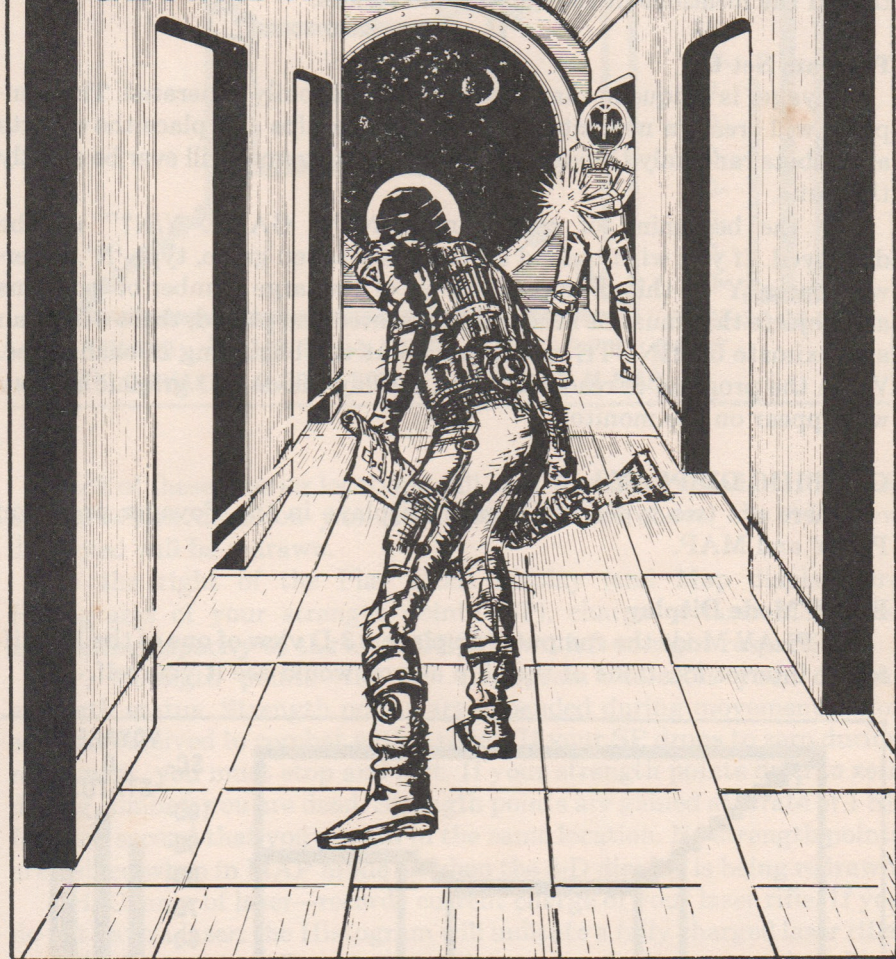


# VOYAGER I

AVALON HILL'S TRADEMARK NAME FOR ITS GRAPHIC SCIENCE FICTION GAME SERIES

## SABOTAGE OF THE ROBOT SHIP



### Voyager Instructions

Of all spaceships ever built VOYAGER, has been the most destructive known to man. The spacecraft was created by a race of warrior robots for the sole purpose of galactic conquest. You are the sole survivor of an assault force that managed to fight its way into the interior of the VOYAGER. Your mission is to destroy all the robots on the ship, or failing that, to destroy the ship itself.



The Voyager program is a real time, role playing game. The spaceship has four levels, each with 36 locations. These locations resemble rooms and/or corridors. The rooms can contain objects such as generators, elevators, laser rifles, shuttle craft, or Robots. At the start of the game you do not know where things are on the ship. You must explore in order to find the locations of the objects and robots.

### Program Set-Up

Voyager is unique in that each game is randomly generated. The computer will create a new interior for the spaceships and place the objects and robots randomly throughout. Thus, no two games will ever be exactly the same.

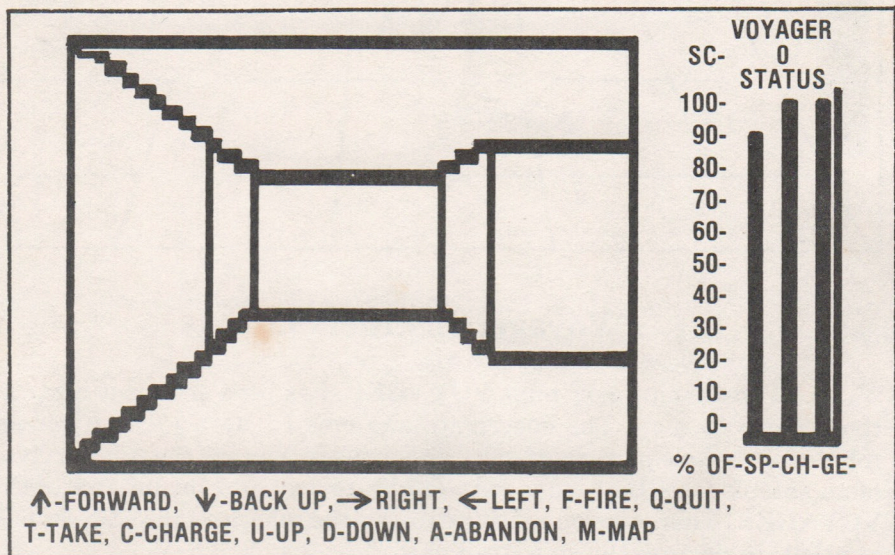
At the beginning of each game—"NEW GAME Y/N?" will be displayed. If you wish to load a previously saved game, type 'N', otherwise enter 'Y' to this prompt. Because of the large number of locations and objects that must be randomly generated and placed, there will be an approximate 5 MINUTE set up period at the beginning of each game. When the program is ready for play, a 'Play' mode 3-D graphic display will appear on the monitor.

### GRAPHIC DISPLAYS

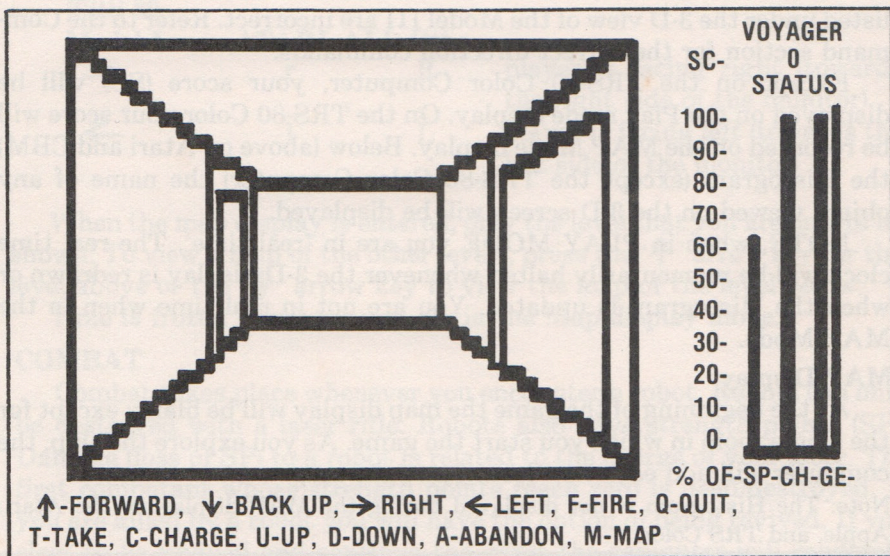
There are two types of Graphic Displays in the Voyager program; PLAY and MAP.

### PLAY Mode Display

In PLAY Mode the computer displays a 3-D view of one of the 144 different interior locations of the ship as you would see it yourself.







Each of these interior locations will have four different views, depending on which direction you are facing. As you move, the 3-D view displayed will be redrawn.

To the right of the Play mode display (and Map display) are Histograms of your strength points (SP), charge of laser (CH), and generating capacity of the ship (GE), drawn left to right respectively.

SP, Strength points—the SP Histogram indicates your current strength status. Strength points are expended during movement or for each hit received in combat with a robot. If your SP drops to zero during movement, you must stop and rest. If your strength points drop to zero during combat, you are dead. Strength points are gained at a rate of 1 SP for each second that you remain in the same location. No strength points are gained when in MAP Mode or when the 3-D display is being redrawn.

CH, Charge of laser—records current charge of your laser rifle. If you do not have a laser, the Histogram will indicate a fully charged laser rifle.

GE, Generating Capacity—at the start of the game the ship's generating capacity is 100%. As you destroy the ship's generators, the GE will drop. When the generating capacity drops to zero the ship will self destruct in 60 seconds. This is the only way to destroy the space ship. Hint: It is a good idea to be within 60 seconds of a shuttle craft when you destroy the last generator.

The histogram is updated when any of the displayed quantities change.

Below the 3-D view (except TRS-80 Color Computer) is listed all of the valid 'PLAY MODE' commands (See command section). Because of differences between the TRS-80, Model I and III the 'direction' commands



listed under the 3-D view of the Model III are incorrect. Refer to the Command section for the correct direction commands.

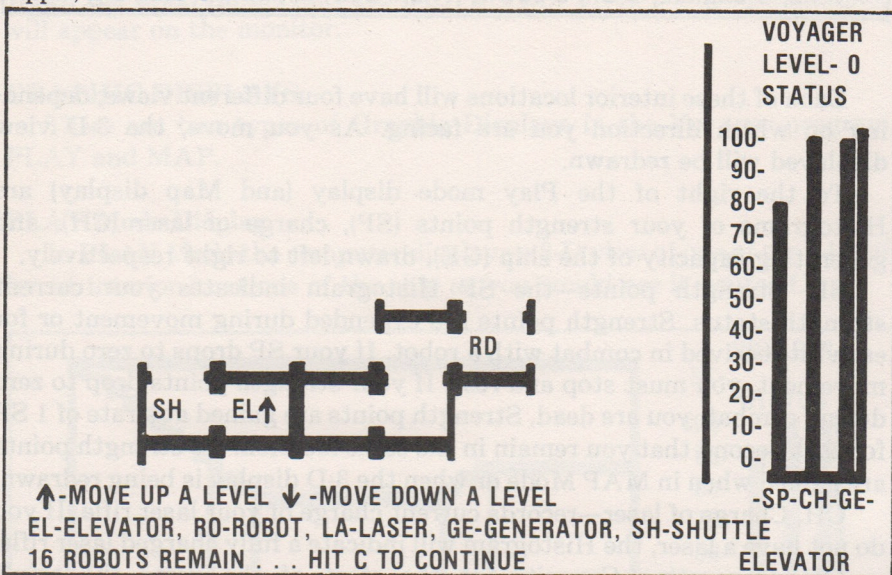
Except on the TRS-80 Color Computer, your score (SC) will be displayed on the Play mode display. On the TRS-80 Color your score will be recorded on the MAP Mode display. Below (above on Atari and CBM) the Histogram (except the TRS-80 Color Computer) the name of any object viewed on the 3-D screen will be displayed.

NOTE, when in PLAY MODE you are in 'real time'. The real time clock will be momentarily halted whenever the 3-D display is redrawn or when the Histogram is updated. You are not in real time when in the MAP Mode.

### MAP Display

At the beginning of the game the map display will be blank, except for the single room in which you start the game. As you explore the ship, the computer will add each new location to the map.

Note: The Histogram is not displayed during the MAP display on the Atari, Apple, and TRS Color.



At the bottom of the map display are defined the symbols of all the objects that can be seen on the map. Not listed among these symbols are those symbols used to indicate the players location and direction he is facing. These symbols are:

TRS-80

Model I

ATARI ALL Others

↑

u

U

player is facing up (or towards the top of the monitor)

↓

d

D

player is facing down (or towards the bottom of the monitor)



## TRS-80

### Model I

### ATARI ALL Others



r

R

player is facing right (towards the right side of the monitor)



l

L

player is facing left (towards the left side of the monitor)

When the map display is entered, only the level that you are on will be shown. To view a map of the other levels, press the '↑' arrow key for the level above or the '↓' arrow key to view the map of the level below.

Time is frozen whenever you are in the Map display mode.

## COMBAT

Combat takes place whenever you encounter a robot. Robots can only be destroyed with a laser rifle. Robots also have strength points (SP). Damage (loss of SP) to a robot is related to the charge of your laser. The first combatant whose strength points reach zero is dead/destroyed. If you are killed by a robot you will have the option of being revived. If you elect to be revived and continue the game the computer will randomly place you somewhere within the ship.

## COMMANDS

Commands consist of single keystrokes. Commands that can be used in the Play mode are:

	ALL		(Arrows are cursor on CBM)
IBM	APPLE	Others	
8	>	↑	move <b>FORWARD</b> , this command will move you one location forward. (unless you are facing a solid wall or a robot is in the way).
2	<	↓	move <b>BACKWARDS</b> , this command will move you back one location, but it will not change your facing and you will still be looking the opposite way you have moved. (of course, if your back is against the wall you cannot move backwards).
6	→	→	<b>TURN Right.</b>
4	←	←	<b>TURN Left.</b> These commands are only facing commands, they will only turn you to face right or left. There is no movement to the location on the right or left.
A	A	A	<b>Abandon the ship.</b> This command can only be used in a room with a shuttle craft. Any attempt to abandon the ship without first setting the ship to self destruct (see self destruct), will result in the destruction of the shuttle by the robots.
C	C	C	<b>charge laser rifle.</b> Whenever in a generator room, with a laser rifle, you may use this command. It will cause the laser rifle to be fully charged.



ALL

IBM APPLE Others

D	D	D	go <b>Down</b> in elevator. Can only be used in an elevator room and only if there is a level below.
F	F	F	<b>Fire</b> laser rifle. This command will only work if you have a laser rifle in your hands. Laser rifles will destroy all objects, except elevators.
M	M	M	go to the MAP display.
T	T	T	<b>Take</b> or replace laser rifle. You must find one and take it. All laser rifles are fully charged when taken or replaced. While not displayed as such in the Play mode display, the laser rifles are considered to be in charging racks when not in use.
U	U	U	go <b>up</b> in elevator. You must be in an elevator room and have a level above.
Q	Q	Q	<b>quit</b> game. If you quit the game, you will be asked if you want to save the game. If you wish to save the game the computer will prompt you for any required action on your part.

In addition to the above commands there are several commands that are only used in the Map mode. These are:

ALL

IBM APPLE Others

8	>	⬆	look at map on next higher level
2	<	⬇	look at map on next lower level (note: if you have not explored a level, no map will be displayed)
C	C	C	return to play mode and <b>continue</b> game.

### MOVEMENT

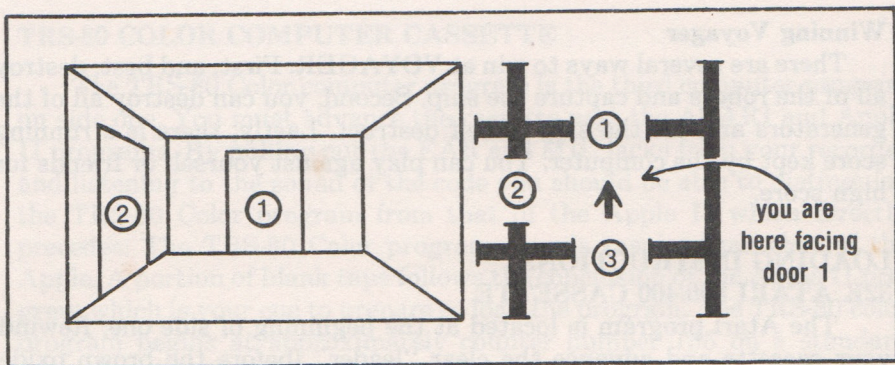
There are two directions of movement in Voyager, vertical and horizontal.

Vertical movement is between the four separate levels of the spaceship, and can only be done in an elevator room. See 'U' and 'D' in the Commands section.

Horizontal movement is conducted only on one level at a time and is either in the forward or backward directions. It is not possible to move left or right. The RIGHT and LEFT commands (see Commands) are FACING commands, not movement commands.

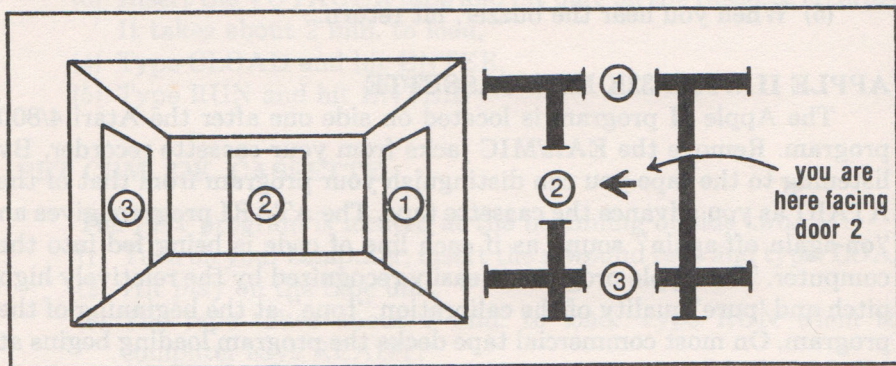
EXAMPLE, in the following diagram there are three doors. You are standing just inside of door number three, facing door number one. Door two is on your left.





To move through door number one, press the 'FORWARD' key.

If you want to move through door number two, just 'FACE' left by pressing the TURN LEFT key. The display will be redrawn and appear as the diagram below.



You are now facing door number two and may move through it by pressing the FORWARD key.

The above room has not changed, you have only changed your FACING direction.

Remember, you can only move to a new location within the ship by pressing the FORWARD/BACKWARD keys or by using an elevator to move to a different level of the ship.

### Ship Destruction & Abandon Ship

When the generating capacity (GE) of the spaceship reaches zero, (when enough of the generators have been destroyed) the ship will self destruct. You will have 60 seconds to reach a shuttle craft and abandon ship.

This is the only means of destroying the spaceship. Any attempt to abandon the ship without first destroying all of the generators will result in the robots destroying the shuttle craft.



## Winning Voyager

There are several ways to win at VOYAGER. First, and best, destroy all of the robots and capture the ship. Second, you can destroy all of the generators and set the ship to self destruct. Lastly, there is a running score kept by the computer. You can play against yourself or friends for high score.

## LOADING INSTRUCTIONS

### 32K ATARI 800/400 CASSETTE

The Atari program is located at the beginning of side one. Rewind your cassette and advance the clear "leader" (before the brown oxide coated portion of the tape) so it is just to the left of your cassette head.

- (1) Turn on your computer.
- (2) Insert the tape, hit play on the recorder.
- (3) Type CLOAD, and hit return twice.
- (4) When the computer says READY, type RUN and hit return.
- (5) When you hear the buzzer, hit return.

### APPLE II WITH 32K MIN. CASSETTE

The Apple II program is located on side one after the Atari 4/800 program. Remove the EAR/MIC jacks from your cassette recorder. By listening to the tape you can distinguish your program from that of the ATARI as you advance the cassette tape. The ATARI program gives an "on-again off-again" sound as if each line of code is being fed into the computer. The Apple program is easily recognized by the relatively high pitch and 'pure' quality of the calibration "tone" at the beginning of the program. On most commercial tape decks the program loading begins at counter number 135.

- (1) Turn on the computer.
- (2) From BASIC type CALL-151 and hit return.
- (3) Insert the VOYAGER tape, advance to first Apple "tone".
- (4) Type 1000.1300R and hit play on the tape then hit return.
- (5) Stop tape after '\*' appears.
- (6) Get back to APPLESOFT. (Control C APPLE II plus, Control B on APPLE II with Applesoft card).
- (7) Type POKE 104,64:POKE 103,1:POKE 16384,0 check this *CAREFULLY* and hit return.
- (8) Advance tape to next "tone".
- (9) Type LOAD and hit play on tape, then hit return.
- (10) Stop tape after a "J" appears.
- (11) If you are starting a new game, Type: QZ=RND (any four digit negative number); after the second part of the program has been loaded.

Example: QZ=RND(-1234)

- (12) Type RUN



## TRS-80 COLOR COMPUTER CASSETTE

The TRS-80 Color computer program is the third computer program on side one. You must advance the cassette past the ATARI and Apple II programs. By pulling out the EAR and MIC jacks from your recorder and listening to the sound of the code you should be able to distinguish the TRS-80 Color program from that of the Apple II which directly precedes. The TRS-80 Color program sounds raspier than that of the Apple. A portion of blank tape follows the conclusion of the Apple II program which is your cue to prepare to load the program. The TRS-80 color program begins at approximately counter number 155 on a standard Radio Shack tape deck.

- (1) Turn on the computer.
- (2) For TRS-80 with Extended BASIC  
Type: PCLEAR 2 and hit ENTER.
- (3) Insert the VOYAGER tape and hit play on the cassette recorder.  
It takes about 2 min. to load.
- (4) Type CLOAD and hit ENTER.
- (5) Type RUN and hit ENTER.

## PET CBM, 32K, CASSETTE

The PET program is located at the beginning of side two.

- (1) Turn on your computer, insert the rewound tape and type: LOAD
- (2) Hit play on the tape unit.
- (3) The tape takes about 7 min. to load. Type RUN when the computer says READY.

## TRS-80 Models I and III Cassette

The TRS-80 Models I & III program is located on side two of the cassette after the PET program. By pulling out the EAR and MIC jacks on your recorder and listening to the tape, you can differentiate the PET program from the TRS-80 program. The PET sounds louder, yet has a lower pitch. The PET program lasts approximately 7 minutes and is followed by a portion of blank tape, which is your cue to prepare to load the TRS-80 program. Using a standard Radio Shack tape deck the TRS-80 Model I/III program begins at approximately counter number 101. When you have advanced the cassette to this location:

- (1) Turn on the computer (Model III—enter 'L' to CASS prompt)
- (2) When the computer says "MEMORY SIZE ", type 32543 and hit ENTER
- (3) Then type SYSTEM and hit ENTER
- (4) Place the Voyager tape in the cassette recorder and hit the PLAY button. (Of course, after finding the location of your program per above directions.)



- (5) Type V and hit return. The tape will play for about 10 seconds.
- (6) On the TRS-80 I, hit the break key.  
On the TRS-80 III hit ENTER. (Ignore Syntax error)
- (7) Type CLOAD and hit ENTER. The tape will take about 4 min to load.
- (8) Type RUN and hit return.

### **DISK LOADING INSTRUCTIONS FOR APPLE AND ATARI 32K**

On the APPLE, simply insert the diskette before power-up.

On the ATARI turn on the 810 disk drive before turning on the computer. After the red light goes out insert the diskette. Turn on the ATARI 800/400.

### **LOADING IBM DISK**

Insert an IBM disk with IBM DOS into Drive A and turn on the computer. Enter the date. Then insert a disk with IBM advanced BASIC and type BASICA, and hit return.

Remove the IBM DOS Diskette and insert the VOYAGER I disk and type

### **RUN "VOYAGER"**

The disk will run for a couple of seconds and then the game will begin.

The program will prompt you for a new game (randomly generated) or for a saved game on disk. You should have the keyboard on lower case, and the numerical keypad should be set for number input.

(Note, if you elect to start a new game, the computer will require several minutes to set up the program.)

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## QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

### IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

**Avalon Hill Microcomputer Games**

4517 Harford Road  
Baltimore, Maryland 21214

Defective software will be replaced.

**Game Conceived and Programmed**

by William Volk

*Special Thanks to Jim Butterfield  
For CBM Graphics.*

### DESIGN CREDITS

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