



StarFighter 3000

Pilot's Guide

ProAction

3QD
DEVELOPMENTS LTD

APDL

Star Fighter 3000

PDF Documentation by 3QD Developments Ltd 2026

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This document last edited on 29/09/26



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Star Fighter 3000

Loading Instructions

1.1 Machine Requirements

Star Fighter 3000 requires a computer with RISC OS 3.1 or better and at least 4Mb of RAM. It is compatible with StrongARM and the Iyonix.

An ARM 3 or better processor is recommended to use the higher detail levels. You should be able to play the game in full-screen mode at 'max' detail and 'medium' speed on a fast ARM 710 machine. For desktop play a StrongARM is recommended.

The 'nested' Window Manager (i.e. version 3.8 or later) is required for the game's desktop interface. This is available for RISC OS 3 machines as part of Acorn's Universal !Boot. On older machines the game may need various modules from !System, including the Toolbox and 32-bit shared C library.

The Universal Boot and Toolbox modules are available from the RISCOS Ltd web site at <http://www.riscos.com> and the 32-bit Shared C Library from <http://www.ionix.com/32bit/>.

1.2 Graphics Display

The game uses a graphics resolution of 320 x 256. To run in full screen mode you require a suitable mode definition. The game will run at the correct speed regardless of the frequency, but for best effect a 50 Hz or 100 Hz mode is recommended. Mode definitions for a 320 x 256 display at 100 Hz on a VGA monitor are available from various sources

For optimal performance in the desktop it is best to use a screen mode where neither colour translation nor scaling is necessary. This implies 256 colours with standard palette and a display scale of 50%

1.3 Sound Output

When it is loaded the game will automatically decide whether to use (in order of preference) SharedSound, 16-bit sound or 8-bit sound. If the SharedSound module is detected then the game's sound will be mixed with any other sound sources, such as an MP3 music player. Otherwise the game will attempt to claim exclusive use of the sound system. If this claim fails then the game's sound will be disabled. It is strongly recommended that SharedSound is used on machines with 16 bit sound as this eliminates conflict with other applications.

1.4 Running the Game from CD-ROM

Where possible configuration and high scores are stored in the standard location for program choices rather than inside the application. This means the game can be run from the CD as long as you have a !Boot structure or external !Choices directory.

1.5 Hard Disc Installation

The game can be installed and run from hard disc. Just drag the !Star3000 application icon to a directory viewer on your hard drive.

Introduction

2.1 The Game

Welcome to Star Fighter 3000, The highest rated game show ever on a Fednet universal satellite channel. The year is 3037, and peak-time TV has acquired its most successful audience participation show ever.

A result of the intensified battle for advertising revenue and military hardware between the two rival broadcasting companies, Fednet and TrashTV, lucky viewers were selected from thousands of applicants to take part in the Star Fighter UEP [Ultimate Expansion Programme].

The idea was simple ... Assemble an enormous military attack force around progressively difficult strategic locations (mostly belonging to TrashTV), invite viewers to take part in the ensuing battle, and broadcast the results

Unfortunately, the battle soon escalated into a universal conflict. TrashTV quickly made a number of allies, (mainly on the promise of cheap advertising), each being a powerful military force in the galaxy.

2.2 The Enemy

The Dark Lord, 'He who is master of all that is evil' as he likes to be called. The commander in chief of a synthetic super-race based on several artificial death stars and leader of a brutal regime.

Thorg, an egotistical tribal warlord and leader of a primitive civilisation, hell-bent on sculpture and universal destruction. Intelligence reports indicate he is highly unstable as the result of generations of inter-breeding, and likes to dress up in a squirrel costume and play conkers in his spare time.

The I.C.T. Corporation - Pioneers in experimental terraforming for military research. Previous customers include both Fednet & TrashTV.

It's your job to eliminate them, and everybody else that stands in the way of Fednet's rightful position as the only purveyor of quality entertainment through the known universe. Destroy their buildings, Exterminate their armies, Grind them into the dust, all for points and prizes.

Using the Desktop Interface

Star Fighter 3000 runs under the Window Manager, allowing you to return to the desktop at any time to continue with other work. You can even play the game in a window, whilst other applications continue to run in the background! Interactive help is provided on all aspects of the desktop interface, and in most cases this should be sufficient.

3.1 The Icon Bar

When you run the game its application icon is installed on the icon bar. Clicking SELECT on this icon will open the main game window, whilst clicking ADJUST will open the Configure dialogue box.

The icon bar menu provides the following options:

- Info Leads to a window giving information about the program.
- Help... Opens the HTML version of this manual.
- Configure... Opens the Configure dialogue box.
- Quit Quits the application.

3.2 The Main Window

The main window displays the same graphics that you would see in full- screen mode. Mouse clicks (except for MENU) and key presses are passed on to the game, though the latter only when the window has the input focus. You can give the window the input focus by clicking in it.

You can remove the input focus from the game window by pressing F12; this will also pause the game if 'auto-suspend' is configured. Click anywhere on the window to give it the input focus; the game will resume if it had been automatically suspended.

If the mouse is being used for flight control then the pointer will be hidden and all mouse clicks (including MENU) will be claimed by the game. You can free the pointer by pressing F12 to remove the input focus from the game window; this will also pause the game if 'auto-suspend' is configured.

The game window provides a menu:

Full screen	The game takes over the entire screen, removing the distractions of window furniture. Multi-tasking is suspended when not in the desktop, which allows the game to run much faster. You can return to the desktop by pressing F12.
Suspend	Ticking this option will pause the game and free up CPU time for other tasks, while in the desktop. Suspension of the game is total, and thus distinct from the in-game pause facility (which allows continued control of camera views, for instance). You can also configure 'Auto-suspend' (see 'General options').
Scale view	Leads to a dialogue box, which allows you to change the extent of the game window so that it takes up more or less space on the desktop. Either enter a percentage scale in the writable field, use the adjuster arrows, or select from one of the standard scales.
Screenshot	Leads to a standard save box from which you can drag a file icon to a directory display or type in a complete file path. The game's current screen display will be saved to this location as a Sprite file.
Configure	Opens the Configure dialogue box (see below).
Help	Opens the HTML version of this manual.

3.3 The Configure Dialogue Box

This is split into several parts to keep it to a manageable size. The radio buttons on the right-hand side of the window control which part is open

'Cancel' discards all changes. 'Set' confirms any changes and configures the game appropriately. 'Save' acts like 'Set', but also writes the new configuration to file so that it is remembered next time the game is run.

The dialogue box stays open if you click with ADJUST rather than SELECT.

General options

Speed limiter [Value]

This value sets the maximum speed of the game in centiseconds per frame. Reducing it will speed the game up, whilst increasing it will slow the game down (and increase the time available to other desktop tasks). The values that correspond to the standard speeds available in the configure menu are 5 'Slow', 4 'Medium', 3 'Fast' and 0 'Max'.

The game will only run up to the configured speed if your computer is fast enough. In full screen mode it will also be restricted by the monitor frequency (typically 1 to 2 cs per frame).

War backdrop for menu [Off / On]

Turning the backdrop off should make the in-game menus more responsive on slow computers.

Big ships launch missiles [Off / On]

A-T-A missile launch from big ships and space stations was broken in earlier versions of the game and hence has not been thoroughly play tested. You may wish to disable it if a mission seems unreasonably hard.

Lasers hit bonus coins [Off / On]

In earlier versions of the game, lasers would hit any bonus coins in their path. The default is now for lasers to pass straight through coins, but you can restore the original behaviour by setting this option.

Start in full-screen mode [Off / On]

You can configure the game to start in full-screen mode, although you can still return to the desktop by pressing F12.

Initial scale [Percentage]

This percentage scale dictates the size of the main window when the game is first loaded, hence you must save the configuration for it to take effect. To change the current display scale use the 'Scale view' dialogue box.

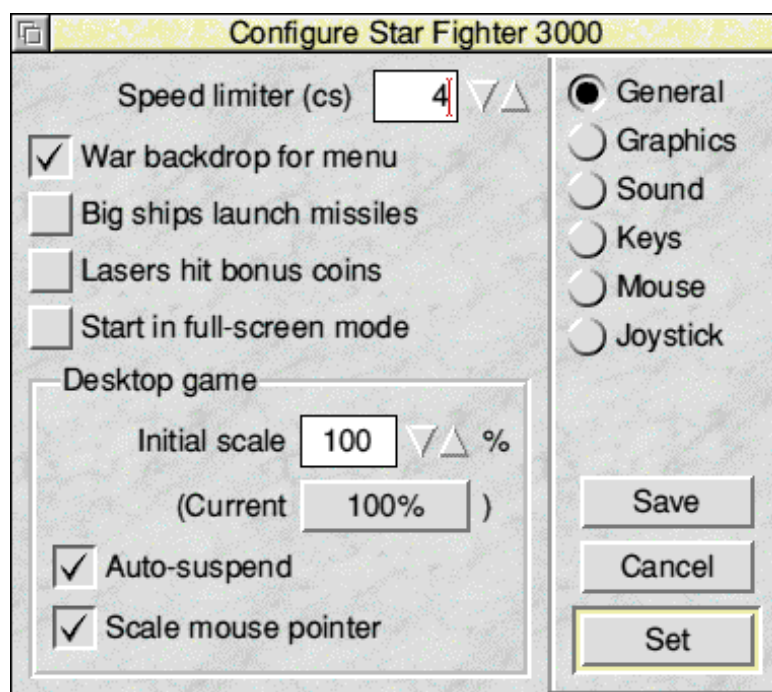
The lower button inserts the current game window scale into the writable field. Clicking this then 'Save' is the easiest way to save the current scale

Auto-suspend [Off / On]

If On the game is suspended if the main window loses the input focus. This can prevent a potentially fatal loss of control whilst playing in the desktop.

Scale mouse pointer [Off / On]

You may find that in the desktop the game's larger pointer shapes are cropped (only part visible), due to a restriction in the video hardware. By setting this option Off you can force the pointers to always appear the



same, small, size regardless of screen mode or game window scale.

Graphics options

Detail level [Very low / Low / Medium / High / Very high / Max / Custom]

This controls the quality of graphics rendering. You can select from one of a number of pre-set detail levels which correspond to those in the in-game menu, or select 'Custom' and alter the settings yourself. Choosing a pre-set detail level will update the sliders to show the new values. 'Custom' detail will automatically be selected if you change any of the sliders.

Texture map detail [Very low / Low / Medium / High]

You can select from a number of texture mapping algorithms, each of which gives a different trade off between accuracy and speed.

Objects plot distance [Slider]

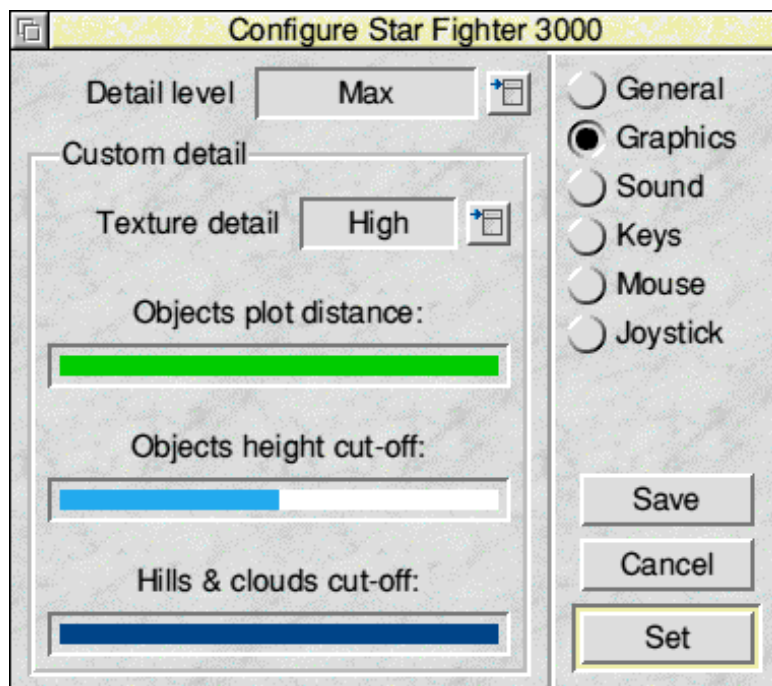
The distance beyond which no objects are plotted.

Objects height cut-off [Slider]

The height above which no ground installations are plotted.

Hills & clouds cut-off [Slider]

The height above which not even mountains or clouds are plotted.



Sound options

Sound enabled [Off / On]

Lets you completely disable all sound output from the game.

4 channels / 8 channels

Selects the maximum number of sounds. Mixing 8 channels of 16 bit linear sound is CPU intensive so should only be used on more powerful machines (e.g. StrongARM).

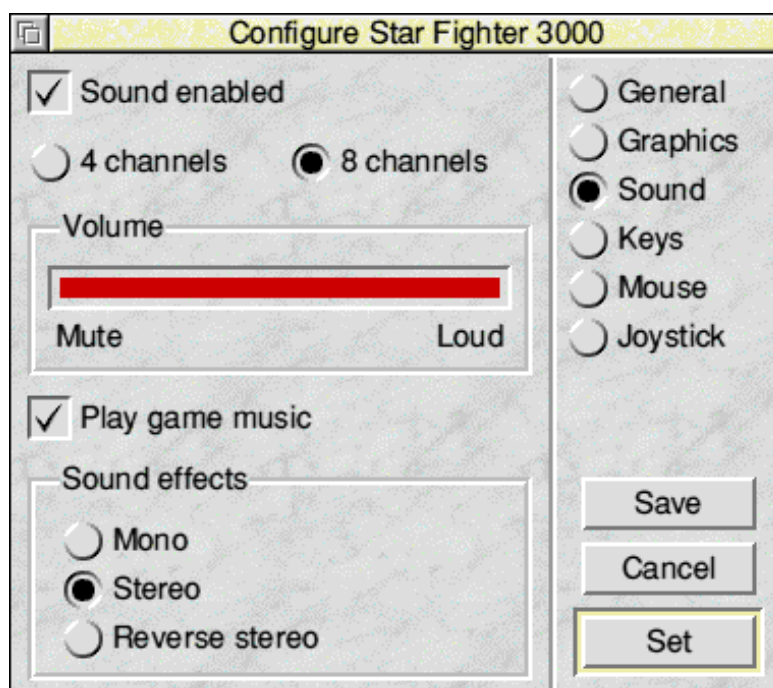
Volume [Slider]

Sets sound volume with finer accuracy than the pre-set levels in the in-game configure menu. The volume does not change as you drag the slider, it does not take effect until click on 'Set'

Play game music [Off / On]

Lets you disable the music, for example, to listen to an audio CD instead.

Sound effects [Mono / Stereo / Reverse stereo]



Stereo sound effects require more calculation than mono effects and thus may slow the game down slightly on old machines. You should select reverse stereo if your speakers are the wrong way round.

Key definition

This window lists the keyboard controls used by the game, all of which may be redefined (except Return to Desktop, which is always F12). The current key definitions are displayed down the right-hand side, adjacent to their function name.

Click SELECT on one of the displayed keys to redefine it. The icon will be highlighted to show that it is awaiting your input. You may press any key except F12. When a key press is recorded the highlight moves on to allow rapid definition of multiple keys. You can de-select the highlighted icon by ADJUST-clicking on it.

The flight control keys may only be used when neither mouse nor joystick control is enabled.

Note: Users with a non-UK keyboard configured will see only key numbers rather than key names. Foreign keyboard layouts may be defined by adding a suitable message file to the !Star3000.Keyboards directory.

Mouse options

Enable mouse control [Off / On]

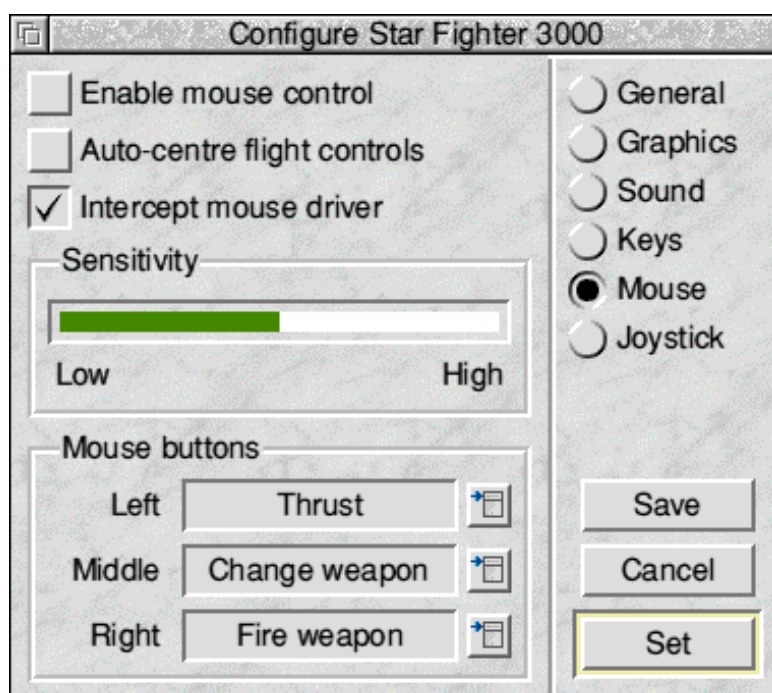
When mouse control is enabled you cannot use keys for flight control, though you can still use the keyboard for other commands (e.g. camera views, ECM, map). Selecting this option will de-select joystick control, if it was enabled.

Auto-centre flight controls [Off / On]

With auto-centring enabled the flight controls will gradually return to a neutral position when mouse movement ceases.

Intercept mouse driver [Off / On]

To allow mouse control in the desktop without disrupting other programs the game intercepts low-level communications between the mouse driver and OS. If you disable this then the game will revert to more conventional methods, but mouse control will only operate in full screen mode



Sensitivity [Slider]

The sensitivity of flight control using the mouse can be varied from very low (takes a long time to react) to very high (reacts quickly, but can be difficult to control). This slider allows finer adjustment than selecting one of the pre-set levels from the in-game menu.

Note that control sensitivity will also be affected by the OS's configured mouse pointer speed, unless mouse driver interception is enabled (see above).

Mouse buttons

Configuration of mouse buttons works on the principle of tying actions to buttons. A display field shows the action currently configured for each mouse button. To choose from a list of available actions, click on the adjacent pop-up menu icon.

Some actions replace the flight control keys ('Fire weapon', 'Thrust') whilst others give access to commonly used commands. 'Change weapon' cycles through your available weapon systems (skipping any that have been exhausted) so that you don't have to reach for the keyboard in the heat of battle. 'No action' does nothing.

Joystick options

Enable joystick control [Off / On]

When joystick control is enabled you cannot use keys for flight control, though you can still use the keyboard for other commands. Selecting this option will de-select mouse control, if it was enabled.

Port number [Value]

Some interfaces support more than one joystick, which are then identified by a number from 0 to 255. Generally you will want to leave the port number configured to 0.

Type [Switched / Analogue]

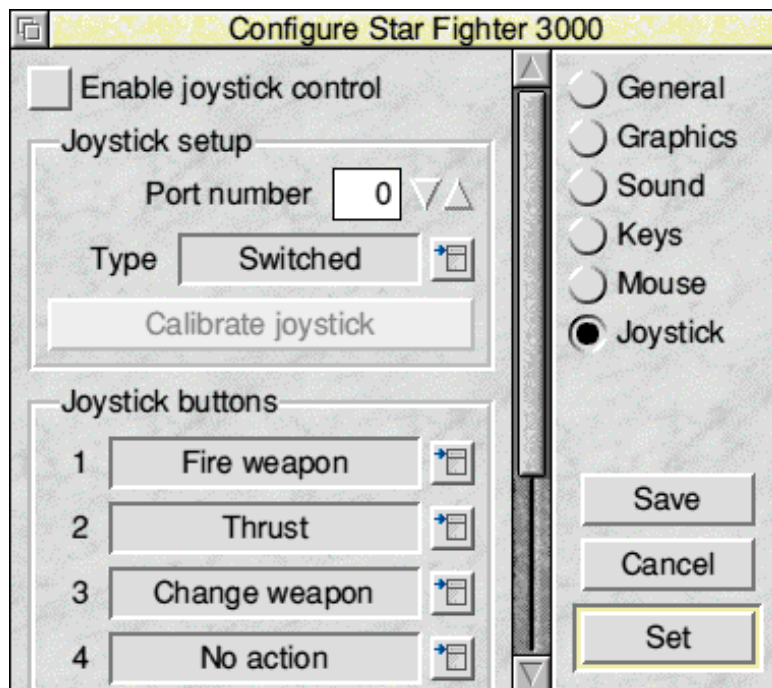
Joysticks essentially come in two varieties, switched (Atari) and analogue (PC). Both are supported, but you must specify which type or else the flight controls will behave strangely.

Calibrate joystick

Click this button and follow the on-screen instructions to calibrate your analogue joystick to return its full range of values. This will only work if your joystick software supports Acorn's calibration SWIs

Joystick buttons

This is similar to the configuration of mouse buttons. Up to eight joystick buttons are supported, and you can choose an action to tie to each. For more details see 'Mouse options'.



Using the Menu

All options on the menu can be selected or altered using the Return key or clicking the mouse. Use the cursor arrows or move the mouse to select different options.

4.1 The Main Menu

Start Game	Start the currently selected mission.
New Game	This clears all progress on the current level pyramid, and starts a new game.
Select Level	Toggles through whether the game should start on the Easy, Medium, or Hard level pyramid. Alternatively, you can enter a password. Selecting 'pcode' displays the password for the last completed mission and allows you to enter a new code, which if correct, will select and set up the correct pyramid to a previous setting and start the game.
Configure	Selects the configuration menu.
Quit	Quits the program.

4.2 The Configure Menu

Although the original in-game Configure menu has been retained in this version of Star Fighter 3000, it doesn't give access to all the options available from the Configure dialogue box (see 'Using the Desktop Interface') and often a more limited range of settings is available.

Some earlier versions of the game saved configuration to file every time it was updated. You now have to explicitly save configuration (using the desktop interface) if you wish to retain settings between sessions.

Volume	Alters the sound & music volume.
Control	Select Keyboard, Mouse or Joystick control. Mouse control has 3 levels of sensitivity, 3 being the highest. Joystick may be either switched (Atari-type) or analogue (PC-type).
Setup	Setup allows you to customise the game format by cycling through 6 options, each of which can be selected and altered:
Setup Backdrop [On / Off]	This toggles the war backdrop. Turning the backdrop off will speed up the menu.
Setup Detail [V Low, Low, Medium, High, V High, Max]	Reducing the detail level will speed up the game (especially on 'V Low', if your eyes can take it). The configured detail level affects both the texture map and the distance at which you can see objects.
Setup Music [On / Off]	Toggles the in game music.
Setup Speaker [On / Off]	Switches the internal speaker on or off. Unlike other options the speaker state is not set on start up.
Setup Keyboard	This option allows you to redefine the ship control keys. On selection, you will be prompted with Left, Right, Dive, Climb, Thrust & Fire. Press and then release the required key at each of these prompts.
Setup Speed [Slow / Medium / Fast / Max]	This sets the maximum speed of the game, the default being 'Medium'. 'Max' is unlimited just so people with fast computers can show off.
Setup Stereo [On / Off / Reverse]	Turning off stereo sound effects will speed up the game. Reverse stereo is for people with their speakers the wrong way round.

Levels & Pyramids

There are three levels of competition, Easy, Medium and Hard. Each level is represented by a separate pyramid with 36 missions to complete over eight sub- levels.

Completion of a mission will award you a performance based credit bonus and lets you select one of the two missions directly above it. Completed missions are indicated by arrows / red squares. Missions completed at the top of the pyramid return selection to unfinished missions at the bottom.

Every time a new game is started, the score and ship status is reset, and you will get enough cash to see you through the first mission, 1200, 1400 and 1600 credits for the first mission on each pyramid, with increments of 100, 200 and 300 credits for every sub-level up.

Selecting 'New Game' from the main menu will clear all progress on the current pyramid and return you to the bottom.



-Highlighted missions indicate bonuses available



- Missions select cursor



- Completed missions indicated by red squares

Each level has 12 bonuses spread randomly throughout the pyramid, indicated by highlighted mission icons. Each bonus may earn you:

Gamble	Gamble with your ship's equipment (1)
Sponsorship	Earn cash from companies eager to advertise (1)
Cash Prize	Complete a mission in 1 life to receive cash
Bonus Level	1 minute of parachute drops (2)
Upgrade Ship	Randomly upgrades ship (1)
Multiplier	Multiply all bonus coins and end-of-mission score
Penalty	Downgrade ship (1)

1) You will not get these when flying special spacecraft.

2) You will not get this on enclosed levels (e.g. I.C.T. hyperspace facilities) or when flying special spacecraft.

Controls & Information

Note that most key controls and the action of mouse or joystick buttons may be redefined from the defaults listed here.

6.1 Flight Controls

Keyboard controls:	Z	Roll left
	X	Roll right
	'	Dive
	/	Climb
	Return	Fire selected weapon
	Right Alt	Thrust
Mouse controls:	Mouse Left	Roll left
	Mouse Right	Roll right
	Mouse Up	Dive
	Mouse Down	Climb
	Left Button	Thrust
	Middle Button	Cycle weapons: (a) Lasers (b) Air to ground missiles (c) Air to air missiles ...and any super weapons
	Right Button	Fire selected weapon
Joystick controls:	Joystick Left	Roll left
	Joystick Right	Roll right
	Joystick Up	Dive
	Joystick Down	Climb
	Button 1	Fire selected weapon
	Button 2	Thrust
	Button 3	Cycle weapons (as above)

6.2 In Game Controls

S	View ship status
M	View map
E	Release ECM
P	Pause game
R	Re-group your formation
A	Break formation for attack
T	Toggle head-up display
Escape	Quit game
f12	Return to desktop or lose input focus

6.3 Weapon Selection

f1	Lasers
f2	Air to ground missiles
f3	Air to air missiles
f4	Cycle super weapons

6.4 Camera Select

f5	Reset normal view
f6	Tracking camera

6.5 Spacecraft Views

f9	Reset view to player
f10	Cycle through view types: (a) Player (b) Friendly spacecraft (c) Enemy spacecraft (d) Player weapons
f11	View next instance of type

6.6 Camera Control

Up Arrow	Forward view. + Right Ctrl for up
Down Arrow	Rear view, + Right Ctrl for down
Left Arrow	Camera left
Right Arrow	Camera right
Page Up	Zoom camera in
Page Down	Zoom camera out

6.7 Head-Up Display Information.

During game play, the following information is shown on screen:

Score	Shown on top left								
Shields	Green Shows shields power out of total (red) Orange Shows ship is under attack Flashing Ship is damaged and repairing								
Speed	Sliding speed indicator shown over shields								
Current									
Weapon	Shown on top right + quantity  Laser  A-T-G missile  A-T-A missile  Freefall cluster bomb  Wide area laser  Multiple A-T-A missile  Aerial mine								
E-C-M	Shown on top middle								
Direction + Grid Ref	Shown on top right								
Formation Grid	Only shown when friendly troops are in formation. This displays all ships and their relative positions.								
Distant ships	Shown as a cross, colour indicates type: <table border="0"> <tr> <td>Red</td><td>Enemy ship</td></tr> <tr> <td>Green</td><td>Friendly ship</td></tr> <tr> <td>White</td><td>Missile / Unclassified</td></tr> <tr> <td>Orange</td><td>Credit</td></tr> </table>	Red	Enemy ship	Green	Friendly ship	White	Missile / Unclassified	Orange	Credit
Red	Enemy ship								
Green	Friendly ship								
White	Missile / Unclassified								
Orange	Credit								

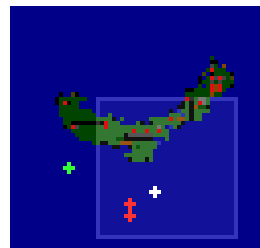
Using the Map

The detail map (large) displays the complete combat area in varying detail and scale, showing all ships' locations, type and status. All ground objects are shown, including mission targets. To scroll the map use the cursor keys, or move the cursor to the edge and click the mouse. Selecting an area in the global map (small) will also move the detail map to that area.

To control the map cursor use the mouse or the current flight controls (either keys or joystick, if configured).

7.1 Map Control Icons

SMALL MAP The global map (small) shows airborne craft and ground targets only. Red, green and white crosses indicate enemy ships, friendly ships and your own ship respectively. Selecting here scrolls the detailed map view.



ZOOM ICONS Scales the current map view.



RADAR ICON Toggles drawing of ground objects on the map.



BRIEF ICON Brings up a text brief outlining details of the mission and combat statistics. To close the mission brief, de-select this icon.



VIEW ICON Allows a detailed ground view of any ground targets from a local position. If a camera view is available from a given map location then the cursor will change to a [View Target] prompt.



STATUS ICON Displays current ship setup and lets players purchase equipment (only on mission start or when docked in mothership). Note: This is NOT available during special ship setup missions ie. prototype combat craft etc.

7.2 Radar Information and Control

Fighter Spacecraft These flash between their I-D Code and current direction. The first letter indicates type:

[E]	Enemy
[F]	Friendly

The second indicates status:

[A]	Attacking
[P]	Patrolling flightpath.
[F]	Flying in formation.

Large Spacecraft - These flash a large 'S' and their current direction. This applies to all large craft except Fednet motherships which show as an 'M'.

Airborne Targets - Aircraft with a special mission significance show their status instead of a direction:
 A Cross indicates that the ship has to be destroyed (or be destroyed prior to it reaching its destination.)
 A Heart indicates that the ship must survive (or be safely escorted to its destination)

Airborne Weapons - Any item classified as a weapon will be displayed as a red missile + direction.

Direction indicators - Most items displayed on the radar screen will display a current direction. The colour of this arrow indicates its type:

GREEN	Friendly ships.
RED	Enemy ships.
WHITE	The player's ship.

Ground Mission - Targets Targets which must be destroyed to complete a mission are shown by a small flashing 'x'.

Information points - Indicated by a flashing 'I'. Clicking on one of these will give a detailed briefing on a particular location or target area. To close the location briefing, de-select the main briefing icon.

Tactics

8.1 Defensive Tactics

General principles (1) - *"Do not spread your attack force too thinly. If there is something to attack, it is safe to assume that it may attack you. It is more important to finish a mission at a steady pace than to waste licence payers fees on scrap metal."* (Advanced Pilots Manual Vol II, Page 56)

Most of the missions will require you to re-dock with the mothership when finished. If this is so, and the mothership is under enemy attack, you must defend it to the death to avoid being stranded on an enemy planet.

8.2 Friendly Formations

a) Getting a formation together.

On some missions, you may have to locate members of your attack force and request they join from a patrol. A close fly-by of the leader of the friendly formation will signal a request to join the attack force, and all following will join. It is good defensive practice (and good manners) to allow the formation to settle behind you before moving into dangerous areas.

b) Attacking with a formation.

Pressing 'A' will send your formation in to battle with the nearest airborne targets. They will always attack on a one to one basis (ie. 2 enemy craft nearby, 2 will break formation), the rest stay with you for defence.

If you wish to raise the stakes, pressing 'A' again, will send in more of your formation, increasing your chances of victory, but also your potential losses.

c) Knowing when to retreat.

Keep a careful eye on your attack force - Fednet military advocate the use of C&C (Care and control) at all times.

General principles (2) - *"Care and Control - Every pilot lost to the enemy increases their strategic advantage. Do not abandon your fellow pilots unless it looks dodgy, in which case, leg it back to the mothership and let them fight it out"* (Advanced Pilots Manual Vol I, Page 5)

You will receive radio updates from time to time from your attack force. If things get too rough, 'R' will re-group your formation. However, be careful not to force your wingmen into retreat if it puts them in a vulnerable position as they leave the battle scene. If consistently fired upon while trying to re-group, they will return to combat.

d) Re-allocation of targets.

When an enemy target is destroyed by a friendly craft, the nearest enemy targets to the player will always be selected for attack. If none are found, the friendly ship will attempt to rejoin your formation. This serves 2 main purposes:

- a) It is good defensive practice to defend the formation leader.
- b) Formation pilots are fully aware that it is common for flight leaders to swan about enjoying themselves while they get pounded to bits.

e) Friendly Fire & Losses.

Friendly pilots will tolerate a certain amount of friendly fire before switching sides and trying to kill you. This can lead to some quite exciting battles as the formation you have left will leap to your defence. You also receive points for attacking your own team, it is a game show after all ...

In the sad event of a friendly pilot dying in combat (while he / she is still on your side), it should be remembered that it is extremely bad manners to pick up the bonus coins left behind.

Flight Control & Weapon Systems

9.1 The Predator Mk-IV : Flight & Control

The ship you will be flying for most of the missions is the Predator Mk IV standard issue combat fighter. The Predator is fitted with two FedEng hyper drive thrusters with built in gyroscopic stabilising units. These can be upgraded to provide better acceleration and faster turning speed.

To further assist the ship's turning capabilities there are stabilising wings on either side of the engines. These use the ship's aerodynamic properties to increase turning speed where the atmosphere is dense enough. Consequently the turning power of your ship is reduced when you are at high altitude or the atmosphere of the planet is thin. However as air friction is reduced your ship will be able to attain higher velocities.

The standard ship's engines and control power have 6 upgrades available. Fednet combat research suggest that engine power is more useful when the atmosphere is dense (eg. Earth, Ice Planets etc.) and control rate more useful for planets with a thinner or no atmosphere (eg. Deathstars etc.)

When your ship is turning there is a reduction in speed which can be used to your advantage to slow down quickly by rolling with the engines off. This speed reduction can also be a disadvantage if you are being attacked by ground fire. It's best to keep moving in these situations.

9.2 Defence Systems

The most important defences are your shields which have 7 upgrades available. The shields are slowly replenished by the ship's CFG (Central Fusion Generator). However if you are docked with the mother ship your shields will be charged at a higher rate.

ECMs (Electronic Counter Measures) are your only other defences. Known to the troops as the ADD (Annoyed Duck Device), these work by sending a high frequency energy wave from your ship, destroying all missiles in the immediate area. ECMs require large amounts of power when activated and consequently drain a small amount of energy from your shields banks.

'The best form of defence is attack!', quote from Ohlan Farn's best selling paperback, 'Star Fighter Pilot - Man or Mouse ?'.

9.3 Attack Systems

The Predator can be fitted with a wide selection of weapons including Lasers, Air to Ground missiles (A-T-G), Air to Air missiles (A-T-A) and a selection of currently classified super weapons.

Laser Cannons have 7 upgrades available which will increase the number of beams fitted and the destructive power of each beam.

A-T-G missiles, when selected, highlight the object they are locked onto with a green outline. Once fired they will identify and home onto the most vulnerable point. A-T-A missiles highlight the ship locked onto in red.

Note - Missiles only have a limited amount of fuel and will detonate if they fail to reach their target within a certain time.

When using missiles on ground guns, satellites or large star cruisers it is possible that the missiles will be destroyed by laser fire. It is good practice to try to draw the laser fire away after firing missiles at these targets.

9.4 Taking Flak

When your ship is hit by laser fire the power surge generated can temporarily jolt the gyroscopic stabilising units causing the ship to roll. This effect can be more dramatic when hit by missiles or crashing into objects.

If your shields are critical and you are hit, the C.C.S. (Central Control System) may shut down to route all available power to charging the shield banks. Whilst the C.C.S. is down the ship is very hard to control and very vulnerable. If damage is critical there is a possibility that further hits might damage your engines, control or shield banks or cause a total system overload destroying your ship, doing you serious injury in the process.

9.5 Docking

The Fednet mothership will accompany you on most missions. If there are any enemy fighters in the area the mother ship will attack, but cannot deviate from its pre set flightpath. You need to be docked before you can purchase any ship upgrades. The docking bay is to the rear of the ship and uses the FedEng matter tractor beam to help secure safer docking.

It is a good idea to follow the mothership slowly and wait until it is in straight level flight before attempting to dock. Do not attempt to dock too quickly or at a steep angle as this can prove fatal.

Note: During dock, any enemy fighters that you were engaged in combat with will automatically attack the mothership.

On entering the docking bay the camera will change to an internal view of the mothership and all pilots controls will be overridden. To initialise the launch sequence when docked engage your thrusters and you will be automatically released from the tractor beam.

9.6 Flying Other Ships

FedEng are responsible for manufacturing over 70% of the known fighters in the universe and on certain missions you will have the opportunity to fly new ships as they are developed, or customised versions of the Predator. It is important that you read the mission brief to get an idea of what these ships are capable of.

9.7 Bonus Coins and Parachutes

When you destroy a ground object or a ship, bonus coins will be left in its place for you to collect. These bonuses consist of cash awards, extra missiles or extra lives. There is also the occasional 'damage' coin thrown in by Fednet master control, to keep you on your toes; these coins will instantly drain all your power if collected.

Strategic command will occasionally drop parachutes into the combat arena and you will receive the message 'Parachute Drop Detected'. Parachutes are marked on the map and if you are quick to respond you can collect a mystery prize.

Credits & Contact Details

Star Fighter 3000 - Release 3.00

Programmed by The World Federation Entertainments Network © 1994-2003

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Artwork - Tod Original Design and Chris Mills
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Additional programming - C.J.Bazley
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Licensing - Nathan Atkinson

This program uses CBLibrary, which is © 2003 Chris Bazley.

This library and its use are covered by the GNU Lesser General Public Licence. The 'Extras' directory contains source code for CBLibrary and materials for linking modified versions with the main game code.

Visit the home of Star Fighter 3000 on the world wide web:

<http://starfighter.acornarcade.com>

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