CHIMERA

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THE GAME

The airlock shuts with a dull 'thud' behind you, and you are aboard the strange, silent craft; its weapon systems primed, and centred on Earth. Your task is to discover the inbuilt self destruct mechanism which is known to exist; initiate it, and if possible, escape prior to detonation. Other details regarding the mission cannot be assimilated at this time, but some further information regarding the self destruct system is given here.

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(i) The detonation sequence is initiated by a four stage

- integrated priming mechanism.

 (ii) Each priming mechanism requires the completion of a multi-stage Disablement of Artifacts (DOA)
- sequence.

 (iii) The first DOA sequence is known to require a spanner.
- (iv) Attempts to initiate any of the priming sequences in the incorrect order will result in the termination of the operator, and cancellation of any previous missile priming orders.

Conditions aboard this craft are known to support life; finite supplies of food and water are present.

LOADING

- Connect the EAR socket of your Spectrum to the EAR socket of your tape recorder.
- Place the tape in your recorder and rewind to the beginning.
- 3. Type LOAD " " and press ENTER on your Spectrum.
- 4. Press PLAY/LOAD on your tape recorder. NOTE: Full loading instructions can be found in your Spectrum Manual.

PLAYING THE GAME

You can control CHIMERA's movements with the following types of joystick:-

KEMPSTON CURSOR INTERFACE INTERFACE II

or via the keyboard using the following keys:-

Z, C, B or M=Rotate LEFT
X, V, N or SYMBOL SHIFT=Rotate RIGHT

Keys A to Enter=Move FORWARD
KEYS Q to P=COLLECT/use
CAPSHIFT or SPACE=PAUSE game
(any other key to release pause)

A couple of hints:-

Always keep a keen eye on the scrolling message indicator.

Make a map.

Not all objects are completely visible from the main display.

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