

# **BORZAK**

## **THE AMAZING BUG-EYED BEASTIE**

### **FROM BETELGEUSE**

Borzak is still alive, this is a miracle. Passing earth on his way home from a party he miscalculates the slingshot effect of the sun's gravity, and instead of whizzing past earth at much more than the speed of light his ship catches the edge of the ionosphere. For some strange reason the high energy ionisation of the F2 layer triggers the emergency landing sequence of his ship which immediately swerves and dives to earth.

Even though it had been a very good party Borzak manages to notice the flashing yellow lights, the alarm howler and the 6g turn. He checks the A S computer. +++++ TIME 07:3:44 +++ INITIATE FAST LANDING SEQUENCE +++ THIS PLANET IS NOT A CO-OP MEMBER; AVOID CONTACT WITH ANY LIFE FORMS +++ ESTIMATED TROPOSPHERE -31718; NO LIFE-SUPPORT REQUIRED +++ PRESENT IONISATION LEVEL +397 +++ ETL 4:22 +++ THIS PLANET IS NOT A CO-OP MEMBER; AVOID CONTACT WITH ANY LIFE FORMS +++++ With a cracked rad-shield and an ionization level like that it was obvious even to Post Party Borzak just what had gone wrong with his ship.

Borzak decided to switch to manual. He reached for the switch, fell from his seat, made a grab for the edge of the console, missed, caught the emergency hatch release and was sucked out of the ship.

Had Borzak slid out of his ship a moment earlier survival would have been impossible, now it was merely improbable. He held his breath and fell like any other meteor would; very, very, fast. He could see some clouds about five zorgs away and decided it was time to slow down a little. Fortunately he had somehow managed to remember to wear his anti-grav money-belt and it was to this that he turned for help. A quick stab at the power switch and a flick at the emergency control was all that was needed to slow his descent.

By this time Borzak was far enough into the atmosphere to be able to breathe again, so he took a tentative gulp of air and relieved the quite severe pain in his lung. He had just started to admire the view when he drifted feet first into a very damp cloud, now was definitely time to check the ground clearance indicator on his belt. The height was ok, but the reserve power was down to almost half and he still had just over one zorg to drift, all he could do was wait and hope that this was not a planet with very tall extremely spiky trees.

After quite a long moment the cloud began to thin and Borzak was able to make out the shape of a large rather wet looking estuary below, not just somewhere below, but absolutely directly below. Again Borzak looked at the indicators on his belt, his ship had now landed some eighty five zorgs distant and the gentle side wind was pushing him ever farther away, only time could tell quite how far away his ship would be when he landed.

Luckily for Borzak, if the words luck and Borzak can be encompassed in the same thought, the wind shifted slightly and Borzak started to drift towards the shore. The shore at this point was not quite the golden sandy beach that would attract holiday makers by the thousand, even if there was a three lane motorway leading right to it. This shore was more of a grey bog with little outcroppings of marsh and the occasional hummock of coarse grass separating the rivulets of oozing slime. Normally, even on the best of days, all this shore managed to attract was a few wading birds, some large frogs and plenty of insects.

Today is rather an exception and thanks to the power of gravity this particular shore is attracting Borzak. He lands on a small island of grass, his anti-grav automatically switches off, he checks his belt indicators and finds that it has exactly half power left, and that he is eighty zorgs from his ship.

As was said before, "Borzak is still alive, this is a miracle," don't let poor Borzak die now, not after all he has managed to survive.

## LOADING BORZAK

You should always load a programme into 'fresh' or just turned on computer. This programme allows use of a 'Kempston' type joystick interface, if you are using one of these PLUG IT IN NOW. Turn on your computer.

Place the tape in your cassette recorder and press the REWIND key. When the tape is fully rewound press the STOP key.

Type LOAD"" and press ENTER.

Press the PLAY key on the cassette recorder. The game will now start to load.

When the game has loaded (four and a half minutes) a menu will be displayed on the screen. You can now stop the tape.

## PLAYING BORZAK

At the start of the game you can select from the following:

1. Control BORZAK with the keyboard.
2. Control BORZAK with the joystick.
3. Select level. (Full bonus points will only be awarded if you get BORZAK back to his ship after starting the game at level one).
4. Start the game.

If you are playing BORZAK using the keyboard the following keys will control his movement:-

Q. to decrease running speed and height of jumps.

W. to increase running speed and height of jumps.

Y. for a normal jump (the height and length of the jump depend on the speed set at the start of the jump).

U. for an anti-grav assisted jump (the height and length of the jump depend on the speed set at the start of the jump).

N. to duck (BORZAK will only duck on the level with the dragonflies).

P. to Pause the game (once paused any key other than P will re-start play).

When BORZAK reaches the stepping-stones the Q key will make him jump to the left and the W key will make him jump to the right. The Y key will make BORZAK jump straight up.

If you have selected joystick control you can use the joystick (left and right) to choose the starting level, and use the 'fire button' to start the game or respond to an 'ANY KEY TO CONTINUE' prompt. The joystick controls BORZAK as follows:

LEFT and RIGHT control the speed of BORZAK.

UP will make BORZAK jump.

DOWN will make BORZAK duck (if appropriate).

The FIRE/TRIGGER BUTTON starts an anti-grav assisted jump.

When BORZAK reaches the stepping-stones LEFT or RIGHT on the joystick will move him in the corresponding direction.

The score is updated at the end of each level, the number of points added being dependant on both the number of lives lost and the starting level. If you let BORZAK touch an obstacle he will die.

Good luck, you and BORZAK will need lots of luck if you are to get BORZAK back to his amazing intergalactic craft.

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