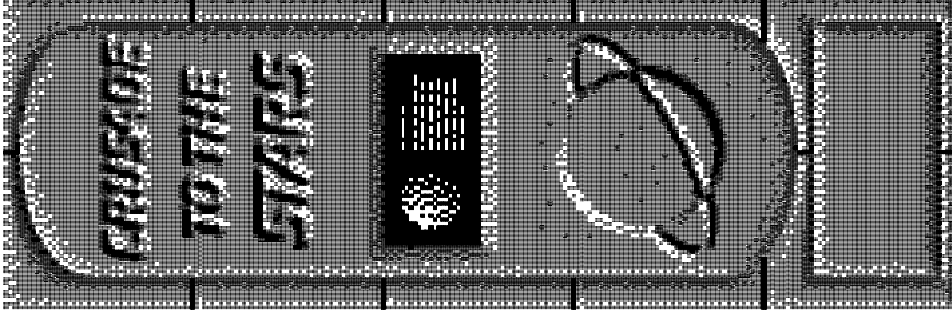


Crusade to the Stars

The Standard Campaign supplied with the game is an attempt to provide one. The first aspect of a good campaign is variety. Players will tire of a campaign which features a series of almost identical maps with almost identical forces, so there are some ideas for creating a varied campaign.

- A campaign should have a good setting. This can be original, or it can be adapted from television, or a book or a film. There is plenty out there for inspiration. As far as the setting allows, there should be a mixture of space battles and planetary battles.
- Where there are multiple planets to be invaded, varying the terrain from one map to another can give a flavour to each planet. You have sixteen maps to play with, so you don't need to include all terrain types on a planet. Example ideas are the forests and barren planets already mentioned, water worlds over which fighters do battle, cratered moons using mountains as used in the design tutorial campaign, or temperate worlds with a good variety of terrain. You may even find a "desert" world full of plains makes a novel change.
- The same variation can be used, to a lesser extent, in space. Space scenarios can range to deep space battles with no terrain, to planetary system invasions where the various types of planet can provide either a decorative backdrop, or may be the objective of the mission. Another idea is an asteroid belt through which the ships must navigate.
- Variation also applied to forces, too. Using only a few unit types in a scenario allows different types of battle to be staged. In fact, while you should avoid having scenarios that are revisited, there's nothing wrong with copying a map to another scenario and having different forces deployed upon it.
- Asymmetry of forces can be used to good effect. When one side is nearing victory, the balance can be tipped slightly against them to provide an extra challenge. It is possible to have an equal scenario with asymmetrical forces, by having different forces of approximately equal strength. A device that has been used in this tutorial is to give one side a factory (or starbase) and minimal forces, while the other is given a larger force without the ability to augment or repair it. It is then up to the larger force to overwhelm the smaller before equality of numbers is gained.

You might like to use these ideas to expand the design tutorial campaign. Other localised planetary battles can be added to elaborate on the invasion campaigns, and new scenarios in space can be fought if one or other planetary invasion fails.



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taken to create a repetitive game.

In our campaign, there will be three scenarios. Scenario #0 we have already designed. This is the space battle in the system the two sides are trying to dominate. If player 1 wins here, play will progress to a planetary invasion of player 2's home world. If player 2 wins, there will instead be an invasion of player 1's home world. So scenario #1 can represent player 1's home world, while scenario #2 will represent that of player 2.

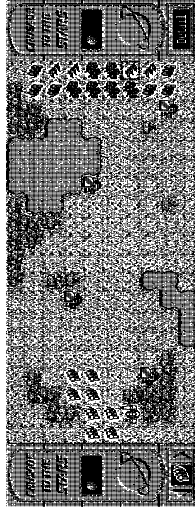
Now let's put this into effect. Tap on the menu button and select Scenario Sequence from the Scenario menu. A dialogue box will pop up, containing two settings, one for Good (player 1) victory and another for Evil (player 2). If you tap on the current value "complete victory", a list of scenarios appears. For Good victory select Scenario #2, and for Evil victory select Scenario #1. Press Ok when done. This scenario is now ready to play.

Providing Resources

Now we can turn to player 1's home world. Looking at the design view, the scenario number (0) is shown on the button at the bottom left. Tap on the right arrow beside it, and the scenario is now 1. Enter the following introduction:



The resources are set using the Resources... option on the Scenario menu. Select this option, and a dialogue box will appear. For Initial credits, enter 9, and for Income per turn, enter 6. Then tap Ok. The meaning of these figures is obvious, but bear in mind that the players will receive income on their first turn, giving a total of 15 credits to spend when the scenario begins. Now to create the map. Tap the Map button and draw the following map.



Introduction

Cast your eyes ahead to the far future. Mankind has conquered space, and is settled on planets spread throughout the galaxy. These planets, formerly lifeless and barren, are now busy with industry, commerce, science, and culture. And war. The space empire of the earth people has become corrupt, and is subject to regular revolt. Most insurrection are mercilessly crushed. But, perhaps, not this time.

In Crusade to the Stars you take the part of the Rebels, who have built up a battle fleet of their own. You must attempt to overthrow the Empire by space battles and planetary invasions, and finally conquer the Imperial home world. Or you can take the part of the Empire, and try to beat off this latest insurrection, hopefully destroying the rebels' battle fleet once and for all.

This game also features a campaign editor, allowing you to set the scene of war between any empires that take your fancy. You draw the maps, place the units, and decide how victory or defeat at each point can change the course of war.

Crusade to the Stars is the latest in the Strife series of turn-based war games for the Psion Revo, Series 5 and compatible computers. Other games in the series include the Strife game creator, War in Ancient Times, and Battle of the Mages. All are available from my Psion web site:

<http://psion.snigfarp.karoo.net/>

Designer Tutorial

Once you have played a few games, you might be inspired to create a campaign of your own. Crusade to the Stars allows you to do this with the campaign editor. This Designer Tutorial will show you how to create a simple campaign which covers all the aspects of the game.

Creating a New Campaign

A new campaign is created from the main title screen. Select Create new campaign... from the Campaign menu, and a dialogue box will appear. You are then asked for a name for the campaign. Enter the name My Campaign. You will then be presented with a simple text editor.

Editing the Scenario Text

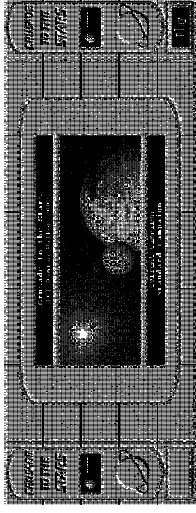


At first the text editor is blank. As you know, each scenario has some introductory text, and the introduction to the first scenario also acts as the introduction to the whole campaign. Type in the text in the above example. You will notice that the text editor is very rudimentary: you need to press Enter at the end of each line, and there is no insert mode. Note also that the first scenario is numbered 0.

The text says that the empires are called Good and Evil. Let us make this so: select Edit Nation Names... from the File menu, and type the name Good for player 1 and Evil for player 2. Tap Ok when you are done. We are now ready to draw the map for the first scenario, so tap on the Map button at the bottom right of the screen.

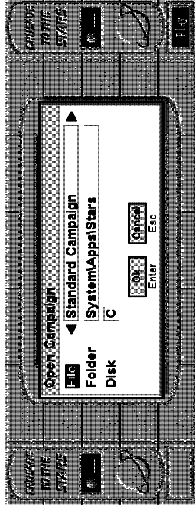
Player Tutorial

Crusade to the Stars has an icon on the Extras bar, labelled Stars. Click on this to run the program. Clicking on any Stars data file from the System screen will also run the program, taking you straight to the title screen.



Loading a Campaign

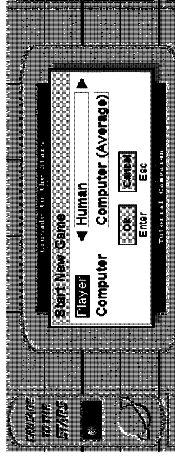
The screen above shows that the Standard Campaign is about to be played. But there is a Tutorial Campaign which is more suitable for beginners. To load this, tap the menu icon on the silk-screen, select the Campaign menu, and tap on the Open Campaign... option. The following dialogue should appear.



Select the file Tutorial Campaign, which is also present in this folder, and click on Ok. The Current Campaign at the bottom of the title screen should now read Tutorial Campaign. You are now ready to play a game.

Starting a Game

Start a new game by clicking on the Play button at the bottom right of the screen. The following dialog will appear.

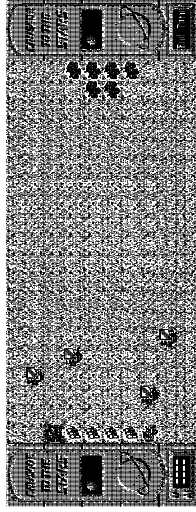


The best strategy in this scenario is to start by waiting patiently for the enemy ships' approach. Do not try to advance and meet them: your cruisers need to stay near to your starbase to be kept in good repair. You can advance the rearmost cruiser by one space, so that the three cruisers are lined up in a row and present a defensive line, but that cruiser will have to retire again for repair if this proves necessary.

Keep tapping End Turn until the enemy is next to you. Then attack the enemy cruisers with each of your ships, and tap End Turn again. Pretty soon, one or more of your cruisers will start to take some damage. When this happens, the starbase comes into play. Retreat the damaged cruiser to a square next to the starbase if necessary. Tap on the starbase, then on the injured unit. The button at the bottom left changes to "Repair". Tap on this, and the cruiser will flash white. Tap on the cruiser again (twice). If the button at the bottom left says "Cruiser", tap on it. You will see that the cruiser's hit points have been restored, and it can return to the battle. Keep an eye on your cruisers' hit points, and repair as necessary. Pretty soon you should start to gain the upper hand in the battle.

Victory Positions

In all the scenarios so far, victory has been gained by destroying all enemy forces. But some scenarios offer another way to victory: that of occupying victory positions. After you have won the scenario that teaches repair, the next scenario looks like this:



As you see, we are back on the planet surface. Near your forces on the left of the map, there are four cities, and each bears a shield. The shields mark the four victory positions, and in other scenarios need not be in cities, but can be marked in any terrain.

Begin this battle by moving your infantry towards the four cities. You may also wish to move the faster armour towards the furthest city. These can engage the enemy in the unlikely event that they approach the furthest city before you can get an infantry unit there. Notice that as you occupy a victory position, the shield turns white. If the enemy were to occupy a city, the shield turns grey. Occupy the cities and tap End Turn. With your units dug into all

not, don't worry: you outnumber the computer and are ready to mount a counterattack. When it is your turn, tap on one of your units and then tap on an enemy, as you did before. If necessary, your unit will advance towards the enemy, and then it will attack. After all your units have attacked, press End Turn, and the computer (if any of its units survive) will retaliate. Continue this process until, hopefully, you wipe out the computer's forces.

The small button at the bottom of the screen tells you that your current unit is a Fighter. Fighters are small, fast, agile ships. As a fighter is hit, it will take damage. Pressing the Fighter button will toggle its display to show you more information. The H stands for hit points, and the M stands for movement points. Hit Points are a measure of the health of a unit. They affect how much more damage it can take before it is destroyed. They also affect its offensive power. Movement points show how much further a unit can move, and unlike hit points, these are replenished every turn. Attacking an enemy unit uses up all remaining movement points.

Saving your Game

Once you have defeated the enemy fighters, a dialog box will congratulate you on your victory. Press Ok and you will be taken to the introduction screen for the next scenario. In this campaign, losing a scenario means you lose the entire game, and have to start again from the beginning. To prevent this calamity you can save the game at the introduction screen to any scenario.

To save your current game, tap the menu icon on the silk-screen, and select Save As... from the File menu. You will be asked to name your saved game file. Type in a suitable name (or leave it as Saved Game if you prefer) and press Ok. The dialogue box will disappear, your game will be saved and you can then continue to play.

Building Units

The next scenario in the tutorial campaign teaches how new units can be built. Crusade to the Stars allows you to build reinforcements, so an early setback in a battle does not mean inevitable defeat. Press Play at the introductory screen, and the map will be drawn.

