

Deuterios Amiga Manual



File Name: Deuterios Amiga Manual.pdf

Size: 3552 KB

Type: PDF, ePub, eBook

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Book Descriptions:

Deuteros Amiga Manual

These Docs Consist of the Description of All the ICONS which explain how Sorry if you find errors in the docs or Also sorry about the time it took me to write Well last thing thanks to Skid Row for cracking This Awesome game. Control Panel Icons Some of these icons you will not have at the beginning but they will Here is what they are and what they do. You can also advance time by Master Control shows you all the orbital factories, interplanetary Stocktaker clicking on this will show you a list of all the minerals There are also two icons at the Each red button Later in the game you Disk Access at the top of the screen there is a timer showing how long You should use News Bulletins tells you the news reports almost useless except maybe for Earth City takes you back to Earth city I will explain all the icons Star Selector Later in the game Shows you the different systems. Clicking Various Locations Production lets you produce any of the things that your scientists Moving the mouse over the buttons will At the bottom of the screen it shows you Shuttle clicking on this will put you inside a shuttle if you have any. Here you will see a list Ok, the left hand side You click on At the bottom there are four If you have Training here you have three doors for recruiting different teams. One is In each door there are two Click on the recruit arrow Wait until it opens which means 100 Then click on the arrow again and Research this is where the scientists research all the cool stuff. On the Click on an item At the top it tells Once the item is researched it Some of the items, later in the Shuttle Bay here you make new shuttles, equip them, assign their crew, and There is also a kind of a Just click on any section Click on the After assigning This icon is used to install the A.C.C. Once you have Once you have the pod Click on them and Press the right mouse There is an icon at the bottom Resource here it tells you what resources the planet has. http://coyada.com/up_images/up_images/bosch-pbh-160-r-manual.xml

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At the bottom You can have a maximum of 8 rigs Each derrick produces 1 ton of each Minig Store here there is a list of all the minerals and how many tons off there is not enough tons of a Here is the list and Pod mounting Computer control handles Standard fitted for use on a This also protects Requires Hydrogen If you want Shuttle bay must Translates verbal Technical Analysis You can have When you start After you install the You will then One of the You can have an Each drone adds 7 to the If a Warlord Also, when the Technical analysis Then click on Switch Then select Pass a day and The computer will add both of the Methanoid Origin. Six pod Flight controlled When you see that the This does not require Fusion powered unit. Emits All it does is play music. I cannot tell you anything Space Bay same as shuttle bay. Spacedock same as shuttle bay except that it is used for IOSs and SCGs. SelfDestruct Mechanism this is used later in the game to nuke the whole The Solve Well here it is! Ok, the first thing to do at the beginning is to train 200 producers, 250 Once you have them trained start building rigs Once you have 8 Send it into space and set up the first Do not set up more than 5 factories because the. Methanoids will declare war on you. The best planets to build factories at After you have these factories Go inside the ship Then pass a few days until the computer scans and Click on the grapple that Now you can build You must have a factory over that planet though. Click on the Tool Pod which Now you have a Resource station. Make these resource stations on every planet that you have an orbital factory On each of your 5 factories, Also, on each Ok, before you start the Carbon, 11000T of Copper, 6000T of Paladium, and 6000T of platinum. This will Also you should have an AOC Have alot of fuel on Earth and Leda and also Pass a day and your scientists will Research these two and build two At the same time make the. AOC build drones on the other

two. <http://dailyjanjagriti.com/UserFiles/bosch-pbh-2000-re-manual.xml>

Once you have the drone computers built Set the AOC on automatic drone Fuel the ships and Launch both of them. Go inside the one that Leda has built to the fleet. Keep adding drones one by one until you reach Next fly the IOS Then with the other. IOS that is around Leda add all those drones to the fleet. You should now Always keep this IOS Methanoids attack one of your factories you have 4 days to get an IOS there Put them in Now with the other IOS add them to the fleet and Keep doing this and if you succeed Jupiter. If you loose then load the game. If you win the IOS will Now quickly click on the PANIC icon Self. Destruct Mechanism and then back to the IOS and take off fast. The factory Methanoids Self Destruct Mechanism. Research it and build it on all of your Once you have another 200 drones That should deactivate Now go to Stores on Uranus and then click on Switch. Storerooms and you will see the M.T.X. Pass a day or two and your scientists Now all the drones you Uranus. Build more drones and attack the Methanoids at Titania, then at Neptune, then at Triton and at Pluto. After you conquer Pluto your scientists Now build an IOS Also fly the IOS with which you conquered. Pluto to Uranus. Forget about Pluto, if the Methanoids attack it just nuke Now with the IOS that is around Uranus Keep building Now wherever they attack you can defend it. If they After you win return the IOS to Uranus. If they attack you at Leda just You should have Uranus and one around Neptune. All of your factories will be protected in You must also build as many Try to pick Oh! equip an IOS with a grapple on Earth and launch UNKNOWN item. Seven more parts to go. Stock up on resources and make 3 Every time you conquer a solar system the race Also, every time you conquer a solar system your You only need Fly to Pacific Now fly to Barent and conquer that too. Transport a grapple and a tool pod to Barent and equip it on to the S.C.G. Pass a day or two and the aliens will tell you the location of the next part.

Fly to that planet and take the item with the grapple and fly back to Barent. Remove the item for research and equip the D.F.C.C onto the ship and refuel. After a few days your scientists should invent a formula that will allow you Research the formula. Also make sure So fly all of your Admirals to Proxima and The rest is very simple, build up Once you have all the parts Build the item and put it on a tool pod onto an S.C.G. Launch the S.C.G into You will then see the END If you have any problems leave me To Perfection, Bigfoots or Black Plague. Made in Sweden by Kim Lemon 2004 2020. News Games Lemonade Forum Help Links Amiga Forever Sitemap Privacy Policy. Please upgrade your browser to improve your experience. Add your vote Non ci ho giocato cosi a lungo per poterti rispondere. Il pacchetto e quello piu aggiornato che si trova in rete, ma il gioco e quello originale Amiga. Se cera un bug nel codice originale, e possibile che ci sia ancora, ma fa parte della nostalgia UN problema di questo gioco io avevo l'Amiga era un bug che impediva di andare avanti. non ricordo piu bene ma a un certo punto non si riusciva a insediare o installare qualcosa. Siete certi che questa versione funzioni bene Click here. I have also, in many places, corrected grammar and punctuation for ease of reading. Dexee All human life ceased to exist in the cataclysm which followed, except for a small colony of researchers living on the Moon. Their destiny was to recolonize the Earth and transform her devastated lands and seas into the gentle blue planet they had once known. The commander of Moon Base drew up his plans and colonized planets and moons throughout the Solar System. The technology of the day had filled the entire human genome and allowed the scientists of Moon Base to create specific human mutations which could live and multiply on other planets. Every man, woman and child would be needed to rebuild the civilization destroyed by the impact. All thoughts turned to this objective.

<https://www.interactivelearnings.com/forum/selenium-using-c/topic/14005/3vze-repair-manual>

Moon Base, so crucial to their survival, was abandoned. The outer colonies, with varying races of mutations, were forgotten. The seperate races expanded and traded, each developing their unique cultures. Then a minor arguement flared up between the two most advanced and powerful races; the Hydroids and the Methanoids. The Hydroids were a rather unpleasant lifeform who seemed to have

retained most of mans more hostile traits. On the other hand, the Methanoids were a calm, intelligent and resourceful culture, whose most consuming passion was for music. As long as the Hydroids kept to their planet, the Methanoids were happy. The Methanoids were having none of it, worried at the speed at which the Hydroids were expanding. The situation was compounded by an incident following a concert given by the spectacularly popular Ulta benCthug, a Methanoid composer. A Hydroid envoy had been invited to the concert, but had left after a few minutes, complaining that benCthugs opening piece had caused them physical distress. The Methanoids were furious, and war followed swiftly, a bitter and prolonged war which was to last for over a century. Their tactics and weaponry improved with every battle, while the Hydroids were losing more and more of their colonies, and with them the resources to build more battle fleets. Finally, the Hydroids were pinned down to their last stronghold, the yellowed disk of Jupiter, and the Methanoids moved in for the kill. Their awesome fleet approached the beleaguered colony, the vast ships flanked by hundreds of battle drones. The Methanoid battle anthem boomed across the radio waves as the last battle begun. Life on New Earth was desperately severe and humans had been softened by generations of relying on technology and science. Thoughts of spaceflight were long since forgotten and contact with the outer colonies was unheard of. No one knew of the frantic conflict between the Hydroids and Methanoids; no one would have been interested anyway.

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Their lives were a constant struggle with one objective; recolonization of this harsh new world. Even Moon Base failed to stir any emotions; there were no records of such a place, no proof that it ever existed, and the one time home of the human race became a legend. He had evidence of this and other colonies beyond the asteroid belt. Work on the new Earth City began forthwith. Despite the feelings of some of the populace that space travel was both unnatural and undesirable, the project provided a much needed goal now that the prime objective had been achieved. By the year 3100 AD, the City was complete. Recruits were ready for training and eagerly awaited the arrival of the newly appointed commander. Switch your monitor then your computer on. At the workbench prompt, insert the Deuterios boot disk into drive DF0 A1000 owners should first boot with the Kickstart disk. Place the Deuterios boot disk in drive 1 and switch your monitor then your computer on. Press the right mouse button to see the opening sequence. If you wish to skip directly to the game, press the left mouse button. You should have a blank disk ready before you start, but there is no need to format the disk. All essential information is available within the game, and maximum satisfaction is to be gained by working out for yourself how to use the equipment under your control. There is also an alphabetically arranged reference section, describing most of the various pieces of equipment found in Deuterios, and providing instructions on how they are used see the index on page 3. As a new item is researched, you are advised to access the description in the STORES on Earth City see page 19. As the cursor moves over an icon, its use is identified in text at the top left corner of the screen. Occasionally, the right mouse button is used to exit a menu. The keyboard is used only when naming craft or saved games. The entire network is linked to one main Master Computer.

<https://difumarket.com/images/Cummins-Pcc-3100-Service-Manual.pdf>

It also supplies information on stocks, planetary deposit analysis and personnel. It consists of a series of icons, although only the first four will be online initially. THE active control icon will animate to provide a reference to Control. Operations such as production and mining may take several hours or days to complete, so the option to Advance Time is given via this icon. To stop the advance, press the left mouse button again until the cursor reappears. The advance will stop as soon as the button is released. A separate disk is required which must be formatted using the format function on this display. Up to five positions may be saved on one disk. Each may be given a name of up to ten characters. This time is saved along with your game and is shown in the index box. If you change save disks, remember to update the index by clicking on the disk Directory icon. If the

request is valid, you will be asked to confirm with the operation. Any incorrect response will cancel the request. This reduces the need to swap disks ST owners note that this option is only available if you have 1MB or more of memory available. This gives the tonnage of fuel for each ship at which the ACC will continue to function. Below this level the ship will be held in dock until fuel is available. These settings are saved with your position. Adjust to your taste. Connection to an external stereo hifi system or headphones is recommended! The latest reports are highlighted. Each message is preceded by the date upon which the event occurred. During early stages of play, the bulletin board may seem superfluous, but its importance will grow as you expand your systems. It can also serve as a reminder when a previously saved position is loaded from disk. You are strongly advised to access news bulletins in this instance! This allows you to return to the surface to Earth from anywhere at any time. It provides a display of all factories and their current status.

Factories are named according to their host planet or moon. Clicking on any factory displayed will give you access to the departments at that location, via the DEPARTMENTAL CONTROL PANEL. Surface stations may be accessed only via the respective orbital factory. Note that Earth is a special case. Earth City is not controlled by its orbiting factory, so may be accessed only via the Earth City icon. Access to the cockpit of each craft may be gained by clicking on the ships icon. The right mouse button has been connected to the Master Control icon, and under most circumstances pressing this button will take you to this display, just as if you had activated the Master Control icon. When activated it gives a graphic display of satellite and system charts, identical to the navigation systems for IOS spacecraft. Below the chart is a deposit analysis of the most abundant minerals available for mining, along with an indicator of any resident orbital factory. While in a satellite chart, clicking on the planet zooms out to the system chart, showing all planets in the system. Selecting a planet from the system chart zooms into the appropriate satellite chart showing all moons of that planet. The analysis for the last location selected will be displayed. It supplies information on stocks of raw materials and equipment at all the orbital factories in the system. A further function gives a list of all teams of personnel along with their current location and status. The figures before each location indicate the tonnage in the OF stores of the material highlighted in red. Simply move the cursor over the material names and press the left button to select a material. The figures will be updated to show the stocks. To make a selection, move the cursor over the panel and click the button for the required item. The roster is color coded White team names are Mariners, blue refers to production teams, while research engineers are grey.

Each line shows the rank and name of the team leader along with the number of staff remaining in the team. The small symbols indicate their condition a small headandshoulders indicates that this is an active crew on a ship. The sleeping man shows that the team is on a cryogenic pod aboard a ship. Planet and moon names indicate that the team is probably in the OF cryo stores at that location. Ship names are also color coded green is for shuttle and red is for an IOS. Use the SCROLL UP S121 and SCROLL DOWNS122 icons to view other teams if you have more than twelve active. The Master Computer will generate the appropriate icons for each location. If you are not in any particular location, no icons will be displayed. If in doubt as to your current location, it will be identified at the bottom right of your screen. Selecting this icon will give a display of the production department for this location. It comprises of an item selection panel to the far right, a book of blueprints, a production progress indicator and a team status box. Clicking on this panel will cause that item to be produced. As play commences, only the Derrick, or Resource Mining Rig, is available for production. Other items must be first researched before they appear on the selection panel. These may be supplied direct from the Training Department on Earth or from the ship Service Bays in orbital factories. Most items have a Tech Level. The controlling team leader must have the corresponding minimum rank for each Tech Level. Team leaders will be promoted as they gain experience by producing items. The higher the rank of artisans the faster they will produce selected items. Speed is also affected by the number of staff in the team. Each artisan team leader may supervise up to 200

staff. Finally, production teams may be moved to the ship Service Bays for transportation to another location. Simply click on the icon to the left of the team status box.

If there is space available the team will be transferred to the Service Bay and production will be suspended. When a request is made for an item to be produced the stores are checked for any shortages. If deficiencies exist they are shown on the display. Otherwise the stocks will be removed from the stores and production will begin. When complete, the item will be transferred directly into the Equipment Stores ready for use. Note that some items, such as the AOC, are built in situ and not passed to stores. The Stores display may be toggled between the two types of storeroom using the icon at the bottom of the display. To the left of each is the amount currently in stock up to the maximum of 50,000T. The blue arrows indicate deposits available on the local moon or planet. The item selector panel allows you to find out how many of a particular item may be produced from the current stocks. When any item is selected, the stock figures are color coded to show which materials are required; green indicates sufficient for at least one of that item, while red indicates a shortage. Grey figures are not required for this item. Stores may hold a maximum of 15 of each item. Moving the cursor over the frame of any item will access the design library, providing a short description and function of the selected item. Press the left mouse button to close the description. Library access will allow production to display the separate stages of manufacture of that item, while production of any other item will display a general purpose graphic. They control any mining rigs derricks and the surveying of fresh mineral seams. The rigs are responsible for the extraction of minerals. To the left are figures giving an estimate of the size of the current seam NOT the current stock of that mineral. Once the seam has been exhausted the figure will change to show that a SURVEY is underway for a new seam. During this period no mining of that material will be achieved.

Surveys will take varying times to complete depending on the rarity of the mineral. Control systems allow for a maximum of 8 derricks for each resource station. The more rigs assigned the faster minerals will be recovered. However, only a small percentage is available and suitable for recruitment. Recruits form a pool of available people which may not be replenished. The training department display gives the current size of the recruit pool to the left. There are three training areas to which recruits may be assigned, each door showing the area of training available. To train a team, point the cursor to the RECRUIT icon inside each door, and press the button, keeping it held down for a fast transfer. A maximum of 100 personnel may be trained in each area at any one time. Training will commence once the ADVANCE TIME function is activated. The training area doors will be opened for further recruits. If a team is already present in the department then all newly trained recruits will be added to the staff of the existing team. Teams may be brought to full strength this way. Training for Production and Research will not allow more recruits than necessary for the existing teams. When Mariners are trained, they will be first be split to maximize the teams in the Shuttle Bay. Any remaining recruits will form a new team. The shuttle bay cryogenics may hold up to four teams. Higher ranks may only be achieved through experience in the field. These losses will not occur while the team is stored inside a ships cryo pod! Research requires a trained team and is responsible for the design and blueprints for the Production department. Nothing can be produced until it is researched in this department. The speed at which items are designed is relative to the number of staff assigned to the team. Note also that each item has its own Tech Level which demands a minimum rating from the team leader. When the item name appears press the left button.

Each drawer in the selection panel has a colored light, indicating the progress of research on that item. Red indicates that the item is completely unresearched. Yellow indicates that some progress has been made. Green shows that the item is fully designed and passed to the Production department. Selection of a green item will give a rundown of the requirements for manufacture, i.e. Tech level, raw materials and type of production facilities. Selection of red or yellow items will start

the research work. The team leader will inform you of any developments via the News Bulletin. Work on any new items must be requested by Control, so keep an eye on what the Research team is doing! Refueling, loading and unloading, engine fitting, crewing and general refits are all carried out here. Each Service Bay is directly linked to the Stores via a series of hydraulic elevators. Chassis and equipment may be moved to and from the Stores as required. Each Service Bay also has the capacity to house up to four teams of Mariners for transfer to and from spacecraft. Note that there are two types of Service Bay. One is specifically designed for Shuttles bays while the other is for larger spacecraft docks. The space dock is only available at orbital factories; larger ships cannot be landed on Earth or surface stations. Simply click on the NEW SHIP icon at the top of the display and a new chassis will be lifted from the Stores. Note that new ships require an engine and fuel before they are operational. While a ship is docked in any bay a computer generated image of the ship appears over the top of the gantry. Clicking on the sections of the image will move the gantry over the selected part of the ship, thus allowing access to each section. Mariners are color coded red, Artisans blue. To assign a crew, move the cursor over one of the resident teams and press the left button. Remove crews by clicking on a vacant team room.

Note that clicking on a resident team of Artisans will transfer them to the Production department. Three different icons at the bottom of the display decide which type of pod is fitted to the ship. If the pod is already fitted, it will be removed and placed in Stores. To load or empty the pod, move the cursor over the graphic of the pod on the ships chassis until INSPECT POD appears in the text description area and press the left button. A window will appear for the appropriate pod. Materials, equipment and teams may now be transferred to and from the pod. Press the right button to close the window. Damaged engines may be replaced in the same way. Of course, the old engine is scrapped and not placed in the Stores. The refuel bar beneath the gantry shows how much fuel is in the ships tanks. The white figure shows how much is in stock. While in the service bay, access to the ships cockpit is gained by clicking on any part of the chassis. However, the procedure will be halted if there is no vacant team room for the crew. Items held in grapples must be removed manually before selecting this function. This icon gives access to the cockpit of the shuttle, showing all necessary information on the status of the craft and any cargo it is carrying. The ETA reading shows the time at which its current maneuver is expected to be completed. Not all ships have the same controls. The shuttle is restricted to its mother planet so no course setting is required. Each function is explained below refer to diagram for the location of icons. Select the appropriate pod mount to access the contents or controls for that pod. While the ship is docked, selecting a pod will take you to the service bay, with the gantry positioned over that pod mount. Minor maneuvers, such as docking, will engage the drive automatically. A series of charts will be displayed showing the local planets and moons. Anywhere in the system may be targeted.

The display also gives an ETA estimated time of arrival for the selected destination. There are two types of chart the satellite chart and the system chart. While in the satellite chart, clicking on any moon will select it as the destination, and the ETA will be calculated and displayed. Clicking on the subject planet will set the destination as that planet, but also switch the display to the system chart. In the system chart all the planets in the system are shown and may be selected as destinations. Clicking on a planet will also take you to the satellite chart for that locale. Pressing the right mouse button will close the display and log the last selected planet or moon as the ships destination. Changing course may force the ship to come to a halt before turning to its new heading, extending the time it will take to reach the new destination. It may even be quicker to let the ship reach its present target before changing destinations. Go to the Training department and transfer recruits to each area, pointing to the right arrow in each of the doors and holding the left mouse button. You will be unable to run any departments until the recruits are trained, so click on the Advance Time icon until the doors reopen. The first batch of trained staff will be assigned automatically to their departments, but before you leave the Training department, transfer more recruits to each area.

This is achieved by clicking on the button in the item selection panel on the right of the screen. The green button for the resource mining rig shows that it has already been researched; the red buttons denote projects awaiting research. Enter the Production department and click on the green button to select a DeuterosDerrick. When it is complete, and the derrick graphic disappears, go to the Resource department and add the rig, using the icon at the bottom right of the screen. Now enter the Stores and click on the Shuttle Chassis point the cursor at the text in the center of the screen.

The item will be shown, along with a description of its use. Return to production and build a Shuttle Chassis. Advance Time. Build another 2 rigs. Advance Time. You will notice that the production team will be promoted to Engineer. The teams performance and capabilities have improved due to their experience in the field. Once this has been researched, it will be produced automatically from your stocks of Methane and Hydrogen. Build another two rigs to bring Resources up to the maximum of eight. Go to the Shuttle bay and you will see the trained marines available as crew. Above them is the New Shuttle icon which will bring the newly constructed chassis into the bay. Click on this icon. The shuttle will be lifted into view, while above the bay the New Shuttle icon will disappear, replaced by the Dismantle icon and a small representation of the three sections of the shuttle. Clicking on any part of this will allow you access to the Crew section, Pod mount, and Engine section. Assign a crew by pointing to any available team and clicking the mouse button. The team will be transferred to the Crew section of the shuttle. These are To transport an OF section into orbit, build a Tool and Equipment mounting. Install this mounting in your shuttle, then point to the pod the words Inspect Pod will appear at the top left of the screen. Click the left mouse button to view the Equipment stocks and select OF Frame from the last. Now click the right mouse button to exit from this menu. You will move along the shuttle bay to the stern of the shuttle. Select the Install Drive Unit icon. Hold the left mouse button to transfer fuel. Hydrogen Methanol fuel is produced automatically at any factory where both resources are available. From the cockpit, you may view a text display giving information on the location, fuel available, crew and cargo of the shuttle. By clicking at the bottom left corner of the cockpit, you will switch to the actual view from the shuttle cockpit.

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