

INTRO

- 1.1. [Story](#)
- 1.2. [Level](#)
- 1.3. [Control](#)
- 1.4. [System Requirements](#)
- 1.5. [Installation & Starting](#)

PLAYER

- 2.1. [Menu](#)
- 2.2. [the Game](#)
- 2.3. [Crystals](#)
- 2.4. [Stones](#)
- 2.5. [Extras](#)

3. [Copyright](#)

1. Intro

1.1. Story

May I introduce myself? - I'm Tony, the galactic dustbin man, or as it's nowadays called, interstellar refuge collector. In this big dirty world, the space crystals grow and breed like cockroaches on mother earth. They hinder our transit routes, our colonies orbit routes and even the surfaces of our raw material moons. Where the crystals grow into the sky, is where one sends poor Tony to clean up. This is where Tony is at home. However, without this crystal scrap, Tony would have no job.

1.3. Control

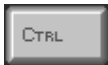
A good dustbin man is trained on KEYBOARD and MOUSE. Beginners clean up with following keys:

Movement keys

The mouse to the left or right, or following buttons:



BALL launches with mouse click, or following button:



Return to main-menu / Abort mission



Help



CD Audio ON / OFF



Previous Audio track



Next Audio track



Decrease SFX Volume



Increase SFX Volume



Decrease mouse sensitivity



Increase mouse sensitivity



Enter, confirms input, confirmation (for example in the High score)



Pause

1.4. System Requirements

PC Pentium 166 MHz

Windows 95 with DirectX 5

20 MB RAM

minimum 4-x CD-ROM (12-x recommended)

PCI Graphic Card with 2 MB RAM, 800 x 600 x 256 under DirectDraw

Sound Card 16-Bit Stereo

5 MB free Hard Disk space on drive C

1.5. Installation & Starting

The game can be played directly from the CD-ROM and is started with DIONAKRA.EXE.

If the Autorun feature is active, then the game starts automatically after inserting the CD-ROM.

If your system has a very slow CD drive, we recommend you copy the program with all the data onto your hard disk. You then only require the CD for the CD audio music.

DIONAKRA stores some data (High scores) in the file DIONAKRA.DAT on drive C. A deletion of this file is the same as a Deinstallation of the program.

2. Player

2.1. Menu

The game starts with the Introduction - Tony is sent to clear up. He activates a highly explosive comet, steers the crystal scrap against it and clears up right away. An everyday scene in our galaxy. A clearing up begins with the main menu.

In the main menu, one can...

START A NEW GAME

ENTER PASSWORD (in order to go directly to a specific Region/Level)

HIGH SCORE (in order to admire the High scores)

OPTIONS (in order to set the game options)

INTRODUCTION (in order to enjoy the Introduction again)

CREDITS (in order see the credits and Copyrights)

QUIT (in order to return to Windows)

2.2 the Game

You start a game by choosing START A NEW GAME .

During a cleaning mission, Tony can observe all important status information at the upper screen edge. One looks from left to right.

The current Level	LEVEL
The cleaning quota in points	SCORE
The remaining ships	LIFE

The interstellar cleaning procedure stipulates the complete elimination of all crystalline contamination in a region. The cleaning takes place with standard cleaning appliances. Tony flies a refuge shuttle with cleaning satellites.



Once Tony's refuge shuttle has launched a cleaning satellite, it must always be kept on course. Tony does this through a "ping-pong-game" between shuttle and crystal wall. However be careful! If Tony should lose his satellites, he is withdrawn from the mission instantaneously. Tony calls his cleaning satellites BALLS. Tony has a selection of 4 different BALLS, that are active depending on the ship status:



A normal BALL breaks through a crystal and rebounds.



A SHRINK-BALL is a reduced variation and is more difficult, to steer.



A THRU-BRICK breaks through all crystals inexorably.



A comet is a FIRE-BALL, that causes bigger damage and rebounds again.

2.3. Crystals

Tony is an expert in matters concerning space garbage, here is an explanation for us mere mortals:



... one hit and it's gone, however it doesn't give a good SCORE



... one hit and it's gone, gives a little more SCORE



... one hit and the dirt is gone, SCORE is OK



... one hit and it's also gone, SCORE is great



... super SCORE with one hit

But there are some more awful things... the STONES

2.4. Stones

Contrary to the detailed notes about crystals, our expert Tony is not too forthcoming about the difficult side of garbage elimination. Following now additional notes from Tony:



The unstable explosion crystal also destroys surrounding crystals. It explodes with the slightest touch and can also be detonated through an EXTRA.

A region soiled with crystals can often be interspersed with persistent slag coated crystals. These slag coated crystals hinder the cleaning process enormously.



Metal slag can only be removed with EXTRAS



A totally slag coated crystal requires 3 hits,



a greatly slag coated crystal 2 hits



and a slightly slag coated crystal only one hit, until it changes into an ordinary destructible crystal.



The camouflaged STONES are an especially annoying obstacle. They are invisible and only become visible after the first hit.

2.5. Extras

Beside the extraordinary vocabulary, that Tony masters for the distinction of the crystals, stones and balls, he possesses the gift to activate his shuttles EXTRA functions at random during the missions. Since Tony has never really understood his control console, the shuttles computer shows new EXTRA functions regularly. However be careful! The shuttles computer isn't the newest model and so some EXTRAS can also cause disadvantages for the cleaning process. One should not activate all EXTRAS that the shuttles computer proposes.

An EXTRA appears in the crystal scrap and floats towards the player. If one collects that EXTRA with the shuttle, it is automatically activated.



Shuttle segments drive out, hit surface increases



Drives in shuttle segments, hit surface reduces



Increases number of BALLS



Reduces size of BALLS



Slows BALLS down



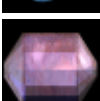
Speeds BALLS up



Changes BALLS to break through



FIRE-BALL, activates comet



Removes crystal slag



Destroys metal slag



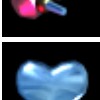
Increases explosion crystals



Allows detonation of explosion crystals



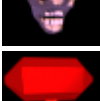
Activates Lasergun Segments



Extra life



Self destruction



Sets all crystals and stones to move



Level Warp



Activates the shuttles magnetic field; ball-catch-function and launching-control

3. Copyright

software, graphics & design copyright © 1998 by

Ralf Schneider, Klaus Hartmann, Michael Rasche,
Wolfgang Morell, Roland M.