

\$ POLARIS REBELLION in

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1. Intro

1.1. Story

Fleeing felons, dropouts or dependent members of society. These are the ingredients for the selection into the elite-troops of the SPACE POLICE CORPS, they are always looking for a few suicide candidates. The real selection however, takes place after a short basic-training, through the natural selection of the first deployments. Unfortunately, they calculate a fail-quota of 85%.



A pilot spends his life and death in a STINGRAY, a suitable medium range SPACE SHIP, equipped with LASERS, BOMBS, MISSILES and BATTLE-SATELLITES. The STINGRAY is, at the most, laid out for interplanetary journeys within one solar system. Stellar voyages only take place with the mother-ship, the BIG MAMA.

Our story begins in the northern hemisphere. The BIG MAMA of the CORPS is stationed in the constellation LYRA, system VEGA, and supervises the rebellious colonies. In the interest of stable economic policy and especially for the supervision of the regular taxes, the SPACE POLICE CORPS underlies the empires department of Finance. If single colonies should refuse their taxes, delay payment or even in a manic attack declare the separation from the empire, this is regarded as rebellion. Instantaneously the SPACE POLICE CORPS goes into action, a mother-ship appears in the rebellious system, the STINGRAYS hurl down on the planets and destroy the rebellious bases and military units, until the peace is secured again. Especially in the constellation LYRA and their neighbours CEPHSEUS, CASSIOPEIA, URSA MINOR and DRACO, obsolete communities from earth's history have gathered. Communists, Democrats, National socialists and other cultural residue form colonies, that again and again rebel against the modern spirit of the age and the functional state structure of the empire. A PILOT is always ready to ensure the world peace.

#

1.2. Level

The BIG MAMA of the CORPS is responsible for three constellations, in each case one star system is colonised:



In the first part (PILOT) our battle-pilot struggled with smaller rebellions on VEGA, on ALDERAMIN and SCHEDIR. However, this time a well organised rebellion occurs on POLARIS in the galaxy URSA MINOR. There are three colonies in the system POLARIS to be pacified:

Level 1: The Ice pirates of New Reykjavik

Level 2: The miners guild on the raw material moon Steel Guard

Level 3: The Libyan emigrant circle on Drenor III

#

1.3. Control

A good PILOT is trained on KEYBOARD and JOYSTICK. A mouse-control is refused on principle and therefore is not available. Beginners fly heeding following remarks:

Movement Keys





Joystick Fire 1



Joystick Fire 2 (Extra-Weapons)



Return to main-menu / Abort mission



Help



Select Missile 1-4



Select Satellite 2-6



Select Bomb 1-4



activate health pack



Audio track -1



Audio track +1



Decrease graphics detail



Increase graphics detail



Purchase-/sale confirmation in the maintenance-area and other confirmations (High score,...)

#

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

Joystick recommended

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1.5. Installation & Starting

The game can be played directly from the CD-ROM and is started with PILOT2.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.

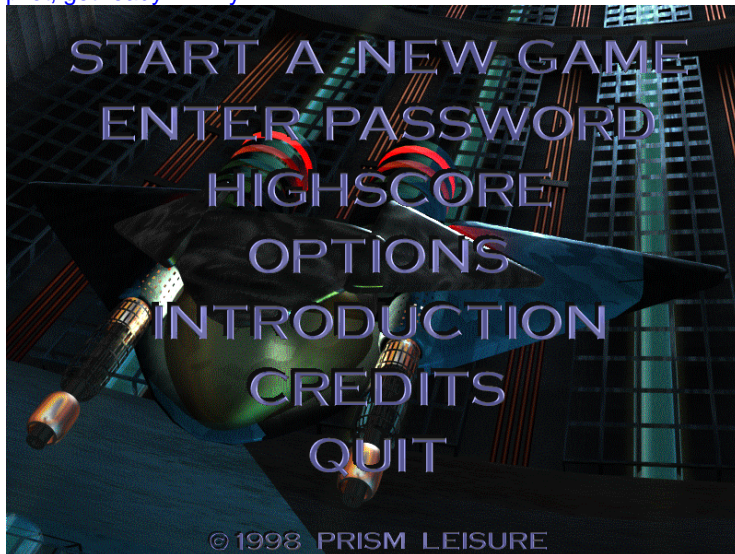
PILOT2 - POLARIS REBELLION stores some data (High scores) in the file PILOT2.DAT on drive C. A deletion of this file is the same as a Deinstallation of the program.

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2. Player

2.1. Menu

The game starts with the introduction - however you know this scene exactly. How often have you seen the older pilots leaving the hangar in their STINGRAY. How often have you yourself waited for your big moment, in that your lord appoints you to your first takeoff. The words sound in your ears like a revelation: "Hey young pilot, get ready! - It's your first chance to die!"



In the main menu, one can...

START A NEW GAME

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

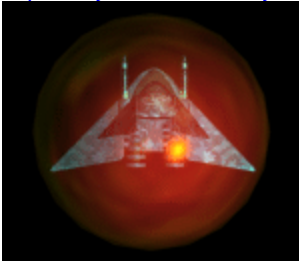
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2.2 the Game

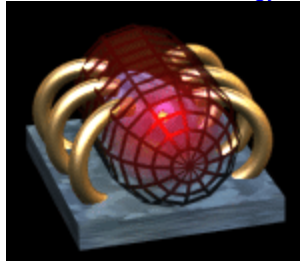
You start a game by choosing START A NEW GAME. Before the new Level starts, one must check the arms-equipment of the STINGRAY in the Service centre.



Here one can purchase or sell equipment like missiles, satellites and bombs. The health-packs are especially advisable; they are able to renew the entire energy of the Stingray instantly during a mission.



health-pack



e-reactor

For successful, financially well equipped pilots, the e-reactor is better than any life-insurance, since it renews the shield and lasers energy swiftly. Once you are satisfied with the arms-equipment, you start the mission with START.

In the mission, one flies over the rebellious planet according to the set mission-route. The aim is the destruction of the rebellious main-armed forces. Your lord is a purely capitalistic oriented leader. He doesn't think much of medals and eulogies. Payment is made in the shape of CREDITS only against a corresponding hit-quota. Each destruction counts: buildings, opposing ships, tanks, robots and mines. Not to forget, the absolute destruction of the rebellious general staff, that wait at the end of every mission with the strongest fighting-unit (last opponent) on the high-spirited pilots.

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

The current Level	LEVEL
The hit-quota in points	SCORE
The remaining ships	LIFE
The energy status	ENERGY

One should keep a good eye on the energy. The energy is regularly built up again. However, should the shield be burdened too strongly and the energy fall to zero, the STINGRAY will crash. Your lord has entrusted you with 3 STINGRAYS. If these should be used up, he will personally set an end to your career as PILOT of the SPACE POLICE CORPS!

So that this doesn't occur more than necessary, one should always keep an eye on the optimal arming:

#

2.3. LASER AMMO



Laser-Upgrade 1 Laser-Upgrade 2 Laser-Upgrade 3

Lasers Upgrades are energy condensers, that are responsible for shot-strength and loading-speed of the lasers. The standard condensers of the STINGRAY are only useful for light battles.

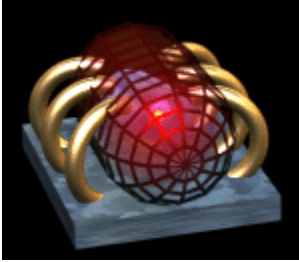
A successful PILOT should buy Laser-Upgrades as soon as possible, in order to increase the re-loading speed.

Laser-Upgrade 1 doubles the loading speed.

Laser-Upgrade 2 additionally increases the shot strength.

Laser-Upgrade 3 allows extensive permanent fire with enormous shot-strength.

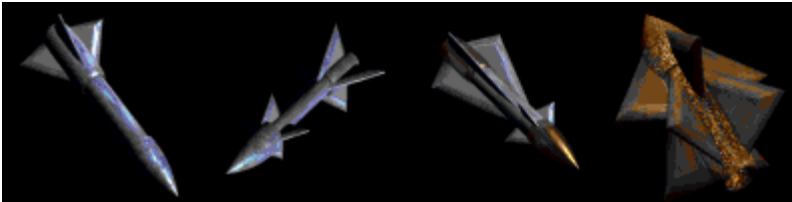
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The E-Reactor improves the regeneration of the energy reserves.

#

2.4. MISSILES



Needle

Magnum

Stinger

Pathfinder

Needle-Missile:

Air-Air-missile

Magnum-Missile:

Air-Ground missile, considerable explosive-strength

Stinger-Missile:

Air-Ground missile, enormous explosive-strength

Pathfinder-Missile:

Air-Air missile, destroys air and ground targets

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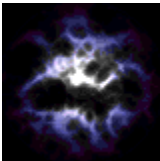
2.5. SATELLITES

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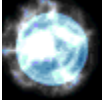
The GUNNER is a self rotating escort satellite on the left or right side of the Stingray. A Stingray can be accompanied simultaneously by two Gunner and consequently has an enormous firepower.

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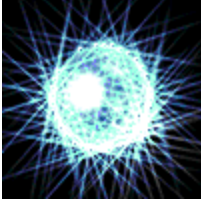
The PROTECTOR flies in front of the Stingray and serves as a shield. During enemy-contact it withdraws energy from the opponent and can strongly reduce collision damages with hostile ships.

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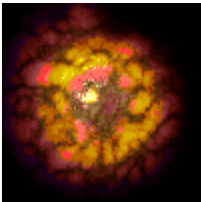
The GUARDIAN flies in a semicircle in front of the Stingray and serves as a strong shield. During enemy-contact it withdraws energy from the opponent and can strongly reduce collision damages with hostile ships.

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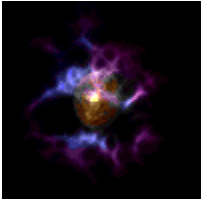
The STARLIGHT flies in a big semicircle in front of the Stingray and serves as a big shield. During enemy-contact it quickly withdraws energy from the opponent and can enormously reduce collision-damages with hostile ships.

#



The VOLCANO flies in a big semicircle in front of the Stingray and serves as a strong shield. During enemy-contact it withdraws energy from the opponent and can tremendously reduce collision-damages with hostile ships. Additionally it intercepts opposing shots.

#



The GHOST is a parasite, that searches for opposing ships and constantly withdraws energy from them.

#

2.6. BOMBS

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Bomb 1 - Stan

The Stan-Bomb is a standard weapon of the Stingray and is used for the destruction of ground-targets. Its explosive-strength is sufficient to eliminate smaller buildings.

#



Bomb 2 - Digger

The Digger digs itself deep into the bricks and explodes a building from inside. Herewith bigger buildings can be removed effectively.

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Bomb 3 - Airfilter

The Airfilter is a surface covering vacuum bomb, that destroys surrounding air - and ground-targets.

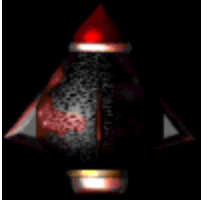
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Bomb 4 - path cleaner

The Path-Cleaner neutralises a vertical aisle in the air-ground area.

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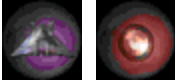


Bomb 5 - Nuclear Blast

The Nuclear-Blast solves all regional problems, in that all hostile buildings, robots, tanks, mines and ships are terminated.

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2.7. EXTRAS



During the missions, the pilots of the mother-ship are regularly provided with equipment, these extras are thrown off into space and can be gathered up. A very valuable extra and not available in the Service centre is the replacement-vessel - the Extra-Life. Even the red energy reserves can be very useful.

Satellites



sat1 Gunner



sat2 Protector



sat3 Guardian



sat4 Starlight



sat5 Volcano



sat6 Ghost

Missiles



missile Needle



missile Magnum



missile Stinger



missile Pathfinder

Bombs



bomb1 Stan



bomb2 Digger



bomb3 Airfilter



bomb4 Path cleaner



bomb5 Nuclear blast

Laser Mun's

Energy

Extra-Life



mun Mun1



mun Mun2



mun Mun3



extra



extra



extra



extra

#

3. COPYRIGHT

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