

STAR GOOSE!



Even above the driving wash of the latest Tokyo Bay cyber-disco hits, you could hear the clump of Star Fighter Scouser-Gitt's wooden leg as he entered the bar of the Tribal Elders. It sounded like the drum-synth machine was out of sync. Scouser-Gitt banged on the counter and bellowed his order.

"Gissa triple spradj, and none of the fruit floating in it."

He was on about his fifth spradj when he realised someone else was picking up the tab. He looked around. It was one of the Tribal Elders in person, wearing a large blue hat.

"What do I owe the pleasure of the booze to, friend?" asked Scouser-Gitt.

"I've got a mission" said the Elder. He laughed a bit. "Its for you."

"Fugerrit, pal. I'm grounded. I'm feared throughout the Federation, I'm wanted on 12 planets and I've got parking tickets on another 20."

"Tell me something new, Mr Scouser-Gitt. Like- you're on spradjes. So what's really bothering you?"

"Yeah, well. Its the missions. They cost me a leg, you know. And they're so boring. If you've scrolled over one planet blasting away at God-knows-who, you've scrolled 'em all. It's Straight City, man, everywhere is Straight City. Apart from the StarRay Watch at Gorbaxa, I haven't had a decent mission since the Ringworlds of Triton"

The Tribal Elder laughed again and picked-

his teeth a bit. "You ever heard of Nom?"

"No."

"Interesting beings, the Nommans. They've always got their Eyes on yer- whacking great eyeballs carved out of stone. I'm interested in their jewels. I want to get me mits on 'em. There's six on each of the Supply Rings of Nom. Heavily fortified places, they are. That's where you come in."

"Oh, yeah? I told yer already, I'm grounded."

"I can assure you Nom is no way Straight City. Cop a load of these surveillance holo-shots."

Scouser-Gitt looked. Maybe it was the booze, maybe the bounty, but he was interested. "I'll need a new Fighter. The one I've got now is knackered. It's a real turkey."

"No problem" said the Tribal Elder, "we'll give you a Goose"

LOADING

Atari ST and Amiga

1. Turn off the computer and disconnect all unnecessary peripherals
 2. Place the disk in drive A and switch on
 3. Star Goose! will now autoboot and enter introductory sequence, then demo mode
- Note; if you leave the write-protect tab open, Star Goose! will save your high scores.

PC and compatibles

From the MS-DOS prompt, type the word "goose" without quote marks, and press RETURN

The game will now load and enter into introductory sequence, then demo.

Commodore 64/128

from disk:

Ensure a C128 is in C64 mode if you are using one. Place the disk in the drive and type LOAD"*",8,1. The game will commence loading. DO NOT remove the disk while the red drive light is still on.

from cassette:

Ensure a C128 is in C64 mode if you are using one. Ensure the tape is fully rewound, hold down the SHIFT key and cautiously sneak up on the RUN STOP key and tap it. You should now be prompted to press PLAY on the tape deck, do so.

CONTROL GUIDE

Press FIRE to start game

Star Goose Controls

Atari ST and Amiga

Control is by joystick, mouse or keyboard. Keyboard control is as follows:

left/right-	alternate keys on bottom row (zxcv...)
accelerate-	top row (qwerty...)
deccelerate-	middle row (asd...)
FIRE-	Space Bar

Commodore 64/128

Control is by joystick only

PC and Compatibles

Movement can be controlled by Mouse

Control is by keyboard, which defaults to the following keys:

movement-	cursor (arrow) keys
FIRE-	Space Bar

Note: Keyboard may be redefined before or after a game by pressing F1

Missiles

Missiles are launched in 2 stages, from the same key- first, prime missile, second, launch missile.

	Left Missile	Right Missile
ST	Alternate	Caps lock
Amiga	left Alt or right A	left A or right Alt
C64	up/down CRSR	left/right CRSR
PC	N	M

Special Functions

Function	ST	Amiga	C64	PC
Abort	ESC	ESC	-	Q
Music on/off	F9	F9	F1	-
Sound FX on/off	F10	F1	F3	F2(FX with music)
Pause	Help	Help	F5	F3
Continue	Undo	Del	F7	F4

GAMEPLAY

Status Display

All status display is on-screen.

As FUEL, AMMO and SHIELD are depleted, the appropriate words are progressively shaded.

Star Geese heads indicate remaining lives.

Undeployed Missiles are indicated on the left of the display.

The 6 crystals are indicated on the left of the display, and are shaded dark when collected.

Objectives

You must battle through the 8 levels of Nom, collecting the 6 crystals on each level.

To replenish FUEL, AMMO and SHIELD, enter the appropriate supply tunnels and fly into the Eyes. Launching a missile in the tunnels will collect all Eyes in range.

(PC and C64 players may also have to use tunnels to cross gaps in the levels).

COLLECT the 6 crystals on each level before you can move to the next one. The next level is entered through a face-up gate. Bonuses are collected from the Eyes in these Connector Tunnels.

To collect MISSILES, fly through the Missile Gates.

A new Star Goose is awarded every 100 000 points.

The next game will begin on the level you reached on the last game, unless the game has just been loaded.

Hints

- always have missiles primed
- go slowly unless you are under fire from a ground installation
- the most efficient way to clear a level is in 3 sweeps. First time, to survey the layout and take out ground installations. Second, collect crystals. Third, maximise your supplies before entering the Connector Tunnel.

STAR GOOSE! has been designed by GP "Kenny" Everett and Steve Cain. 68000 coding by GP "Kenny" Everett. 68000 and PC graphics by Steve Cain. PC conversion by Colin Parrott. C64/128 conversion by Psychodelic Software.

Artwork by Steve Cain. Documentation by Herbert Wright.

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LOGOTRON RECREATION

Greyhound House
Greyhound Road
London W6 8NX

LOGOTRON HEADQUARTERS

Dales Brewery
Gwydir Street
Cambridge CB1 2LJ