustain. Your shields protect your ship from enemy fire and meteor collisions. When your shields are gone, one burst of energy fire or a collision with a meteor **will destroy your ship.**
- This is a life and death situation** and requires your immediate return to a starbase for repairs. **Do not continue to fight. Dodge all enemy fire. Steer past all meteors.**
- W: Warp engines damaged.** See "Energy Reserves." Don't be caught short. Leave enough fuel to make your way to a base for refueling.
- R: Radar damaged.** This is not a critical situation until you need to consult your Galactic Chart. With radar damaged, enemy fighters can no longer be detected and are not displayed on the Galactic Chart.

The only ways to locate the enemy after radar damage has been sustained are to (a) rely on your memory of enemy locations when you last consulted the chart or (b) return to a starbase to have the radar damage repaired. Since the enemy is constantly moving from sector to sector, relying on memory can be a hit-and-miss proposition. A return to base is almost always the wisest decision.

If radar damage occurs during a fight with the enemy, you usually can proceed to clear the sector of enemy fighters before returning to base, without any great risk.

## STEADY ON THE STICK

Your spacecraft is a very sophisticated, sensitive and highly-maneuverable intergalactic spacecraft. It will respond very quickly to your movement of the Joystick. Pushing the stick forward will lower the nose of your ship; pulling back will raise it. Pushing left or right moves your ship in those directions.

Getting the **feel** of the controls is an important step to becoming a Supreme StarMaster. Take plenty of time to do so **before** you tackle a major mission. There will be times when your ability to steer your ship quickly, smoothly and accurately—while under intense pressure—will mean the difference between success and destruction.

## THE STRATEGY OF THE SUPREME STARMASTER

How well you read, analyze and respond to the information on your ship's Galactic Chart will ultimately determine the speed and effectiveness with which you can complete your mission. Deciding which sectors of the galaxy to which to travel is a significant determinant of mission performance.

You must consider all of the following elements when consulting the chart:

1. Where are the enemy? Which starbases are in the greatest danger of being surrounded and destroyed?
2. How much energy is needed to warp to a sector—and how strong are your energy reserves?
3. How far can you go, how long can you fight, and how much enemy fire can you take with the energy reserves you have left?
4. Where are your starbases? Will you be able to get to one quickly if you're in trouble?

All of these factors must play a part in your selection. And, you must make your decisions quickly and accurately for best results.

**Be careful when you select a sector.** Position the cross + accurately, before you press the red button to enter warp travel. Once you've pressed the button, you can't turn back. Warping into an empty sector will cost precious time and energy (although any sector is better than an enemy sector when your shields are damaged). Overshooting a starbase sector and entering an enemy sector when your ship is damaged could be devastating.

**CONCENTRATE, BUT DON'T HESITATE.  
BE PRECISE, BUT ACT QUICKLY.**

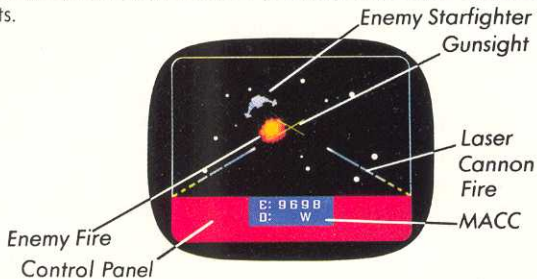
## AT WARP SPEED

Don't allow the roar of your engines and the dazzling display of stars streaking past your ship's window to lull you into a false sense of security during warp travel. There's danger in the galaxy—meteors which can seriously damage your ship before you've even begun to fight. These meteors also can destroy your ship if your shields are damaged.

Your best strategy is always to steer around these meteors. If you must destroy one with your laser cannons, you will consume precious energy. A collision with a meteor both drains your energy and can damage your ship.

## ENGAGING THE ENEMY

High-speed battle with deadly enemy starfighters requires the utmost in concentration, reflexes, flying skill and marksmanship. Your ship is equipped with two front-mounted, medium-range laser cannons. These weapons are calibrated so that their beams intersect precisely at the area centered on your gunsights.



Your ship's cannons are effective **only** when the enemy is in range (visible) and centered in your sights. Likewise, you can only destroy incoming fire when it is centered in your sights. Firing wildly into space will only waste precious energy.

Quick and careful control of your Joystick is required to keep the enemy in your sights and insure maximum laser cannon effectiveness.

**CONCENTRATE. CONTROL. MASTER.**

## COLORS ARE VERY SIGNIFICANT

Enemy ships explode in a burst of **red** when hit by your fire.

Enemy fire explodes in a burst of **blue** when you successfully intercept it with your cannons.

A **yellow** explosion signifies that your ship has been hit by enemy fire or meteors.

And, of course, MACC lights your control panel with colors signifying the status of the sector in which you are flying:

Green: a clear sector

Red: enemy fighters present

Blue: a starbase is in the sector.

You must be aware of — notice — interpret **everything** to reach the status of Supreme StarMaster.

## YOUR STARBASES

The targets the enemy ultimately seeks are your starbases. They know that by surrounding and destroying your starbases, they can ultimately destroy you. The enemy is always on the attack, no matter where you are or what you're doing. They are relentless in their pursuit of your bases.

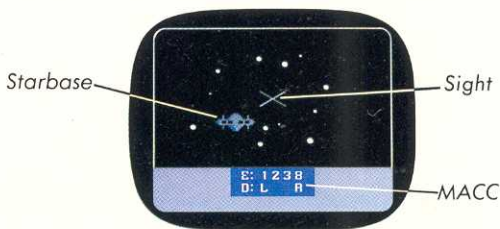
At the start of each mission, you have four starbases located strategically in the galaxy.

They never move—they are always in place—unless the enemy destroys them.

Know where your starbases are. Monitor the enemy's movements carefully. You are the only defense for your bases.

### DOCKING WITH A STARBASE

Your mission evaluation is maximized when you complete the mission with a minimum number of dockings. Nevertheless, only the most skilled of the StarMaster corps will be able to complete a full mission—destroying all enemy fighters—without at least one docking.



Docking with a starbase is one of the most sensitive maneuvers in StarMaster. Each base is in an elliptical orbit within its sector and will approach you and recede from you as you pilot through the sector.

Docking is completed when the approaching starbase is centered within your ship's sights at its closest approach. **You must relax**, no matter how intense the pressure, and ease your ship carefully into place. Be gentle, but sure, in your control of the Joystick. A confident hand at the controls is all that is necessary.

Practice until you can dock quickly, without missing. Your mission and the security of your bases may depend on it.

Remember, your starbases are under constant attack and can even be destroyed right before your eyes.

**BE QUICK. BE SURE. MASTER THE POWER.**

## ENTERING "THE ORDER OF SUPREME STARMASTER"

Tips from Alan Miller, designer of StarMaster™



*Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's also the designer of Checkers, Tennis and Ice Hockey by ACTIVISION.*

"StarMaster is a game that requires the mastery of a wide variety of skills to achieve the best performance. Careful analysis of all information, good strategic planning, the skilled control of a master pilot and accurate marksmanship in the heat of battle are all needed to succeed.

"A Supreme StarMaster will have lightning-quick reactions, a keen eye, a clear head and the ability to remain calm and in control at all times.

"A Supreme StarMaster will use all of the tricks available to complete a successful mission. Use your Joystick controls to dodge meteors; don't try to destroy them with your cannons unless absolutely necessary.

"Pick your targets carefully and keep your laser fire to a minimum. Do not fear enemy fire. Keep your cool and dodge incoming fire whenever possible. Get a clear shot at the enemy before firing.

"Many of us at Activision have practiced long hours to reach the level of Supreme StarMaster. I hope you enjoy the challenge.

"Please drop me a note and report on your missions. I'd love to hear from you!"

*Alan Miller*

NOTE: StarMaster™ by  
ACTIVISION® is designed  
to be played **on color  
television sets only.**