

PYRAMIDE

PYRAMIDE presents :

WANDERER

The Planets play Poker

By Beatrice, Jean-Luc and Frederic LANGLOIS

WANDERER

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I WANDERER - THE IDEA

WANDERER is a quest, to rescue...a furry little cat. It is a game of ACTION, set in space. There is always something happening, wherever you may find yourself. You will be confronted to other vessels, perhaps friendly, perhaps not, and the dangers that they represent.....

Ships of all shapes, sizes, weapons and capabilities. The skills they use will be in relation to how high your own pilot rating has become in the course of the game. They may or may not be seeking to destroy you. They may want only to frighten you, or perhaps they are neutral vessels.....so take care. They might come in very close...or they might keep their distance. Much will depend on you and your reactions. If you attack a neutral ship...it won't stay neutral for long !

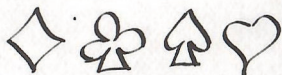
In this sense, WANDERER is a simulation of reality, people you meet, your actions in response to their actions and vice-versa. You should think of this game not as a simple arcade-type 'shoot-em-up'. It is a simulation, where you are the pilot of your vessel, a ship which reacts only ACCORDING TO YOUR INSTRUCTIONS....using the various elements at your disposal, striving to reach your goal. At the controls of YOUR ship...in time and space.

Therefore you will need to use not only aggression, but also intelligence and cunning, and the skills you have learnt through the course of your voyage in space.....

Moving always closer.....

Closer to the final goal.

Welcome among us, earthling friend
You who, like Ulysses, has come so far
Sharpen your blade of steel
That your efforts are not in vain
Prepare your bronzen heart
To conquer new heights



II THREE DIMENSIONS

WANDERER has been created, amongst other things, for the pleasure of the eyes. Thanks to the power of the QL, it has been possible to produce a game in true 3-D, reaching new heights in computer animated graphics.

(....to your glasses !)

The images are all drawn TWICE according to an algorithm whereby the separate images, depending on the object's 'distance' from view, will be at a certain interval, (or even overlapping), with relation to each other. The 'relief' effect generated can produce a realistic sensation of nearness or great distance from the viewer.

The 3-D glasses have been specially adapted for this game in order to obtain the optimum tint for the respective 'gels'. The sensation of 3-D will increase after a short period of becoming accustomed to the glasses....don't try to see the relief, it will come naturally, especially when you start to play !

Relax, take your seat at the helm, put on your glasses and really become a part of the ACTION.

Everything that happens on board of the vessel happens in TRUE 3-D... For instance, you can pilot the vessel towards an object in space, circle around it, observe it from all possible angles, fly over or under it, move away from it, or in close.

From then on it becomes very interesting... Achieving a simulation very close to reality, and real objects in space. These come in many forms : friendly and not-so-friendly vessels, meteors, missiles and satellites... They all move and behave in totally different and independent ways, or show surprising 'intelligence' as they proceed to perform their respective tasks... And much will depend on your actions as a pilot.

In this sense the realism of 3-D complements perfectly the complex richness of the simulation.

III SEEING IN 3-D

Some people will experience the effect straight away, for others it may take a little time...one thing is certain, everyone should be able to see in 3-D. To see in 3-D is an optical phenomenon. You can't see 3-D, but you see in 3-D.

Starting with a flat image, drawn double, in different colours, (blue and red)thanks to the glasses (also blue and red), the eyes and the brain will create the effect of relief, and depending on the degree of separation of the two images, the resulting form will appear at a specific distance either in front of or behind your TV screen.

The blue image will be hidden to the right eye (the eye looking through the red side of the 3-D glasses), turning it to black, and the reverse is true for the left eye which will see only the blue image. For this reason it is essential that the colours used for the 'gels' are exactly right. The glasses used for this game have been specially adapted to the colours of the QL. Diagram 1 shows how images are formed in front of and behind the screen, and you can see that without the glasses the picture becomes rather muddled.

In fact it is important NOT TO TRY TO SEE IN 3-D...just relax and look naturally and let your eyes do the rest. Very soon you will find yourself seeing in 3-D. There are MANY ways NOT to see in 3-D (concentration, mental effort, visual effort etc.). There is only ONE way to see in 3-D.....And once you start the effect will become better and better without any difficulty. There are however certain optimum conditions for 3-D viewing :

- The room should be dimly lit (or in total darkness). This is the best way to forget about the TV and to be COMPLETELY in the game.
- Make sure there is no glare on the screen.
- Get the contrast high enough for the eyes to see all the lines in both colours.
- Wear the glasses well positioned so that they are comfortably covering both the eyes.

- Avoid any reflections in the glasses or light shining in the eyes, either above, below or at the side of the glasses. To facilitate this, wear them close to the eyes. It may be a good idea to shorten the side-pieces for small heads (or children), or to attach some elastic to them. (the glasses). You could even make a kind of 'anti-glare' screen around them (like ski goggles).

- No other light sources in the room apart from the TV.

- Sit well in front of the screen, not at an angle and not too far away.

These hints should help you to forget the TV. Just take your seat, relax, look natural...don't think about what you're seeing, and you will see in 3-D.

The glasses are made from rigid and durable cardboard.

IV THE PLOT

Setting : the year 2986

During the last few months some pretty strange things have been going on around the world. Every day, in all the radio-journals, on the 2652 3-D TV stations, and now even in the graffiti on the walls, one can find evidence of one thing : an incredible number of kidnappings. "Kidnappings ? so what", you may say, "the earth is overpopulated anyway !".

Yes, alright.

Perhaps, if it were humans that were the target of the kidnappings, and that's not the case !

Who then ?

Our cats.

What, our cats ?

Yes, those cute little felines that tread so gracefully, coat shimmering, purring so affectionately...

O.K., perhaps they do have pretty such sharp claws.

But you're not going to tell me that they have become the object of these kidnappings because of that small detail... You could always file them down... Or file a petition for the Ministry of Cats to create a department of filing of cats claws.

Happily for me, I don't have a cat.

Not because I don't like them, but then I live on my own, I... hang on, I don't see why I have to justify myself !

THE AIM

That morning, I come downstairs peacefully, my head filled with dreams, my eyes filled with the dirty staircase walls. I have had the habit now for some time, of not looking at my feet... But then even if I decided I wanted to, I no longer could : rubbish of all sorts, papers, tins or other inedible remains are strewn, correction, invade the hall and staircase... It gets worse by the hour.

It's up to one's knees ! I have forgotten the time when my shoes shone healthily as I left home, but I haven't forgotten the day it all began.

That day, in a terrible fury, my landlady hurled herself at me. Her eyes bulging, no hat (which usually, thank god, would hide her hair from view), the poor woman was in a terrible state.

Her precious little puss was... Well..

You know the rest ?

Well no, not exactly !

Well, her cat had really and truly disappeared !

"You understand", she said (sure I understand !?), "it was like always after pussy's morning wash, I had prepared his plate of fish with grated gruy)re, mind you its all the same to him, he's not fussy, he would also accept his gruy)re not grated but they're so delicate these little creatures ; especially him ! You don't know what happened to him the other day when I had left the window of the room half open to make the pancakes, because I always open the window, I find

it is healthier for the lungs rather than to breathe the nasty air, full of all those evil substances that block the brain system ; well pussy sneezed ! yes, yes its true, I'm not exaggerating, you know me, thats not my way. It was like us, a real sneeze. Well that really moved me, I thought I was hearing my old Louis when he was alive - God preserve his soul - and that he had his lagyritis, you remember ?"

Laryngitis, I suggested.

"But no, Louis, my sweet Louis who brought you your newspaper each morning ; oh ! he was so obliging that man ! Then as soon as he finished his plate he disappeared, just as I'm telling you, no matter how hard I looked everywhere, in the fridge, the cooker, and everywhere, I tell you, I have even shouted at the window for him to come back, nothing."

I didn't know he left like that, I told her.

"But he didn't leave," she went on, "he was taken, they dared to take away my pussy ; in a flying saucer from the Ark. You don't believe me ! I am sure that all the cats have been stolen like that !"

Since then the situation has got worse, and the worst is that you get used to it... You only have to lift up your knees.

My landlady doesn't work anymore, I even ask myself if she's still alive. I pushed the door of her flat, "Look," she said, "my beautiful brand new apron," - I've seen her wearing it for months now - "what a state it's in !"

A sad state of affairs !

"It's nice isn't it, an apron all torn in shreds, tra la la. I've seen my cat do it one day on the setee, so it shows you how useful it is to respect nature, tra la la."

I certainly can't leave the woman in that state... I'll tell her of my decision to leave for the galaxy in search of her cat. And if it's really the Ark that is carrying out all these kidnappings, it is surely the Sphinx who is behind it all.

THE MEANS

I leap onto my solar bicycle and reach the base where my vessel is parked : it is a brand new vessel with some very special features. The trouble is that I have never piloted such a machine, they have just delivered it, a first prize in one of those raffles, from I don't know where.

I start reading the instruction manual to find out how to start it. Good, very good. I put on the glasses supplied with the machine, ignition..... I take off and here I am in the galaxy at the helm of my super vessel.

Ah, I should present myself...I am the Wanderer !

Well, I'm on my way to find my landlady's little moggie. To destroy the Ark, to meet the Sphinx. The Ark is super powerful, therefore I must become powerful as well.

A string to my bow...I am gifted with the ability to absorb the power of my enemies once I have beaten them : I get that from my father who swapped his cat for it at the time. Strange, isn't it ?

THE GALAXY

I have heard tales of this galaxy, (but never paid much heed). "A likely story !", I told myself. Yet, thanks to the voyage, bit by bit I'm getting into the spirit of things, as I hurl myself into this game, hoping to change the very course of history !

A million years ago, the planets would spent a very peaceful and uneventful existence. Each day less and less would happen, until the day when absolutely everything came to a stop. So, to alleviate their boredom, the planets organised a game of poker, using passing space travellers as their means of communication. The jokers from the pack had been left in the care of the "black holes" of the galaxy, in order to increase the excitement when the need for such a card might arise.

Those travellers that eventually made it back from the galaxy had changed... One wouldn't know them, not anymore. Stories of dangers of every sort, traps set by the planets, one after the other, more and more horrible, traps to torment you, leaving one chance only of escape. And then, just when you think you feel you're succeeding...

Crazy !, or intriguing.

The galaxy was ruled by the sphinx who, to indulge a royal whim, had decided that cats should be the standard monetary unit... Which would explain these strange kidnappings. Only one thing would really please the sphinx, and that was, as proof of ones devotion to him, a gift of cats... Millions of cats.

The Ark protected the sphinx and would allow none but the most famous of the galaxy pay homage to him. It would also appear that the Ark was also a part of this poker game, and would open the royal doors to you if you were holding a hand of... four aces !

Poker, black holes, jokers, the Ark, the sphinx, cards, cats..... What a story.

Credible ?... Maybe.

Incredible ?... Perhaps.

A game the whole galaxy is playing, yes !

See you soon then !

V THE PRINCIPLE OF THE GAME

1. INTRODUCTION

Press ENTER to leave the demonstration.
A map of the galaxy will appear.

Note 1 The galaxy is made up of 49 sectors

10 planets	10
3 black holes	3
The Ark/sphinx	1
35 space sectors	35
TOTAL.....	49

To begin with, you select an option within the galaxy, which is either a space or planetary sector. Select the option using the JOYSTICK then press FIRE.

Note 2 Map of the galaxy... (see diagram 2)

If you select a space sector, you will be at the helm of your ship in space, and if you take a planetary sector, it is the card table that will show up.

2. THE AIM

YOU HAVE TO RESCUE YOUR LANDLADY'S CAT, WHICH IS LOCATED AT THE CENTRE OF THE GALAXY, GUARDED BY A SPHINX...OR EVEN THE SPHINX HIMSELF.

- To this end, you will have to penetrate the central sector (that of the Ark), confront it and win. That is the ultimate phase, in space. You are attacked by enemies from all sides, either in succession or at the same time. You will need to use supreme ability as this phase is very hard to beat. Once the Ark is destroyed, the sphinx will present himself to you.

- To penetrate the Ark, (the central sector), you must have already acquired either 8,000 cats (the galaxy's monetary unit) or a poker hand of five aces (using 1, 2 or 3 jokers)

3. Space Sectors

You are at the helm of a super-intergalactic vessel responding to your commands as you pilot it in THREE DIMENSIONS.

Note 3 The Joystick

See Diagram 3 for the directions

Note 4 Flight simulation

You are flying in a real 3-dimensional space, and your ship will manoeuvre in a realistic manner. Consequently you can turn on 3 axes and after each movement there is a period of inertia directly relative to that movement.

Note 5 CURSOR KEY → acceleration
 CURSOR KEY ← deceleration

Note 6 SPACE BAR....manoeuvrability

When the space bar is not used, the rotations (right, left, ascending, descending), are performed gently. The space bar will, used in conjunction with the joystick, increase the rate of rotation to around three times the normal rate. You can perform 'U-turns' in space more rapidly, or adjust your position by short taps on the bar.

Note 7 Joystick FIRE button

This will give around two shots per second.

Note 8 Ability

Your ability rating is shown on a scale of 0 to 10. When you start it will be at zero. If it is at ten, you will have attained supreme ranking.

Note 9 Bonus

Ranking will only increase through feats accomplished in space, and that is by means of the bonus score. At the end of each mission, bonus achieved will depend on the success of that mission and the speed at which it is accomplished.

If you have used not more than two shots to destroy each vessel on a particular mission...you will pass automatically to the next ability rating level.

Note 16

Black holes

To get hold of a joker, you will have to go to the heart of a black hole. You are subjected to enormous forces during your passage through the black hole and you must pass through the DIAMOND shapes, which represent the only possible safe route. Straying from these more than twice will mean your destruction. (Make sure you have plenty of shields if you are contemplating a trip to one of the black holes).

Your ship will no longer respond to rotational control, and movements will be in response to the forces that are being exerted upon it.

You cannot go to the black hole of the NORTH unless you have a rating of 7, or to the black holes of the EAST or the WEST unless you have a rating of 10...

And watch out, there are rocks between the diamond shapes... You should avoid them !

Note 17

Deflector Shields

At the start, you possess FOUR deflector shields, and you cannot be destroyed by being hit while you still have at least one. Each time you are hit you lose one shield. You can in the course of the game, BUY one or several deflector shields. You will regain one shield each time your pilot-rating increases.

Note 18

Cost of each deflector shield : 500 cats

(Your ship cannot store more than 6 shields at a time.)

AT THE START OF THE GAME you will encounter situations relating to your rating of 0. You can travel as you wish, to and from adjacent sectors around the galaxy.

When each mission is completed, the map of the galaxy will appear. Choose one of the adjacent sectors to the one in which you find yourself.

YOU HAVE THREE POSSIBLE WAYS TO MEET THE SPHINX...

1 WITH A RATING OF 10

Once you have reached a rating of ten, (or 7 in the case of the black hole of the NORTH), you can penetrate the black holes to look for the jokers....(one joker per black hole).

With three jokers you will be holding five cards in your hand, and can then try for the poker of aces (5 aces). Since the jokers are extremely valuable, that should be child's play. Then you can penetrate the Ark.

2 WITH A RATING OF 7

With a rating of seven, you can go to look for the joker in the black hole of the North. Then try for a poker of aces. This very nice combination already carries a value of over half the cats needed to enter the Ark. But you will still have to wander the galaxy in search of the difference to make up the 8,000 cats.

3 NO RATING NECESSARY

You must obtain 8,000 cats. Sounds easy, but it could take quite a while to do !

Seek out the card combinations that pay the highest rewards in cats... always cats, and more cats ! This is certainly the means that will have to be used, until a sufficient level of proficiency is reached to succeed by the other two methods.

CONCLUSION

SO...YOU MUST WANDER THE GALAXY, AWARE OF YOUR GOAL AND THE MEANS AT YOUR DISPOSAL TO HELP YOU REACH THAT GOAL.

4. PLANETARY SECTORS

BEWARE : If you don't have enough energy left, you won't be able to land on the planet !

There are ten planets in the galaxy. These have organised a game of poker in which you play a part. Each planet receives 5 cards, and you receive 2... giving a total of 52 cards. The pack of cards doesn't have any jokers as they have been hidden in the black holes of the galaxy. At the start of play the cards are dealt out at random.

You will be dealt two cards, (no aces, and no pairs). The planets will be counting on you to help their game. With your two cards in hand, you propose an exchange of one or two cards, which will either improve or at least equal the combination held by that planet.

Note 19 The various combinations

- 5 cards all DIFFERENT
- a PAIR (2 cards of identical value)
- two PAIRS
- 3 cards of the same value
- a RUN (5 cards whose values are consecutive, ie 9,10,Jack,Queen,King)
- FULL HOUSE (3 cards the same and 2 the same)
- a FLUSH (5 cards of the same suit)
- 4 cards of the same value
- ROYAL FLUSH (a RUN with all cards the same suit)
- POKER (4 cards the same plus the JOKER)

Note 20 Card values (in cats)

TWO.....2	SIX.....6	TEN.....10
THREE.....3	SEVEN.....7	JACK.....11
FOUR.....4	EIGHT.....8	QUEEN.....12
FIVE.....5	NINE.....9	KING.....13
ACE.....200	JOKER.....2,000	

Note 21 Hand values (in cats)

PAIR.....50	A FLUSH.....650
TWO PAIRS.....100	FOUR THE SAME...1000
THREE THE SAME...300	ROYAL FLUSH.....1500
A RUN.....350	
FULL HOUSE.....500	POKER.....3000

Note 22

The value of the hand is in addition to those of the individual cards. Therefore in order to take in exchange :

- an ace, you will need to make at least 3 the same
- a pair of aces, at least a FULL HOUSE
- 3 aces, a combination including at least one JOKER
- 4 aces, a combination including at least one JOKER
- a POKER of aces (four aces plus JOKER), you would need a combination of at least two jokers.

Note 23

For table of hand values....see appendix A.

Note 24 The card table (see diagram 4)

Movement is by means of the joystick, (vertically).

A flashing section indicates your current position. To start with you can choose one or more of your cards for exchange, (or the options 'shields', 'energy' or 'quit').

If you choose cards, by pressing the FIRE button over each card you wish to exchange, your position will transfer to the cards of the planet which you are visiting. You then select the cards with which you wish to trade, (in a similar manner). The planet will either accept or reject the proposition. You will then find yourself back where you started, amongst your own cards, (from where you may buy deflector shields or energy if you wish by pressing 'FIRE' while over the relevant section).

Note 25

To go on, press the SPACE bar : the map of the galaxy will re-appear.

CONFIRMATION : FIRE button on joystick.

ERRORS : If you have made a mistake, you can cancel your choice by pressing the 'ESC' key before the deal has been made.

ATTENTION : A short tap on the FIRE button is advised, so as to avoid choosing twice in succession.

JOKER : if you wish to exchange a JOKER in your possession, confirm the choice of joker, then using the joystick (up and down), indicate the value you wish to give to it for the hand. Confirm by pressing 'FIRE'...the exchange can then be made.

Once you have indicated the cards you wish to exchange with the planet you are visiting, the deal will be accepted or refused. You will be greeted by a bright sound if successful, or a rather unpleasant groan if not. If the exchange is successful, the planet will calculate the difference between its new and its old hand value, and reward you with that difference in cats.

ON THE CARD TABLE, ONLY THE HANDS OF THOSE PLANETS ALREADY VISITED WILL BE DISPLAYED.

5. LIMBO

If you don't have any shields left and are destroyed, you will find yourself in Limbo.

You then become the 'gunner of Limbo', where you must destroy all the ships that present themselves to you. You will have the same energy level you had before entering Limbo, and each shot will consume energy, (at a much faster rate than in space).

Once you have succeeded in this task, the map of the galaxy will reappear and you will find yourself in the same position as previously. However, your rating will have gone down (by one grade), and your bonus will be diminished.

You aim the cannon using the joystick. The speed at which it responds can be increased by use of the 'SPACE' bar in conjunction with the stick.

In the black holes, if you pass to the sides of (outside) the diamond shapes more than twice, you are sucked into the void....there is, for you, no Limbo.

6. THE END OF THE GAME

SUCCESS

You have destroyed the Ark and rescued your landlady's cat !

FAILURE

- You have failed your mission in Limbo
 or
- You have run out of energy
 or
- You have been sucked in by a black hole, by straying from the 'diamond shaped passage'.

V - THE SOUND OF 'WANDERER'

The game has been given sound effects which attempt, within the limits of the QL's sonic capabilities, to enhance the realism of the simulation. (with a bit of imagination).

In space

1. Engine sound : either stable, increasing or decreasing, depending on the speed of the vessel.
2. Firing sounds.
3. Warning sounds : signalling the approach of an enemy.
4. Alarm sound : when the ship has been hit (but is still protected by deflector shields).
5. 'Slurping sound' : once you have destroyed an enemyrecuperation of energy.
6. A siren of 'Ultimate triumph' : once you have destroyed the Ark, obtained a joker or 8,000 cats !

On the map of the galaxy

7. Sound of confirmation : the computer has accepted your choice.
8. Sound of disagreement : it has not accepted (you haven't enough cats, your rating's not high enough etc.)

On the planets....the Card Table

7. Sound of confirmation : the planet has accepted your proposition and will pay you in cats.
8. Sound of disagreement : it has not accepted (you could try another proposition).
9. Buying deflector shields or energy.

At the end of the game

6. You have rescued your landlady's cat.
9. You have been destroyed.
10. You have run out of energy.

In Limbo

You have no shields left and are about to be destroyed.

CARD HANDS...table of values

5 different

No aces.....21 to 54
With an ace...214 to 245

A Pair 50

No aces.....66 to 109
With aces.....459 to 486

Two Pairs 100

No aces.....114 to 161
With aces.....507 to 538

Three of a kind 300

No aces.....313 to 362
With aces.....905 to 925

A Run 350

No ace.....370 to 405
With an ace.....596

Full House 500

No aces.....512 to 563
With 2 aces...906 to 939
With 3 aces...1104 to 1126

A Flush 650

No aces.....671 to 704
With an ace...814 to 895

Four of a kind 1000

No aces.....1011 to 1064
With aces....1802 to 1813

Running Flush (5 cards in sequence
and same suit) 1500

No aces.....1520 to 1555
With an ace.....1746

Poker (5 cards the same
value) 3000

No aces.....5008 to 5052
With aces.....5800

DIAGRAM 1: 3 - D

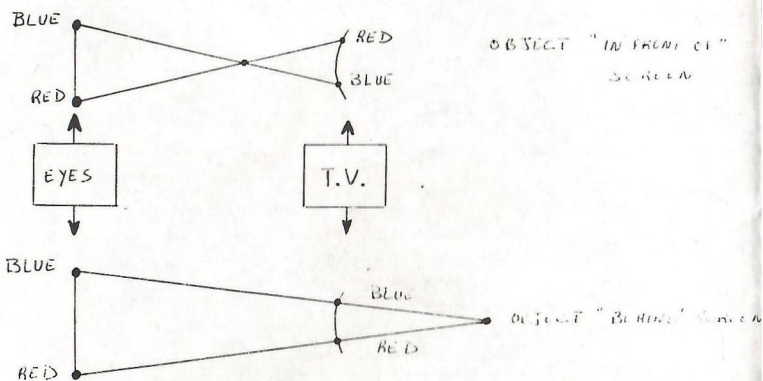
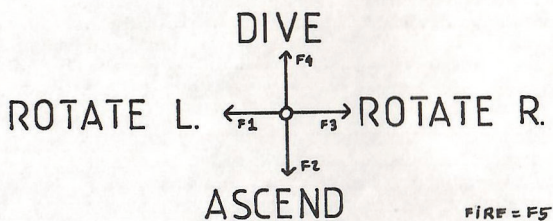


DIAGRAM 2: GALAXY

	A	B	C	D	E	F	G
1	●						●
2				●	●	●	
3							
4	●	●		●		●	●
5				●			
6							
7	●			●			●

DIAGRAM 3: JOYSTICK (in CTL 2)




















FIRE = F5

THE CARD TABLE

Diagram 4

Positions of the planets on the may of the galaxy

Planet which you are
are visiting

A 1	G 1	C 2	E 2	A 4		
KI 	JA 				VALUE	
QU 	9 				WINNING	
4 	5 				P L A Y E R	3 
4 	2 					10 
3 	AC 					
G 4	D 5	A 7	D 7	C 7		
		AC 				SHIELD
		6 				ENERGY
		2 				QUIT
		10 				
		10 				

VALUE : The present value or the card hand possessed by the planet you are visiting

GAIN : The additional value that you give the hand with the new combination of cards

A1/G1/G2... The cards held by each planet referred to by those "grid references"

PLAYER : your cards

SHIELD : if you wish to buy any deflector shields... here's the place to do it

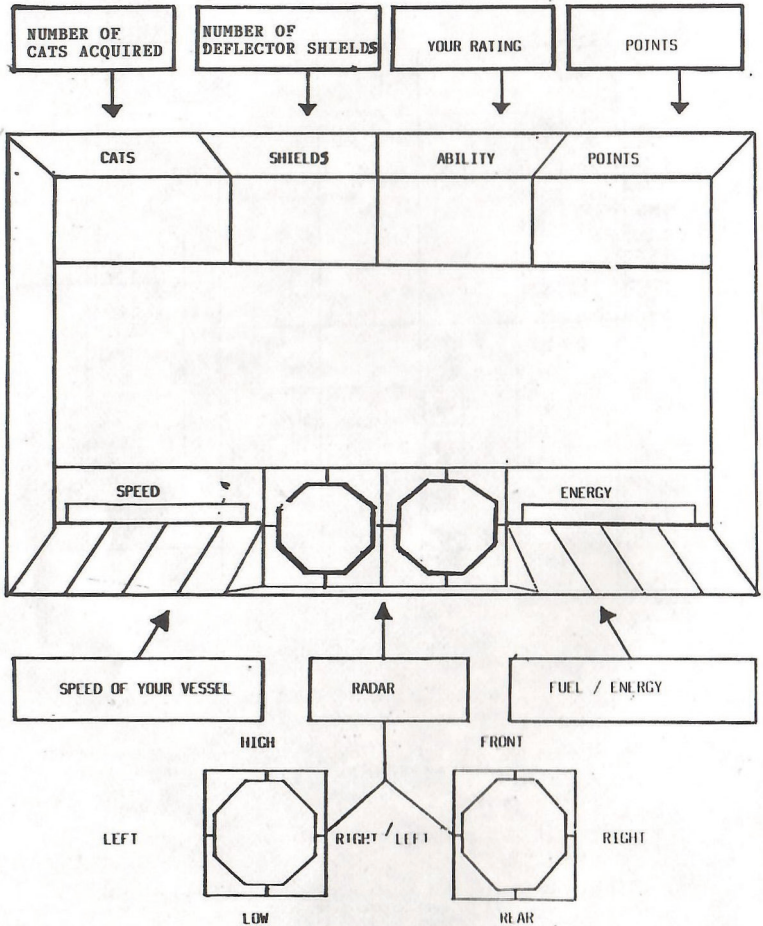
ENERGY : similarly, this is where you press you fire button if you need to fill up the tank

QUIT to leave the planet

N.B. : When choosing an option... give the FIRE button a short press to avoid the possibility of, (say), buying the same item more times than you wish !

LAYOUT OF THE COCKPIT
IN 2 - D

Diagram 5



If want to start immediately :

How to make a back-up copy :

Turn the QL on (or make a RESET) and press F2.

Put the ORIGINAL cartridge in drive 1 and a FORMATTED (and empty !) cartridge in drive 2.

Type *Iron mdv1_clone* and wait until both microdrives have stopped to turn.

That's it !

How to load the game :

You have to ways to load your favorite game :

1 - Directly from the original

We can understand that you are impatient to play the game. But as you certainly know, microdrives are NOT very reliable. So don't wait too long for the back-up...

Turn the QL on (or make a RESET), put the original cartridge in drive 1 and press F2. The program will ask you if the original is in drive 1 or 2. Answer 1 and wait for some seconds : The game is READY !

2 - From a back-up

Turn the QL on (or make a RESET), put the back-up in drive 1 and the original in drive 2. Press F2 and answer to the question : "Original in MDV1 or MDV2 ?" with 2. The program will be loaded after a few seconds.

Please don't forget to put the original in drive 2.

About the controls :

You will have to connect your joystick in the joystick port marked CTL2.

Complementary Notes :

Radars :

Your vessel is at the centre of each radar. One object is on the same column of both (which defines the position to the left or to the right), but not on the same row : The left radar defines the height of that object and the right radar defines the depth.

Since the scale of the radars is 1/4000, they are rather unprecise. They are there to help you to localise the object in optical range.

The galaxy map reappears if the radars are detecting nothing (by flying away of the object, you can avoid the combat).

Game in space :

When you appear in space, the objects can be at any position. You should then use the radars to bring them on optical range (in your field of vision).

In space, strange phenomenons can happen, like "ghost spots" that appear on radars but cannot be seen on the panoramical screen, and that might generate other spots or objects...

Each vessel has its own kind of "intelligence", that you should try to discover, so as to be able to defeat the dangerous vessels and are able to recognise friendly vessels.

tip
YOUR ONLY CHANCE TO PROGRESS IN THIS GAME IS TO USE YOUR BRAIN !!!

FLOWCHART OF WANDERER

THE CAT

THE ARK

A POKER OF ACES
(IN YOUR HAND)

8,000 CATS

OR

A POKER OF ACES OF
ONE OF THE PLANETS

RATING OF 10

RATING OF 7

NO RATING NEEDED

STRATEGY

1. Reach a rating of 10 then obtain a pair of aces
2. Go to look for the 3 jokers
3. Exchange 2 jokers with the other 2 aces to obtain a poker of aces

FAST METHOD

1. reach a rating of 7 with allows you to seek out the joker in the black hole of the north
2. use it to obtain the maximum number of cats
3. try to win the remainder of the 8,000 needed

INTERMEDIATE METHOD

No strategy really...
'take things as they come'

SLOW METHOD

VII WANDERER....to the future

A note from the authors

We thank you for buying this game and genuinely hope that it will give you as much pleasure to play as it has given us in creating it.

We would like to know your opinions and ideas concerning the game, in the hope of eventually organising a tournament, whereby everyone can get together.

In order to help us do this, send us details (name, address, age etc.), with no obligation on your part, to PYRAMIDE SOFT, telling us of any organisation that you belong to. Thank you.

The authors...12th,February '86

