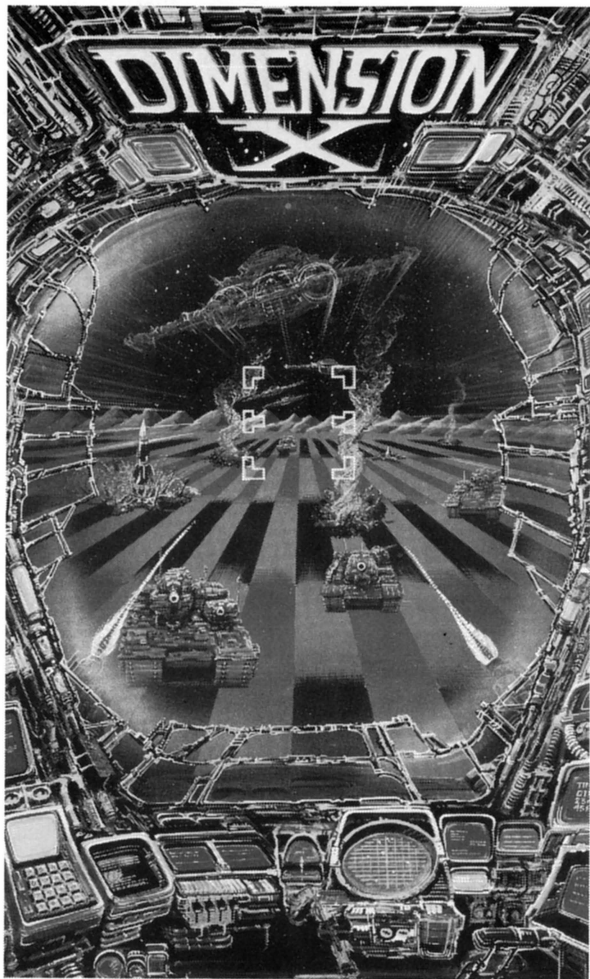# DIMENSION X

by Steve Hales

synapse

ATARI LOADING INSTRUCTIONS

Joystick

The joystick should be plugged into port 1.

Cassette

Remove any cartridges from the cartridge slots.

Insert the program cassette into the cassette recorder with the label side up, make sure it is rewound to the beginning before starting. Press the [Play] button on the cassette recorder until it locks in the down position. Hold down [Start] on your computer, press [Return]. The program will load in a few minutes.

If this fails, simply flip the cassette over, rewind, and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk

Remove any cartridges from the cartridge slots.

Turn on your disk drive and wait for the busy light to go out. Insert the program disk into the disk drive with the label side up and the open section towards the rear of the disk drive. Close the disk drive door and turn on the power switch of your computer. The program will load in a few seconds. Do not remove the disk. The disk must remain in the drive at all times, or the program will reboot.

As an added feature, you will find a demonstration of other exciting Synapse games on the reverse side of your program disk. Merely follow the above procedure with your disk flipped over.

*If you have an XL series computer, you must hold the [OPTION] button while turning on the power switch.

COMMODORE 64 LOADING INSTRUCTIONS

The Joystick

The joystick should be plugged into port 2.

Cassette

Turn on the computer power.

Place the program cassette in your cassette player, make sure it is rewound to the beginning before starting. Press the play button and hold down [Shift] on the keyboard. Press the [Run/Stop] button once and release the [Shift] key. When the monitor screen reads "Found", push the [Commodore] key.

If you have any trouble loading the cassette, simply remove the cassette, flip it over, rewind, and repeat the cassette loading instructions.

Disk

Turn on the computer power.

Turn on your disk drive and wait for the busy light to go out.

Insert the program disk into the disk drive with the label side up and the open end facing the rear of the disk drive.

When the monitor screen is lit,
Type: LOAD
Press: SPACE BAR
Type: "*",8,1
Press: RETURN

The program will load in a couple of minutes. If this fails, simply flip the disk over and try loading the back. The program has been duplicated on both sides of the disk.

DIMENSION X

War between the worlds has begun. The warriors of Dimension X and the Regillians are locked in deadly combat. The desert of Jaraloba has been chosen as the battleground and its capital is your stronghold. Protect it with your life. The Regillians are fierce warriors with only one thought in mind. Victory! You must stop them.

The desert map is your friend. It provides information about alien strength and movement and serves as the navigation selector. You can choose where you wish to go by simply pointing to the chosen sector and engaging your biplasmar boosters. The twisted passages are particularly unforgiving. Filled with delta energy gates, even your tunnel navigation system is hard pressed to protect you. And then there are the Rigillians. These you will get to know intimately.

Starting the Game

For the Atari and Commodore 64

Once the game has loaded and the title page is on the screen, you can press [Option] ([F3] on the Commodore) to move the cursor around from Pilot Skill, Shield Strength and Aliens Per Sector. Use [Select] ([F5] on the Commodore) to change the status of each option. Once you have chosen your options, Press [Start] ([F7] on the Commodore) or the fire button on your joystick to begin the game. Remember, do not remove the disk, or the system will reboot.

The Options

Pilot Skill: Novice
             Advanced
             Expert

The level of pilot skill indicates how intense the Rigillians' attack will be.

Shield Strength: Normal
             Strong
             Weak

Normal shields can withstand two unity cannon hits per shield,

strong shields can withstand three, and weak shields can barely withstand one. You begin the game with a shield strength of five. The shield status indicators are green, yellow, red, critical and none. When you have no shields left, the display reads "None" and it takes only one hit to cause your ultimate demise.

| | SHIELD STRENGTH (Hits per Shield) | | |
	WEAK	NORMAL	STRONG
Shield Level			
Green	1	2	3
Yellow	1	2	3
Red	1	2	3
Critical	1	2	3
None	1	1	1

**Aliens per sector:** Few
Normal
Many

Aliens per sectors indicates the relative strength of the Regillian invasion.

You can pause the game at any time by depressing the [Space Bar]. To restart the game, simply press the [Space Bar] again or move the joystick.

To get to the option page during game play, you may push [Option] or [Select]. If you have an Atari XL machine, pressing the [Help] key will return you to the option page as well. For the Commodore, pressing [F3] or [F5] will return you to the option page.

How to Play the Game

Your challenge consists of two parts, the desert and the passages. Advanced instrumentation helps you to navigate through the Jaraloban desert. The control panel in your ship has Fuel, Range & Shield Status indicators, a quadra scanner, the desert map and a communications window. You must carefully monitor your fuel level and shield strength on the indicator display. It will tell you if there is enough fuel to make it to the refueling station, and how you are faring against the enemy onslaught. Alien missile fire can damage your control board, making it difficult for you to navigate and find your way through the sectors. It can also obliterate you.

Welcome Aboard Warrior

SHIELD	FUEL	9000	
STATUS			C 5
GREEN	RANGE	0	F
			7
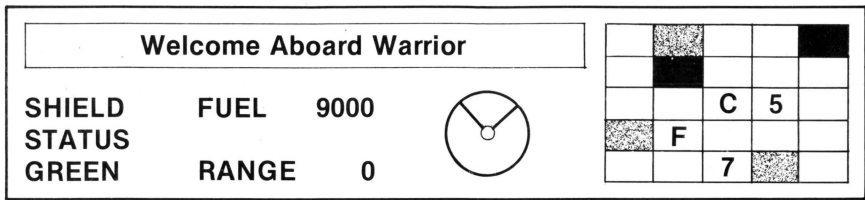
The Indicators

At the top-left of your screen is the Indicator Board.

Fuel Indicator: Tells you how much fuel you have left.

Range Indicator: Tells you the distance the enemy is in front or behind you.

Shield Status Indicator: Tells you the status of your shields.

Communicator Window: Displays all important messages.

The Quadra Scan

The circular scope on the indicator board is the Quadra Scanner.

This is your main display of the area around you. The field of view is what is directly in front of you. Your ship is represented by a yellow dot at the vertex of the view. All Rigillian fighters are represented by flashing dots. You can only fire at aliens who are in front of your ship. If your scanner indicates that there are aliens behind or to the side of you, use your joystick to turn the ship around so you can engage the enemy.

When you are flying through a passageway from one sector to the next, the diagonal lines on the scanner will flash representing the walls of the passage to the left and right of you.

Damaged Scanner

When your scanner is damaged you do not know where the Rigillians are.

The Desert Map

This man-made planet is made up of 25 sectors. The grid at the right on the indicator board is the Desert Map. It displays all known information about the world. (It's a small world).

Solid Blue Squares: indicate that these sectors have never been explored. You don't know what's in them.

Gray Squares: empty sectors.

Numbered Squares: indicate the number of Rigillian ships occupying that sector.

A Slowly Flashing Orange Square; indicates your target sector.

A Quickly Flashing Orange Square With a Black Perimeter: indicates the sector your ship occupies.

White Squares With Dots: neutral zones.

The Letter "C": represents your capital. Protect it at all costs, for if you lose it, your destruction is assured!

The Letter "F": The location of your fuel base. Go here to get fuel and repair your damaged ship. You will have 10 seconds to move the joystick to select your new destination. When the fueling sequence concludes, you will be rocketed out of the fuel sector in the direction indicated on your desert map.

With each new mission, the planet grid changes.

Damaged Desert Map

When the Desert Map is damaged the bar stops moving across it. You cannot tell where you're going because the slowly flashing orange square has been disabled and has disappeared!

The Communications Window

The Communications Window at the top of the Indicator Board displays important messages. Some of these messages will be accompanied by special sounds.

"Edge of Sector Ahead": When moving around in the sector this message and the accompanying warning tone alert you to the approaching edge of the sector.

"Sector Empty": Indicates an empty sector.

"Rigillians Approaching": Rigillian fighter ships are approaching in your sector.

"End of Tunnel Ahead": When traveling through a passage, this message and accompanying sound warns that the end of the passage is near.

"Sector Secured": This message with sound says that the Rigillian infested sector is now safe — for awhile at least.

"Automatic Boosters Engaged": While in an empty sector, the biplasmar boosters are engaged to speed your way to the sector's edge. These boosters do not function when Rigillians are present because your ship's shields are inoperable at this higher velocity.

"Boosters Disengaged": While in booster stage, any joystick movement will disengage boosters.

"Shield Disintegrating": When shields are hit, they may break down because of weakness.

"The capital is Surrounded": Rigillians have surrounded the capital. The end is near unless you prevent them from entering the capital or defeat them within its borders.

"Zone Deflection": Upon entering a neutral zone, your ship will deflect to the capital, but your shields are weakened one level.

"Fuel Tanks Hit": This message with accompanying oscillating tone, indicates that fuel tanks are ruptured and fuel is flowing dangerously fast!

"Scanner Hit": Forward scanner is now damaged and inoperable.

"Desert Map Hit": Your map does not work as a navigational tool. You must use the terrain for navigation.

"Low on Fuel": This message with accompanying warbling whistle tone warns of low fuel level.

Passageways

There are eight passages exiting each sector in eight directions: north, south, east, west, northeast, northwest, southeast and southwest.

The passages are used to travel between sectors. They are guarded by electrified Delta gates through which Rigillian fighter pilots cannot navigate, but the Warriors can. The passages are of varying lengths with many twists and turns. Your ship is equipped with a tunnel guidance system.

The Tunnel Tracking System consists of two vertical lines in the center of your window. If the cross-hair touches either of these lines, your ship will career into the tunnel wall and shatter one shield. The Altitude Indicator is represented by the cross-hair. It indicates whether you are flying above or below the deadly gates.

Push the joystick forward to dive and pull back to climb.

At the Controls

When you are in a sector you may engage the Rigillians or deftly retreat if necessary. To travel between sectors you rotate your ship so that the map indicator overlays to the sector you wish to enter. Then you must continue straight ahead to reach the edge of the sector and subsequent jump.

You move your ship around the sector by manipulating the joystick. Pushing the joystick forward causes a forward acceleration, pulling it back reverses acceleration, pushing the joystick to the left causes a rotation to the left, and pushing to the right causes a rotation to the right. Pressing the fire button launches missiles from your ship at the oncoming aliens.

To navigate through the passageways you must rotate your ship so that you face the direction you wish to travel. When your desert map is damaged, you must rely on the position of tunnel openings in the mountains to indicate direction.

Strategy Hints

When Rigillian fleets are moving toward the capital, stay close to the capital.

Rigillian ships are more vulnerable to your shots when they are close.

Watch your fuel consumption carefully. Moving, shooting and just sitting around consumes fuel. Listen for the warning sounds.

Constantly monitor the communication window. Critical messages are displayed there.

Neutral zones are shortcuts to the capital.

All is fair in computer war. The Rigillians will not fire when they are behind you.

Twin suns lead mighty warriors to the northern passage.

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DIMENSION X

Requires a Commodore 64 or Atari home computer with 32K and joysticks.

The scorching desert world of Jaraloba was the last place in this star cluster that I wanted to be. Even with the cryonic coolers cracking full bore it was hard not to get the feeling of baking under the giant blue sun that dominated the sky.

As my cyclo-skimmer floated along on a routine reconnaisance, the sensor board lit up like the Fourth of July and alarms shrieked out ear piercing warnings. There was no mistake — the Rigillian invasion fleet was attacking in all quadrants. Instantly the shield envelope slams shut and the brief wave of nausea passes over me. The blasted gravity inverter always shakes me up. Shields wouldn't be able to stop multiple hits from a Rigillian unity cannon but the envelope could deflect most of its awesome power.

Quickly I punch up the desert map, note sector penetration, and activate the Dimension X jump through the local event horizon. A quick glance at the scanner shows the position of the Rigillian ships. I activate my weapons systems, and brace myself for thrust.

As I sink back into the control console I think of home . . .

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