

MANUAL FOR
SPACE RANGERS -
EPISODE 46 THE DEVIL WITHIN



THE GAME

THIS IS A POINT AND CLICK TYPE ADVENTURE GAME.

IT TAKES PLACE IN A UNIVERSE SIMILAR TO THAT OF **STAR TREK**, BUT IS NOT THE SAME UNIVERSE. YOU WILL PLAY SPECIAL AGENT YAZ KREJONNS OF THE SPACE RANGERS. YOU WILL BE GIVEN THE ASSIGNMENT TO FIND A GROUP OF MISSING MINERS, AND THE MISSING SOLDIERS SENT TO FIND THEM.

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1. INSTALL THE GAME

YOU HAVE TWO OPTIONS. YOU CAN USE AN INSTALLER OR YOU CAN MAKE A MANUAL INSTALLATION FROM A ZIP-FILE.

1A. USING THE SETUP INSTALLER FILE

CLICK ON THE SETUP.EXE-FILE AND FOLLOW THE INSTRUCTIONS.

THE GAME WILL BE INSTALLED IN A PROGRAM-FOLDER AS A SUB-FOLDER (SPACE RANGERS). YOU HAVE THE OPTION TO CHOSE ANOTHER PLACE FOR THE INSTALLATION.

IN THE START-MENU YOU WILL AFTER THE INSTALLATION FIND A GROUP (SPACERANGERS) WITH 4 OPTIONS;

SPACERANGERS	STARTS THE GAME
MANUAL	OPENS THIS DOCUMENT
SETTINGS	WINSETUP.EX GIVES YOU THE POSSIBILITY TO CHANGE DIFFERENT SETTINGS FOR THE GAME, INCLUDING PLAYING THE GAME FULL-SCREEN OR IN WINDOWED_MODE (640X400). THE DEFAULT SETTING IS WINDOWED_MODE.
UNINSTALL	TO UNINSTALL THE GAME.

THE INSTALLER IS SET TO INSTALL A SHORTCUT ON YOUR DESKTOP. YOU CAN UNCHECK THAT OPTION IF YOU DON'T WANT TO HAVE A DESKTOP SHORTCUT.

IN THE FOLDER SPACERANGERS YOU WILL FIND TWO SUB-FOLDERS, DOCUMENTS AND ICONS.

DOCUMENTS HOLDS THIS MANUAL AND THE LICENSE/TERMS OF USE DOCUMENT.

ICONS HOLDS THE ICONS INTENDED FOR THE FILES AND DESK TOP SHORTCUT. IF THEY ARE NOT CORRECTLY IN PLACE AFTER THE INSTALLATION YOU HAVE THE POSSIBILITY TO CHANGE ICONS TO WHAT THEY ARE SUPPOSED TO BE.

1B. USING THE ZIP-FILE

UNZIP THE FILE AND PLACE THE FILES INSIDE IT IN A FOLDER OF YOUR CHOICE. IF YOU CHOSE THIS ALTERNATIVE YOU'RE EXPECTED TO NOT NEED INSTRUCTIONS ON HOW TO MAKE THE INSTALLATION.

2. LICENSE/TERMS OF USE

THIS GAME IS FOR NON-COMMERCIAL USE ONLY. IT'S FREE TO PLAY AND DISTRIBUTE AS IT IS, BUT YOU MAY NOT SELL IT.

THE LICENSE.TXT HOLDS SOME ADDITIONAL TEXT BUT THAT IS THE CORE OF IT.

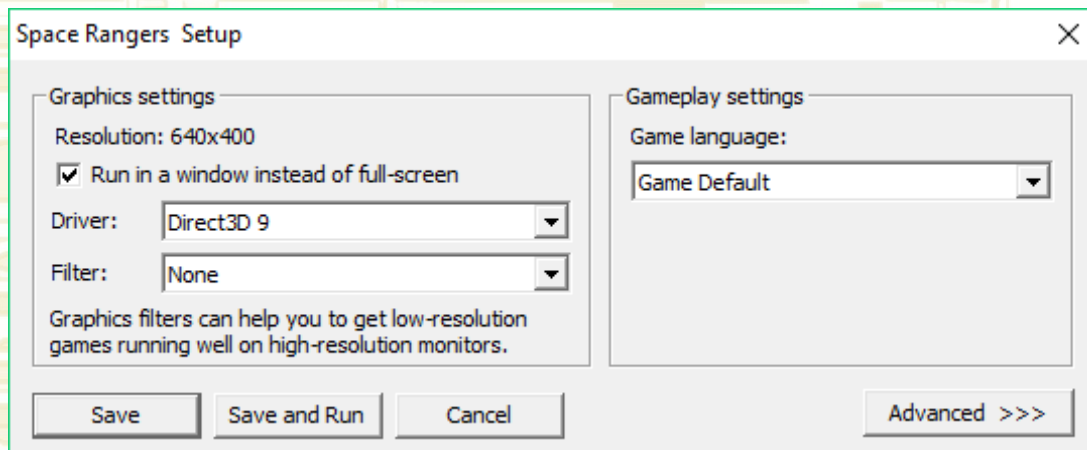
3. SETTINGS

USING THE SETTINGS OPTION IN THE START MENU OR BY CLICKING OT THE WINSETUP.EXE FILE YOU START A PROGRAM FOR SETTING DIFFERENT FUNCTIONS FOR THE GAME.

YOU CAN CHOSE IF THE GAME SHOULD RUN IN A WINDOW (640X400) OR IN FULL SCREEN. YOU CAN CHOSE GRAPHICS DRIVER AND GRAPHICS FILTER.

THERE ALSO ARE SOME MORE ADVANCED OPTIONS FOR SETTING.

YOU CAN SAVE THE NEW SETTINGS OR YOU CAN CHOSE TO SAVE AND RUN, IF YOU WANT TO START UP THE GAME AFTER SAVING THE NEW SETTINGS.



4. USING THE MOUSE

IN MOST CASES YOU OPERATE THIS GAME USING THE MOUSE. GENERALLY BY PRESSING THE LEFT MOUSE-BUTTON. THERE ARE FIVE CURSOR MODES.



WALK ICON

WALKING: SHOW TO WHICH SPOT YAZ SHOULD WALK BY LEFT CLICKING.



EYE ICON

LOOK: HOLD THE ICON OVER AN OBJECT. SOMETIMES YOU NEED TO LEFT CLICK ON THE OBJECT.



HAND ICON

INTERACT: LEFT CLICK ON A DOOR OR OBJECT TO INTERACT WITH IT.



SPEECH BALLOON

TALK: LEFT CLICK ON A PERSON TO START A DISCUSSION.



POINTER ICON

MAINLY USED IN MENUES.

YOU CAN CHANGE THE CURSOR MODES BY PRESSING THE RIGHT MOUSE BUTTON. NOT ALL MODES ARE AVAILABLE ALL THE TIME.

5. KEY SHORT CUTS

CTRL + Q OPEN QUITE-DIALOG
F9 RESTART

6. MAIN MENU

THE MAIN MENU HOLDS 4 OPTIONS;

**NEW
LOAD**

START A NEW GAME
OPEN THE TRICORDER TO LOAD THE GAME
FROM A PREVIOUSLY SAVED POINT.

QUIT

QUIT THE GAME. WILL ASK YOU TO CONFIRM
THAT YOU WANT TO QUIT THE GAME.

CREDITS

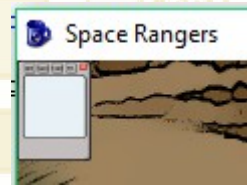
OPEN THE CREDITS PAGE

**New
Load
Quit**


Credits

7. TRICORDER

THE TRICORDER HOLDS A NUMBER OF DIFFERENT FUNCTIONS. YOU OPEN THE TRICORDER WITH AN ICON IN THE TOP LEFT CORNER OF THE SCREEN.



AT THE TOP OF THE TRICORDER YOU HAVE 5 OPTIONS

1. **QUIT** OPENS THE QUIT DIALOGUE
2. **SAVE** OPENS THE SAVE DIALOGUE
3. **LOAD** OPENS THE LOAD DIALOGUE
4. **INV** OPENS THE INVENTORY VIEW
5.  CLOSES THE TRICORDER

THE SAVE DIALOGUE HAS AN ENTRY WINDOW AT THE TOP OF THE VIEW. YOU TYPE IN THE NAME YOU WANT TO USE FOR A SAVEPOINT. CLICK THE "SAVE"- BUTTON AT THE BOTTOM OF THE VIEW.

BELOW THE ENTRY WINDOW YOU HAVE A WINDOW THAT SHOWS POINTS ALREADY SAVED. YOU CAN DELETE AN EARLIER SAVEPOINT USING THE "DELETE"-BUTTON. THE CHOSEN EARLIER SAVEPOINT WILL BE DELETED.

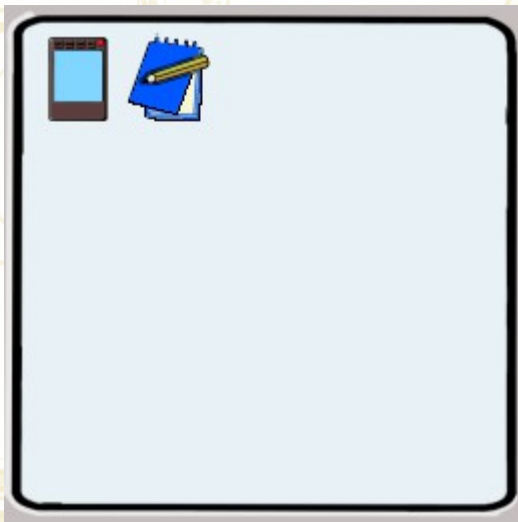
THE "CLEAR ENTRY"-BUTTON WILL REMOVE THE PREVIOUS TEXT FROM THE ENTRY WINDOW GIVING A CLEAN SLATE FOR TYPEING THE NAME OF THE NEXT ENTRY

IF YOU CLICK THE NAME OF A PREVIOUS SAVEPOINT, THE NAME OF THAT SAVEPOINT WILL BE ADDED TO THE ENTRY WINDOW, MAKING IT EASIER TO RESAVE THAT SAVEPOINT.



IN THE LOAD DIALOGUE YOU CHOSE THE NAME OF AN EARLIER SAVEPOINT AND THEN USE THE "LOAD SELECTED SAVEPOINT"- BUTTON AT THE BOTTOM OF THE VIEW.

THE GAME WILL GO TO THE EARLIER SAVED POINT.



THE INVENTORY VIEW SHOWS WHICH INVENTORIES YOU HAVE. FROM THE START OF THE GAME YOU HAVE THE SCANNER FUNCTION WHICH ALLOWS YOU TO SEE THINGS THAT OTHERWISE WOULD BE HIDDEN FOR YOU AND THE NOTE FUNCTION THAT WILL HELP YOU TO KEEP RECORD OF YOUR MISSION.

AS THE GAME PROGRESSES YOU WILL GET MORE ITEMS. YOU SELECT AN ITEM BY LEFT-CLICKING ON IT IN THE INVENTORY WINDOW AND YOU CAN DESELECT AN CHOSEN ITEM BY RIGHT-CLICKING.

8. DIALOG

AN IMPORTANT PART OF THE GAME IS TO TALK WITH OTHER PERSONS (NON-PLAYER CHARACTERS) IN THE GAME.

DURING A DIALOG YOU WILL BE GIVEN OPTIONS ON WHAT YOU CAN SAY AT THE BOTTOM OF THE SCREEN. DEPENDING ON YOUR CHOICES, NEW OPTIONS MAY BE ADDED OR OPTIONS MIGHT BE REMOVED.

YOU CAN FAST-FORWARD THROUGH CONVERSATIONS BY LEFT-CLICKING. EACH CLICK MOVES YOU TO THE NEXT LINE OF DIALOG. BE CAREFUL WHEN USING THIS OPTION. YOU MIGHT MISS IMPORTANT CLUES IF YOU SCROLL THROUGH A DIALOG TO FAST.

9. THE GAME IS MADE BY

PER K GROK

ADDITIONAL IDEAS, DIALOGUES AND TESTING BY GERTRUD BONDESSON, AKA BLONDBRAID.

10. ACKNOWLEDGMENTS

THE STAR TREK UNIVERSE WAS CREATED BY GENE RODDENBERRY.
THE LEGACY OF HIS AND MANY OTHER'S WORK IS DEEPLY APPRECIATED.

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