STELLAR 7™

Smart Start™

In an effort to make game installation as painless as possible, we've created Smart Start™. Smart Start™ will automatically determine the graphics, sound, input devices and the speed capability of your computer system to optimize game characteristics. Smart Start™ will also take you step-by-step through the process of installing your game on a hard drive or making a backup copy. Don't be intimidated, just jump in and try it!
In the example below it is assumed that you are using floppy drive A:, if not please substitute all references to drive A: with the appropriate drive label.

Copying Stellar 7 to a Hard Drive

1. After booting, insert Stellar 7 disk 1 in Drive A:
2. Type A: [return]
3. Type INSTALL [return]
4. Select "Copy Stellar 7 to Hard Drive" from the Smart Start™ menu.
5. Follow the on screen instructions.

Making a Backup Copy

Stellar 7 is not copy protected and it is recommended that you do not play from the original disks. Smart Start™ has a built in facility for helping you to create a backup.

1. After booting, insert Stellar 7 disk #1 in Drive A:
2. Type A: [return]
3. Type INSTALL [return]
4. Select "Create backup copy of Stellar 7" from the Smart Start™ menu.
5. Follow the on screen instructions.

Setting Preferences

Smart Start™ will do its best in deciding what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other graphics modes, sound configurations, etc. To modify Smart Start™ preferences, follow these steps:

1. **From a floppy disk:** insert Stellar 7 disk #1 and type: a: [return]
   From a hard drive: go to the Stellar 7 directory on your hard drive.
3. Type INSTALL [return]
4. Select "Change Graphics" or "Change Sounds/Music" from the Smart Start™ menu.
5. Follow the on screen instructions.

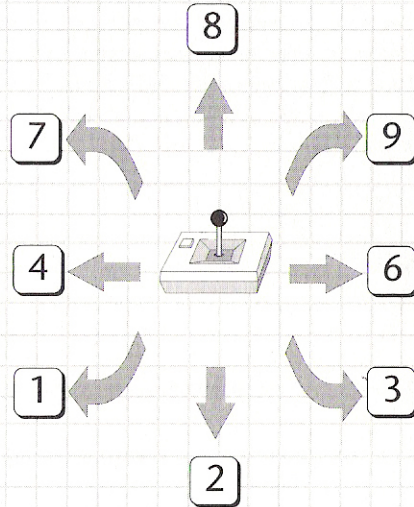**To run the game type "S7" from the Stellar 7 hard disk directory or floppy disk #1.**

W eapon deployment is a vital element of the Raven's control system. Depending upon the input device being used, the Raven's weapons can be selected and activated in several ways. Following is a summary of possibilities.

Joystick Button 1	Fire Cannon
Space Bar	Fire Cannon
Joystick Button 2 (MS-DOS version)	Select Power Module
Tab Key	Select Power Module
Joystick Button's 1 & 2 simultaneously (MS-DOS version)	Activate Selected Power
Return Key	Activate Selected Power
F10 Key	Display Preferences Menu
F2 Key	Sound Effects & Music ON/OFF
ALT-S Keys	Sound Effects ON/OFF
ALT-M Keys	Music ON/OFF
ALT-J Keys	Joystick ON/OFF
ALT-C Keys	Joystick Calibration
ALT-D Keys	Mouse ON/OFF
P Key	Pause ON/OFF
Z Key	Zoom ON/OFF
ESC Key	Abort Mission
ALT-Q Keys	Quit to DOS

The Raven can be controlled by means of keyboard or joystick input. This diagram displays all possible movements and their equivalent keyboard keys or joystick direction.

The destruction of different enemy groups will yield different Power Modules. Following is a listing of available Modules, their accompanying enemy group and keyboard Hot Keys which instantly select and activate available Modules from the Power Module Bank.

Power Module	Enemy Group	Power Module Keyboard Hot Key
Eel Shields:	3 Prowlers	E
Jump Thrusters:	3 Skimmers	J
RC Bomb:	3 Seekers	B
Cat's Eye:	3 Stalkers	C
Super Cannon:	3 Assault Tanks	S
MP Thruster:	3 Sandsleds	T
Inviso Cloak:	Fuel Depot docking	I

Problem: My computer has at least 640K of memory, but I receive a message saying there is not enough memory to run STELLAR 7.
Possible Solution: Your computer may be running a "pop up" (TSR) program or it may be connected to a device such as a LAN that uses a portion of the memory. In order to run STELLAR 7, you will need to free up some of the computer's memory or select a different graphics mode from the Smart Start™ (Install) program.

Problem: The joystick is not working properly.
Possible Solution: Press **ALT C** to calibrate the joystick.

Problem: When playing from the keyboard strange things happen such as the cursor moving all around the screen.
Possible Solution: Press **ALT J** to turn off the joystick or **ALT D** to disengage the mouse. Also, joystick calibration, **ALT C**, may alleviate the problem.

Problem: Constantly playing music bugs me, but I still want to hear sound effects.
Possible Solution: Press **ALT M** to turn off the music or select "music off" from one of the two preference screens (**PREFERENCES** from the **MAIN MENU** or **F10** from the cockpit).

Problem: Graphics appear in a mode that I don't want.
Possible Solution: Type **INSTALL** then use Smart Start™ to select the type of graphics you desire.

Problem: When I run the program I get multiple small images or complete garbage on the screen.
Possible Solution: You are probably using a VGA card which is not 100% register compatible. Select MCGA as the graphics option from Smart Start™

If you have a problem that is not addressed on this list, please call or write our Customer Support Line at:

Dynamix/Sierra Customer Support
P.O. Box 485, Coarsegold, CA 93614
(209) 683-8989.
8 A.M. TO 5 P.M. (PT) Monday through Friday