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Note that you'll have to fill the whole map with plains first. The map represents a lightly wooded planet with some bodies of water. Varying terrain in different scenarios allows different types of planet to be represented, such as forest planets, barren mountainous landscapes, or industrialised worlds with sprawling cities. Beware, however, of the temptation to allow extreme terrain to overrun the map. A scenario in which the units are too much hampered won't be as fun to play as it is to design.

When this map is done, tap on the Detail button. Only one thing is left to be done for this scenario: the scenario sequence. The settings for this should be: if player 1 wins, play progresses to scenario #0; if player 2 wins, complete victory is gained. This produces some repetition in the campaign. If the Evil player wins but is beaten back, everyone is back where they started. Normally such repetition should be avoided, as it will bore the players, but it is used here to keep things simple. You can always add other scenarios later if you wish.
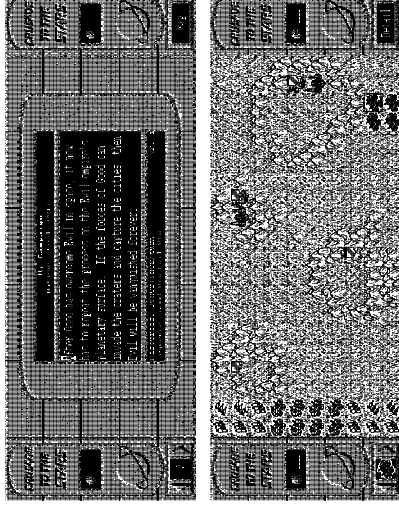
The last thing we need to do is add scenario #2. You should know now how to do this, and the map and description are given above. Suggested resources are Initial credits: 30 and Income per turn: 6. The evil forces are quite small at the start of the scenario, and the generous amount of credit allows them to take advantage of the two factories to start to build a defensive force. The scenario sequence should be: player 1 victory is complete victory, and player 2 victory causes play to move to scenario #0. This means that, from the starting scenario, two victories in a row are necessary to win the game.

Further Ideas for Campaign Creation

Some ideas have been given already for an interesting and varied campaign.

Installing the Software

Crusade to the Stars is supplied as a SIS file contained within a ZIP archive. You will be familiar with these if you have installed much other software on your Psion. You can install a SIS in one of two ways. Firstly, if your PC is running PsiWin:

• Connect your Psion to your PC.

• Use Winzip to extract the SIS installation file from the ZIP archive.
• Double click on the SIS file and follow the on-screen instructions.

If you prefer to install the software using the Psion alone:

• Use RMRZip or nZip to extract the SIS installation file from the ZIP archive.
• Double tap on the SIS file and follow the on-screen instructions.

Crusade to the Stars will install happily on any drive. If you are using anything with a larger screen than a Series 5/5mx, you need to do the following:

• Rename the file 640x240.opo as 640x480.opo (for the Series 7 or netBook), or
• Rename the file 640x240.opo as 640x320.opo (for the Geofox).

A Stars icon should by now have appeared on the Extras bar, and the game is ready to play.

Drawing a Map
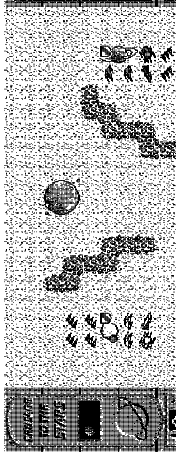
At first the map is full of empty space, but you will be drawing the map above. At the bottom left is the palette. You can use this to select terrain types, unit types and victory positions (shields) to draw onto the map. Drawing most of the terrain is straightforward, but notice the three different planets. These are formed by different shapes of planet terrain spread across two or more blocks. A pair of planet blocks side by side is shown as a planet with a moon. A pair one above the other is a ringed planet, like that on the right. A block of four in a square is shown as a gas giant with a few small moons on orbit. A planet square on its own is displayed as a small moonless planet. Other combinations will give nonsense results, so draw planets carefully.

Terrain is erased by drawing over it with other types of terrain. Units can also be changed in the same way. For the purposes of drawing, a victory position is treated as a unit: though units can move onto victory positions during the game, they cannot occupy the same squares when the map is drawn. If you want to remove a unit or victory position entirely, the last item on the palette, a cross, can be used to rub out unwanted additions. When you have drawn the map above, tap on the Detail button at the bottom right.

Scenario Sequence

This would be a convenient point to explain the way Crusade to the Stars arranges scenarios within a campaign. In the player tutorial campaign there are four scenarios. These are played one after the other, assuming that player 1 wins each battle. As soon as player 1 loses, the campaign is lost. This linear model is fine for one-player games, but for two-player games it is a little one-sided.

Crusade to the Stars has a more versatile campaign model, in which the outcome of one scenario decides which scenario, if any, is fought next. In the linear model of the player tutorial, each scenario is set such that, if player 1 wins, play goes to the next scenario, and if player 2 wins, the campaign comes to an end. But, scenarios can be arranged to be played in any order the designer wishes. The only limitation is that play always starts at scenario #0. Scenarios can even be revisited if the designer wishes, though care must be

the strategic objectives, the enemy admits defeat. You have won the scenario and the campaign. Congratulations!

Loading a Game

In the unlikely event that the computer wins a scenario and you lose the game, you can load the game again at the point where you last saved it. From the main title screen, tap on the menu icon on the silk screen. Select Load Old Game... from the file menu. You can then select the file previously saved and tap Ok.

Other Features

You are now ready to load the Standard Campaign and play a proper game. But before you do this, you might be interested in some other features that Crusade to the Stars provides. The first is the help system. At any point, you can request brief instructions on the current screen. Just tap the menu icon on the silk screen, and select Help from the Tools menu. Other help options are sometimes available. You can request Help on Units, which allows you to flick through a catalogue of all the units in the game. There is also Help on Terrain, which allows you similarly to look at how the different types of terrain affect the game.

Another two features are the preferences. If you select Preferences from the Tools menu, you can change some aspects of how the program behaves. Firstly, you can switch the game sounds on or off. Secondly, you can control the path finding mechanism used by your units. You will have noticed a short pause when you move each unit. During this pause the computer tries to calculate the best route to the objective you have selected. These calculations are quite sophisticated, and if there is a path to the objective then the computer can navigate the most complex maze of terrain to reach it in the quickest possible time. If this pause annoys you, there are two things you can do. You can move your units one square at a time, which may be equally annoying. Or you can change the Path finding setting from Slow/Intelligent, the default setting, to Quick/Stupid. When Quick/Stupid is selected, your units will try to move more directly towards the objective, caring little about what obstacles are in the way. This should be sufficient for all but the most labyrinthine maps.

For either side you can choose a human player, or a computer at novice, average or expert level. Any combination is possible, so you can play against a friend (passing the computer back and forth as each of you takes your turn), you can watch a demonstration game between two computers, or you can play against the computer as shown here.

If you choose to play against a friend, your game will be password protected to prevent an unsporting opponent meddling with your forces in your absence. On each player's first turn, a new password is requested. This must be typed twice to guard against typing errors. On subsequent turns the password is required to continue the game.

For the purpose of this tutorial, leave the player forces as "Human" and the computer forces as "Computer (average)", and press Ok.

Moving and Attacking Units

The first thing you see on starting a new game is the introduction to the campaign and the first scenario. The first scenario is about moving and attacking, as the introduction shows. When you are ready to start, tap Play.
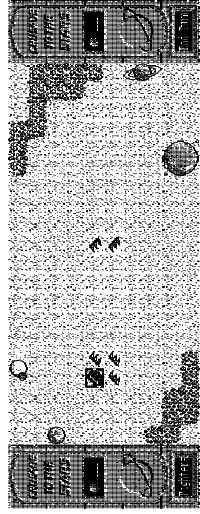
The first move is given at random. In the illustration above, the computer has been given the first move, and its dark forces on the right have already advanced. If you have been given the first move, the forces should be further apart; in that case tap "End Turn". You should now see the display shown above.

The rearmost unit highlighted in black is the current unit. You can select any of your four units by tapping on it, in which case it will turn black. Try this by tapping on the front at the top of your group. Now it is time to move towards the enemy; tap the uppermost enemy unit, and after a short pause you will see your own unit advance towards it. Select each of your other units in turn and advance it in the same way. You will find that your units are not quite able to reach the enemy. When all your units have moved, tap End Turn.

The computer is now close enough to attack you. Your unit will flash white when it is under attack, and if all goes well it will still be there afterwards. If

The first thing you will notice is that we are no longer in space. In fact, the map is full of grass and trees. Crusade to the Stars takes place in two distinct theatres of war: in space and on the planets themselves. You will see different terrain and units in each theatre, though fighters can take part in planetary battles.

In this scenario you start with only one unit, the Factory. Factories cannot move, and have little offensive firepower, and this lone factory would easily fall prey to the four infantry units about to advance upon it. But factories have one obvious advantage: they can build other units. Tap on the factory and then tap on an empty square next to it. The button at the bottom left changes, and now says "Build". Click ono the "Build" button and you will see the unit catalogue for planetary battles.

The button at the bottom left changes again, and you can tap on the left and right arrows to look at the units available to you. Factories can produce fighters, armour and infantry. In this battle we want infantry, which are slower but stronger than fighters. Tap on the right arrow until the information for infantry appears. You will see some descriptive text, and some statistics at the bottom of the screen. These statistics tell you the following:

• Hits: these are the hit points, or the amount of damage a unit can take over successive turns before it is destroyed.

• Power: this is the maximum amount of damage a unit can inflict in a single attack. Due to the fortunes of war, not every attack will deliver the full amount of damage shown here.

• Armour: this is the maximum amount of damage a unit can absorb in a single attack before hit points are reduced. As with Power, a unit's armour will not always stop the full amount of damage.

• Movement: this is the number of movement points a unit has. This generally shows the number of spaces a unit can move, but movement over some terrain costs more than one movement point per space. Some types of terrain are impassable to some units. No matter how many movement points a unit has, it can make only one attack per turn.

The cost is shown at the top of the screen, and the "Avail" number shows how much you can afford to spend. You can just afford a new infantry unit, so click on the Build button in the bottom right. You will return to the map, and the infantry unit will appear in the empty square you selected. A unit has no movement points on the turn it is built, so all you can do now is press End Turn and watch the enemy advance.

Note that in subsequent turns, if you tap on the factory and then on an adjacent unit, the unit is not selected, but the button at the bottom left changes to "Repair". Ignore this for now, and tap on the unit again. It will then be selected and moved as normal.

In this scenario, your resources are increased by 6 points per turn: enough to build an infantry unit every turn. By the time the enemy reaches your position, you should be able to outnumber them. Resist the temptation to advance your forces until they are at least equal to the forces of the enemy. Your ever-increasing army should make light work of the enemy. though you should try to protect your vulnerable factory.

Unit Repair

Once you have rid the battlefield of the enemy's pathetic forces, you will be awarded victory and allowed to progress to the next scenario. This illustrates another of the factory's capabilities: repair. Instead of allowing a unit to take damage constantly until it is destroyed, you usually have the option of retreating it to a factory at which point it can be repaired. In space, the functions of building and repairing are done by the starbase rather than the factory. The next scenario shows you how. Press Play at the scenario's introductory screen to see the map.
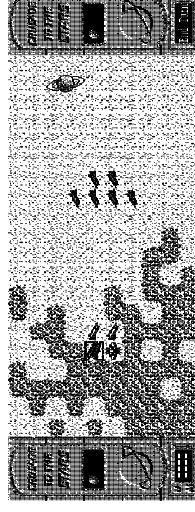
In this scenario, you have a starbase and three cruisers taking shelter on the edge of a large asteroid belt. Six enemy cruisers are approaching, and you are clearly outnumbered. The resources of this scenario are not generous enough for you to match the enemy in numbers, but you have the advantage of a starbase. Not only is the starbase a strong attack unit, but it has the facility to repair damaged ships.