

LIMITED COLLECTOR'S EDITION

STAR VAGRANT



MANUAL

MAD 
soft

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A word from authors

MADRAFI

“I was looking for a game concept I would like to write. Doing some simple text game would seem to be a great idea. Some time ago I have seen fun art of Star Citizen game cartridge for Atari 2600. I thought it would be a fun to do some simple Atari game with buying and selling terminal and ability to change locations. It took me a year to accomplish that. At beginning I knew nothing about Atari specific programming but I have managed to complete it with a help of great people from Atari community.”

KAZ

“I love space games. Therefore, without hesitation, I agreed to help MADRAFI. The game has 28 graphics, of which 3 full-screen in the intro and 25 smaller in the main part. Hope you will get deeper immerse into the game. Enjoy it!”

Broniu

“I would like to thank my sprained ankle and a calcaneal avulsion fracture for providing me with enough spare time to create concept art drawings from a scratch. It was a great experience which I would prefer never to repeat.”

Caruso

“Music is born in pain, but there is an idea and should work.”

Glossary

Loc	Current location
Nav	Navigation point. Set to reach a destination.
DU	Distance Unit. Universal measurement for distance between interstellar systems.
QFuel	Quantum fuel, used to propel the space ships.
FTL Jump	Execute jump to chosen destination.
UEC	United Earth Credits. Game currency.
SCU	Standard commodity unit. Measurement of cargo space.
Total Cargo	Maximum cargo particular ship can have.
Empty Cargo	Unused space left on the ship.
Prod	Manufacturer of a space ship.
Cargo	Maximum cargo capacity of the ship.
Refuel	Amount of Qfuel required to refuel.



System requirements

Game runs on standard Atari XL/XE with minimum of 64 KB of memory. PBI devices are not supported. You have to run it from standard SIO device.

Game goal

Ultimate goal of the game is to earn as much UEC, buy largest cargo ship and become king of the goods transportation company.

Starting a new game

From **Main Menu** choose **N** to start a new game. Doing it during ongoing game will reset ship and its content, player position and UEC to default value. You may turn off and on music by pressing **J**.



Load a game

To load previously saved game from **Main Menu** press **1**. Choose slot 1-5 where your game was saved. To confirm press **Return**.



Save the game

To save current game, from **Location Menu** choose **B**. You will be moved to **Main Menu** with additional option available. Press **2** to save the game state.



Choose slot **1-5** where you want to place your save. To confirm and save press **Return**.



Ships

You start your journey with smallest and cheapest ship in the fleet. Each ship have different cargo space, travels with different speed and can hold different amount of Quantum Fuel. Your ship need to have enough Quantum Fuel to make a jump to a chosen destination.

Available ships

#1

Name	C-35 Osprey
Producer	Ergon Astro
Lenght	25 meters
Mass	200 tons
Cargo	10 SCU
Quantum Fuel	300 SCU
Speed	300 m/s

#2

Name	Raider
Producer	Drago Interplanetary
Lenght	35 meters
Mass	240 tons
Cargo	46 SCU
Quantum Fuel	450 SCU
Speed	240 m/s

#3

Name	Commando
Producer	Vostok Company
Lenght	62 meters
Mass	439 tons
Cargo	96 SCU
Quantum Fuel	600 SCU
Speed	150 m/s

#4

Name	Antarex Max
Producer	Mitsui Industries
Lenght	38 meters
Mass	336 tons
Cargo	122 SCU
Quantum Fuel	720 SCU
Speed	220 m/s



#5

Name	Dreamlifter
Producer	Aero Dynamics
Lenght	155 meters
Mass	950 tons
Cargo	180 SCU
Quantum Fuel	900 SCU
Speed	80 m/s

#9

Name	Starlifter
Producer	Aero Dynamics
Lenght	233 meters
Mass	3731 tons
Cargo	970 SCU
Quantum Fuel	1200 SCU
Speed	70 m/s

#6

Name	Cargo Hull C1
Producer	Mitsui Industries
Lenght	89 meters
Mass	387 tons
Cargo	384 SCU
Quantum Fuel	750 SCU
Speed	25 m/s

#10

Name	Spartan
Producer	Anvil Corporation
Lenght	123 meters
Mass	4397 tons
Cargo	1000 SCU
Quantum Fuel	1600 SCU
Speed	120 m/s

#7

Name	Griffin
Producer	Drago Interplanetary
Lenght	111 meters
Mass	1608 tons
Cargo	577 SCU
Quantum Fuel	1000 SCU
Speed	100 m/s

#11

Name	Merchant
Producer	Space Shipment
Lenght	260 meters
Mass	6295 tons
Cargo	3584 SCU
Quantum Fuel	2500 SCU
Speed	140 m/s

#8

Name	Hercules
Producer	Aerospace Crusaders
Lenght	94 meters
Mass	1410 tons
Cargo	624 SCU
Quantum Fuel	950 SCU
Speed	135 m/s

#12

Name	Cargo Hull C2
Producer	Mitsui Industrial
Lenght	125 meters
Mass	886 tons
Cargo	4608 SCU
Quantum Fuel	1000 SCU
Speed	20 m/s

Location menu

After starting a new game or FTL jump you will be place in Location Menu. This menu is displayed on a terminal in every location. Some of the options may not be available on each of the locations. Ship depot will be displayed only when location have ships to offer.



Navigation

To change location you need to make an FTL jump. From **Location Menu** go to **Navigation** by pressing **1**. You will see your current location, list of available destinations and your current quantum fuel level. Depending on your location choose your destination by pressing **1-6**. Your desired destination and its distance will be displayed. Your ship has to have enough capacity of fuel to reach its destination. When you have enough quantum fuel, pressing **J** will execute an FTL jump.



During a FTL jump you will be able to observe decreasing distance to the destination together with quantum fuel level. FTL jump cannot be aborted.

Refueling

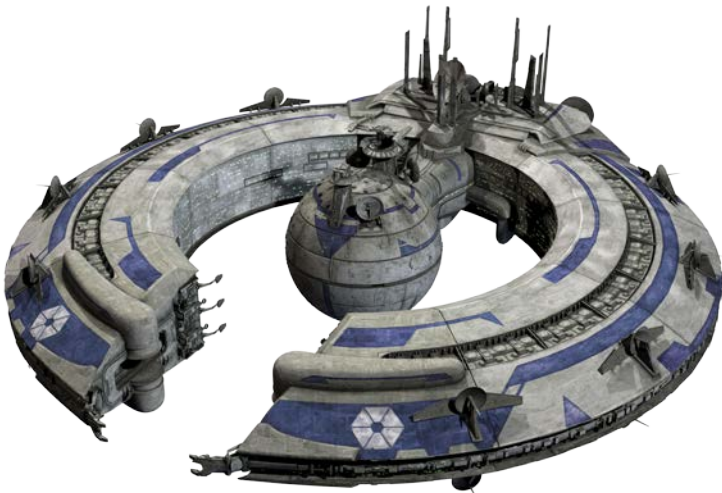
Making FTL jumps consumes quantum fuel. If you do not have enough quantum fuel you need to refuel it or purchase better ship which will be able to perform chosen FTL jump. To refuel from **Location Menu** go to **Repair/Refuel Pad** by pressing 3.



If you have enough UEC and current quantum fuel level is bellow 100% you can refuel your ship by pressing **RETURN**. Quantum fuel price, needed amount and total is showed on the right.

Locations

Till year 2419 United Earth Empire have colonized 10 star systems. There are 25 locations where you can land and buy or sell items. Each location accepts different set of items. Demand and supply affects price of the items.



Star systems

#1	Valdera
Port Alistair	Space station [Start]
Cloud City	City

#2	Menkar
Glum Hex	Gloomy outpost
Gas Mine 158	Mine
Ambiguous Lab	Small lab

#3	Atlas
Area64	City
Kudrov Ore	Outpost
Mining Area 147	Mine
Hydro Harvest	Outpost

#4	Uzara
Hikers Research	Outpost
Oasis Depot	Outpost

#5	Vesna
Tycho Station	Underground outpost

#6	Tauri
Lourvil	City
LKRM-Westforge	Outpost
LKRM-Sandy	Outpost

#7	Vega
Highdust	Outpost
Yantar-4K2M	Space Station
LKRM-Sandy	Outpost

#8	Oris
CyberTech	High tech city
Fobos	Moon outpost

#9	Dekari
Sakigake	Space station
Nozomi	Space station
Akatsuki	Space station

#10	Delta
Novorossiysk	Space station
Rostov	Outpost



Trade

To purchase or sell items go to trade. From **Location Menu** go to **Trade Console** by pressing **2**. You will see two panels, left is showing your ship details and its cargo, right is showing available items on this location. Top row indicates current location trade console mode (buy or sell) and player current balance.

Console mode

Current Location

Max Cargo Amount

Empty Cargo Space

Cargo Panel

Current UEC Balance

Items Available in Location

Port Alistair		BUY	10000 UEC
Delivery Location [C-35 Osprey]		Available Items	
		Commodity	Price
Total Cargo	10 SCU	1 Astatine	94
Empty Cargo	10 SCU	2 Beryllium	31
		3 Corundum	33
		4 Hydrogen	16
		5 Medical Sup.	150
		6 Stim	41
		7 Titanium	179
		8 Waste	1

10 SCU for 940 UEC

[C]-X1 +[ON]H100 +[SH]H100 +[ALL]-All [Cancel]
[SPACE]-Buy/Sell [RETURN]-Confirm [Back]

Purchasing

To buy an item you need to have trade console switched to **BUY** mode. Press **SPACE** to do that. Navigate to the chosen item from the list on right panel. Navigation is done with **down** and **up** cursors. To select desired amount use **right** and **left** cursors. **RETURN** will confirm selection. When selection is confirmed Empty Cargo amount will be modified to indicate how much space is left. Price for selected amount will be subtract from your balance. Your selected item and amount will be placed in left cargo panel.

Cargo Panel

Chosen Item

Item Quantity

Total UEC Amount

Port Alistair		BUY	10000 UEC
Delivery Location [C-35 Osprey]		Available Items	
		Commodity	Price
Total Cargo	10 SCU	1 Astatine	94
Empty Cargo	10 SCU	2 Beryllium	31
		3 Corundum	33
		4 Hydrogen	16
		5 Medical Sup.	150
		6 Stim	41
		7 Titanium	179
		8 Waste	1

10 SCU for 940 UEC

[C]-X1 +[ON]H100 +[SH]H100 +[ALL]-All [Cancel]
[SPACE]-Buy/Sell [RETURN]-Confirm [Back]

There are additional modifiers to the selection, holding **CONTROL** key will multiply selection by 100 and holding **SHIFT** key will choose maximum amount for the ship. You can withdraw (cancel) your selection by pressing **C** key. To confirm your purchase please press **B**. You will be moved to **Location Menu** after transaction.

Selling

To sell an item you need to have trade console switched to **SELL** mode. Press **SPACE** to do that. Navigate to the chosen item from the list on left panel. Navigation is done with **down** and **up** cursors. To select desired amount use **right** and **left** cursors. **RETURN** will confirm selection. When selection is confirmed Empty Cargo amount will be modified to indicate how much space is left. Price for selected amount will be added to your balance. Your selected item or amount will be removed from left cargo panel.

There are additional modifiers to the selection, holding **CONTROL** key will multiply selection by 100 and holding **SHIFT** key will choose maximum amount for the item. You can withdraw (cancel) your selection by pressing **C** key. To confirm your purchase please press **B**. You will be moved to **Location Menu** after transaction.

Chosen Item

10

Lourvil		SELL		9870 UEC	
Delivery Location [C-35 Osprey]		Available Items			
		Commodity	Price		
Total Cargo 10 SCU		1 Aluminium	84		
Empty Cargo 0 SCU		2 Astatine	131		
		3 Beryllium	23		
		4 Diamond	22		
		5 Gold	135		
		6 Hydrogen	14		
		7 Iennessine	280		
		8 Medical Sup.	199		
		9 Scrap	19		
		10 Titanium	185		
		11 Tungsten	311		
		12 Black Lace	527		
		10 SCU for	1350 UEC		

Item Quantity

10 SCU for

Total UEC Amount

1350 UEC

-R1 +CONTROL-R100 +SHIFT-All [cancel

SPACE-Buy/Sell RETURN-Confirm Back

Ship depot

Some of the locations have **Ship Depot** where you can purchase a new ship. From **Main Menu** go to **Ship Depot** by pressing **4**. You can navigate between available ship with **right** and **left** cursors. Return will confirm selection and make purchase. Your current ship will be sold and replaced with your new selected ship. UEC for sold ship will be counted in with player current balance.



Prod:Aerospace Crusaders

10000 UEC

Name:Hercules

Speed:135 m/s

Cargo:624 SCU

Length:94 meters

Price:59500 UEC

Mass:1410 tons

Choose RETURN-Confirm Back



Products list

#1	Graphene
#2	Fertilizers
#3	Synth Comp
#4	Aluminum
#5	Astatine
#6	Beryllium
#7	Chlorine
#8	Corundum
#9	Diamond
#10	Spirits
#11	Fluorine
#12	Gold
#13	Hydrogen
#14	Iodine
#15	Tennessine
#16	Medical Sup.
#17	Food
#18	Quartz
#19	Scrap
#20	Stims
#21	Titanium
#22	Tungsten
#23	Waste
#24	Black Lace

Special thanks

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Dely

for QA testing.

Caruso

for doing pretty nice music despite the lack of time.

Broniu

for being able to pull some time and draw all of the graphics art.



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