# REUNION

## AMIGA VERSION AMENDMENT SHEET

### SYSTEM REQUIREMENTS

The **standard** version of Reunion will operate on any Amiga with one megabyte of memory. If you have more than one megabyte of memory installed the game will run faster. If running the game from floppy disk, an external disk drive is _highly_ recommended. You may add extra external drives if you are lucky enough to own them! Reunion may also be installed to hard disk. This procedure requires _at least_ 1.5 megabytes of memory in the Amiga.

**Reunion is at the forefront of Amiga games technology and therefore comes on several floppy disks. For ease of play, it is recommended that you install Reunion to hard disk.**

The **enhanced** version of Reunion _will only operate on an A1200 or A4000 computer with a hard disk installed_. The benefits of this version include improved 256 colour graphics and better sound.

### LOADING

To avoid potential virus infection switch off the computer for 30 seconds prior to loading Reunion. Grandslam does not hold responsibility for disks infected with a virus and will charge £3.00 for replacement of an infected disk. Grandslam _strongly recommends_ backing up your floppy disks before play.

### STANDARD VERSION

To load the game from floppy disk, insert main disk  into drive 0 and switch on your Amiga. Follow any instructions to swap disks. If you have any external drives it is recommended that you use them to reduce the amount of disk swapping.

### STANDARD AND ENHANCED VERSION HARD DISK INSTALLATION

Boot up your Amiga using Workbench (this disk was supplied with your Amiga). Wait until the workbench screen appears and then insert Reunion main disk . Double click on the installation icon that appears and then select the path you wish to install the game too. Installation takes approximately 5 megabytes of hard disk space for the standard version and 12 megabytes of hard disk space for the enhanced version.

To load the game once installed, load workbench and double click on the Reunion icon.

### CD VERSION LOADING INSTRUCTIONS

Insert the Reunion CD into the drive with the printed side facing upwards. Switch on your machine and the game will auto-load. Save games will be written to floppy disk. Alternatively, load Workbench and then insert the Reunion CD. An icon will appear. Double click on this icon to load the game.

### SAVING THE GAME

After clicking on the Save Game icon you will be prompted to insert you Save disk. Grandslam _strongly recommends_ backing up this save disk to prevent accidental loss of data. If you are running the game from Hard Disk, your game will be saved there.

You may also notice a new icon on the Disk Operations screen. This is the Format Disk icon. This enables you to format a blank floppy disk for save game purposes and is extremely useful if you forgot to format a disk before commencing play!

## TROUBLESHOOTING

**Q.**_I cannot load Reunion._

**A.**Do you have at least one megabyte of memory in your Amiga? Have you inserted Reunion main disk into the drive? If you have the enhanced version of Reunion you must install the game to hard disk before running it. Do you have the enhanced version of Reunion but own an standard machine? Your disk may be faulty, contact the Grandslam helpline (see below).

**Q.**_I cannot install Reunion to my hard disk._

**A.**Do you have at least 1.5 megabytes of memory in your Amiga? Do you have the correct amount of hard disk space available? Read the installation instructions and try again! Your disks may be faulty, contact the Grandslam helpline.

**Q.**_I cannot run Reunion from my hard disk._

**A.**Do you have at least 1.5 megabytes of memory in your Amiga? Have you chosen the correct path to load the game? Have you loaded Workbench?

**Q.**_I am always swapping disks during the game._

**A.**Reunion is an _extremely_ large game. On a PC Compatible computer it takes over 22 megabytes of hard disk space to install the game and it is supplied on 9 high density, compressed disks! Unfortunately, disk swapping will be an inevitable result of programming this sort of game on a standard Amiga. The amount of swapping _can_ be reduced by using external floppy drives. A number of these may used together if you are lucky enough to own them! If you have more than one megabyte of memory in you Amiga, Reunion will preload data into this area using a Ramdisk and therefore reduce the amount of disk access required. Naturally, the faster your Amiga is, the faster the game will run, even if you are only using floppy disks. However, to play Reunion completely smoothly and as it was intended, you should install it to hard disk.

**Q.**_Why can't I play the A1200 version from floppy disk?_

**A.**The A1200 version uses 256 colour graphics and improved sound. This increases the amount of space needed to store the game on disk. Running the game from floppy disk is impossible!

**Q.**_I have a fast Amiga, such as an Amiga 4000 040, and Reunion will not run correctly._

**A.**On some Amiga's, especially those with accelerator boards or unusual Monitor configurations, strange effects may occur which will prevent you from playing the game. An example of this is the graphics becoming distorted. If this happens, you can still play the game by following this procedure.

Reset your Amiga whilst simultaneously holding down both of the mouse buttons. A menu screen will appear, select "Display Options" and a new menu will appear. Under "Chip Type" select "Original", then select "Use". When the screen returns to the original menu, select "Boot". Load Reunion as normal. You may also try switching off the CPU cache. Use the method described above but click on disable CPU cache rather than display options.

***Extra Gameplay Tips - Reading the following reveals significant features of the gameplay. Read only if you are stuck!***

Here is a quick reference guide which will help you continue to see beyond the first solar system of Reunion. You must remember that there is no one way of doing this. Many approaches can be taken

## HOWEVER, HERE IS ONE WAY:

- Choose Thomas Dempsey, Jack Benson, Elanor Brady and Micheal James as your command=
- Go to the Research-Design screen and develop the miner droid on the research computer.
- When research has completed, develop the satellite.
- Now go to the buy screen, and buy some droids.
- Go to planet view and create 3 extra buildings (for living space – build more if you need them later) and as extra mines and put as many droids as you can in them. Eventually when you get enough money, make a total of 9 mines and place 9 droids in them (for maximum ore extractic and build some extra derricks.
- Click on Planet Info and raise the tax to high.
- Buy 4 satellites, then launch one to Apollo and one onto any other planet.
- Go to the bar and ask the barman for a drink. Buy what he recommends and he will give you message that you are not alone in the solar system.
- When your satellites are destroyed, your developer will invent a satellite carrier, proceed to develop it, and then buy two.
- Go to Ship Info and click on new group. Name it if you like, then place the satellite carriers in group when they are produced and add the last two satellites to the group.
- Click on the Cockpit icon and launch the ship and place satellites around some planets and th moons. You will find in time that some planets yield better ores than others. From now on, try t place as many satellites around as many worlds as possible. You are looking for essentially: Energon, Raenium and Texon. Keep note of useful planets e.g. Penelope of Zeus by using the planet database.
- Develop the miner station when invented. Proceed to develop the transfer ship.
- Buy one miner station and one transfer ship.
- Go to the Ship Info screen and make a new trade group and place you transfer ship and miner station in the group.
- Fly to Apollo and place the miner station on it buy clicking on the deploy station icon. You n return here later to collect ores in trade or transfer ships when you need them, as with all furthe world mining.
- Proceed to develop the Command Centre/Colony. You will need to send your Developer to university to become more experienced in maths. To do this click on him, and then "Go to university?". Send him on the Maths and Physics course.
- When your colony is ready for production, fly to any planets suitable for living in your trade group and place colonies on them when you can afford it (click the place colony icon). You wil need 100000 credits at least per colony. Try to make star ports on them and aim for putting 9 droids within 9 mines on all mining colonies.
- When you have reasonable sized colonies on say, 3 planets, fly to Jade (one of the planets discovered by your observatory). Make sure you go there in a transfer ship/trade group. Here y

will meet some aliens. Proceed to develop the communicator immediately ready for any future contact.. When the aliens communicate with you, offer to send your scientist to them. When your scientist/developer returns, proceed to buy at least two of the alien technology trade ships and place these in your trade group. Now you can transport large quantities of ores. Get plenty of Energon, Raenium and Texon.

- When the aliens contact you again, buy the unknown item as it will become essential later!
- Develop it as soon as you can, it will turn out to be a hyperdrive! When the message stating that the unknown item is a hyperdrive is shown, develop it. You will need Klaatoo or you will have to send Thomas Dempsey on a Physics and Electronics course. Now you can fly satellite carriers to a new system, the Phoenix system.
- On the aliens' third visit, offer to help them fight the Morgruls who are planning to attack them. Say you have no weapons to fight with and say you will help. You will be given Hunter and Laser technology to help them with.
- Proceed to build 10 hunters and ten lasers and place these in a new army group on the Ship Info screen. You will not have enough time to help the aliens, as the Morgruls will attack them far too quickly. If you do manage to get some ships up, don't attack the Morgruls as you will be destroyed!
- The Morgruls will wipe out the aliens and then head for you! Make sure the ships are ready and equipped. After the attack, proceed to develop the twin laser gun.
- You will then be attacked a second time for which you will need 30 hunters and plenty of twin lasers and lasers.
- After this attack, try to make up a large army. You will need more technology to do this if you are to stand a chance against the Morgruls! You must continue to explore new systems and finding the Morgrul home world is essential! Who knows what lies ahead?

## NOTES:

If at any time, your colonies ask for something, build it as soon as you can e.g. hospitals, food resources. They may become rebellious if you do not!

You will need to return to New Earth to collect cargo and transfer items home e.g. satellites and ores. If you are short on money, try making more buildings on colonies and raise their taxes. Be careful not to make them unhappy with unreasonable taxes. Remember this is not only a game of exploration and strategy, but economics too!

Remember that if your commanders are unable to provide the skills required, hire a better one.

On the group screen there is a red arrow pointing down. Click on this to see where you may place the troopers and tanks.

**If you are stuck, confused or generally perplexed about any aspect of Reunion and you need help, call the Reunion helpline! This service is open from 9.30 am to 10.30 am and 4.30 PM to 5.30 PM, Monday to Friday. We are waiting for your call! Dial 081 680 7044.**

## *CREDITS*
Amiga Programming by Janos Kistamas, Krisztian Jambor.