THE GREAT SPACE RACE

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A LEGEND PRODUCTION © 1984

PRODUCTION TEAM

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LEGEND tells that there was once a small unvisited planet at the centre of a small unvisited galaxy.

To the first colonists the planet was known simply as G-CAT XV 610/02. Despite the catchy name, they took a chance and landed.

And stepped on to a lush green landscape dotted with strange purple plants — plants that looked suspiciously like . . . vines.

Those first pioneers gathered in the purple fruit — jumped up and down on it for hours before someone remembered the pulping machine in their supplies — and left it to ferment.

The first tasting was an historic event, which regrettably nobody present could recall, but at the end of the day — or week — or whatever — the least incapable businessmen rushed samples of this fantastic liquid to every planet in the galaxy. Their message was simple:

"Sample new product. Price to follow. Delivery to follow. Name to follow."

The product was duly sampled, and that was, pretty much, that. People wanted to know the price. They wanted to know about delivery. They wanted to get their hands on it, and naming the brew was the least of their concerns.

'Name to follow' didn't exactly roll off the tongue however. And so, in the absence of any better ideas, it was simply abbreviated — and Natof was born.

There are drinks and tipples, poisons and potions, aperitifs, liqueurs and walloping headbangers. And then there is —

NATOF

Three simple qualities set Natof apart from all other drinks:-

1   Natof gets you totally, leglessly, helplessly happy,

2   Natof never ever gives you a hangover,

3   Natof contains all the nutrition and vitamins you need for a healthy, if hopelessly inebriated, life.

Needless to say, Natof is very, very popular. It has been the cause of countless bloody battles — the inspiration behind far too many poems of praise — and the basis of at least one spectacularly successful computer movie . . .

THE GREAT SPACE RACE

In which all you have to do is deliver Natof to people who want it.

While keeping out of the way of pirates like loveable deadly Zanik and deadly, deadly Krone.

Keeping on the right side of the none-too-friendly, and distinctly corruptible, Peace Keeping Body.

Trying to stop the incredible Genghis from destroying you accidentally . . .

Resisting the temptation of space wrecks, with their enormous Natof cargoes, and their equally enormous boobytraps.

And to actually make your deliveries for you, you can hire just four seasoned mercenaries. The people you hire will race to make deliveries.

They will keep you informed and ask you for instructions — but they're only human — they may disobey you, they may get drunk, their ships may break down, they may even be attacked by the mercenaries you didn't hire . .

GETTING STARTED

THE GREAT SPACE RACE is recorded twice, once on each side of the cassette. The two recordings are identical.

To load THE GREAT SPACE RACE, follow the normal Spectrum loading procedure — type load " " and press ENTER. If you are not already familiar with this procedure refer to Chapter 6, page 21 of your Spectrum Introduction manual.

Note — always start with a 'clean' machine, i.e. unplug the power lead from your Spectrum and then plug it in again.

Your THE GREAT SPACE RACE program cassette carries an unconditional lifetime guarantee. If, after experimenting with tone and volume control settings, you are unable to load THE GREAT SPACE RACE, simply return your tape to the dealer from whom it was purchased.

Loading takes about four minutes. Do not press the BREAK key during loading.

Because THE GREAT SPACE RACE uses many of the Z80's more advanced facilities in its machine code routines, you should not attempt to load THE GREAT SPACE RACE with special peripherals such as Spectrum Interface 1, Microdrives or full-size printer adaptors. You will need to experiment to find out if other peripherals will function with THE GREAT SPACE RACE. In general, any device that uses RAM or Z80 interrupts will not function with THE GREAT SPACE RACE.

IF YOU ARE NEW TO THE SPECTRUM

Take some time to read the Introduction Manual that comes with your Spectrum computer. This will tell you how to get your computer connected up and working and how to use your cassette recorder with your Spectrum computer.

PLAYING THE GAME

You will soon discover that THE GREAT SPACE RACE is a true computer movie. You can just watch events unfold, joining in as much or as little as you wish. However, by joining in, you will actually be "playing" THE GREAT SPACE RACE.

Playing THE GREAT SPACE RACE is easy — playing it well requires skill, experience and judgment. This section is intended to provide a general introduction, to help you to start to discover and enjoy the world of THE GREAT SPACE RACE.

In the same way as the cartoon stories will increase your understanding of the characters involved, the more detailed sections of this manual will help you understand and plan effective strategies.

The objectives of the game is simply to deliver, to the space stations as much Natof as you can, as fast as you can. Your score is the number of space stations that you have delivered to and the time taken for those deliveries.

There is, therefore, no clear winner in THE GREAT SPACE RACE but rather degrees of winning — you choose your priorities. You may deliver to more space stations than ever before, or you may deliver to the same number of space stations in an even faster time.

Throughout the race, you will be offered options by the characters. The events that lead up to the options being offered are reported in the lower screen window. The top window displays the actual choices you are being offered.

Each choice has a number and having made your decision, you simply press the appropriate number key. To avoid accidental "key-stabs" being misinterpreted as commands, be sure to hold your chosen key down for a fraction of a second, until you hear a high-pitched beep. This confirms that your selection has been accepted.

Each option is only offered for a few seconds, as the characters will not wait indefinitely for you to make your decision. In the right of the top window, you will see a small stylised clock face, which will graphically indicate the time remaining for you to make your choice. If you do not make a choice, one of two things will happen, depending upon the situation. In the case of you being offered something, like sobering up a member of your crew, your failure to choose will be taken as a refusal. When it is an option that affects the action of a racer, if you do not respond, the character concerned will make his or her own decision.

The longer you spend making a choice, the less time the racer has to deliver Natof, and whilst you are making a decision your other racers are unable to communicate with you. It therefore makes sense, if you are going to make a choice, to make it as quickly as possible.

Even if you do make a choice, your racer may not necessarily obey your instructions. This could be because of their feelings toward another character involved in the situation, or simply because they are very independent.

When no specific option is being offered, the top window shows the name of the space station currently in view, and allows you to switch your attention from one character to another.

This also gives you access to a group of "system" commands, including print and sound controls, and the option to "quit" the current race.

Everything that happens in THE GREAT SPACE RACE is time related, especially the main objective of delivering Natof. Therefore all reports, which are displayed in the lower screen window, start by showing the current time. During the pre-race cycle, the time counts down from T-50 to 0, and once the race has started, counts up from 0.

The race ends either when you have delivered Natof to all 96 space stations, or when all four racers' ships have been destroyed. At the end of each race, your performance is scored as follows:

1 The number of space stations you have delivered Natof to.

2 The total time taken.

3 The average time that each delivery took.

THE GALAXY

At the centre of the galaxy is the planet Natof. It is a spiral galaxy and there are four "arms" radiating from the centre. There are twenty-four inhabited planets in each arm, each having its own orbiting space station. It is to these stations that your racers must make their deliveries of Natof.

The four arms of the galaxy are called Alpha, Beta, Gamma and Delta. The planets are numbered 1-24 starting at the centre and working out, so that Beta 4 is the fourth planet from the centre on the Beta "arm". Some planets, however, have their own names and there whereabouts will become apparent as you play the game.

Alpha is the most civilised arm of the galaxy, with PKB's making a show of strength and pirates seldom daring to venture along it.

Beta and Delta are both fairly prone to pirate raids and PKB visits.

Gamma is definitely uncivilised, an area where anything that moves is fair game for the ready-to-pounce pirates. The PKB's keep a low profile in Gamma.

SPACE TRAVEL

Your racers' space ships are equipped with two kinds of power. The main form is a Hyperdrive that transports the ship instantly from one space station to another. Its range is however limited, so that a racer can only move along the galactic arm one station at a time. Your racers cannot use their Hyperdrives to jump from one arm of the galaxy to another — Hyperdrive only allows them to move inward or outward along their present galactic arm.

For short-range travel, ships are equipped with rockets, and it is these that are used in space battles.

See also TELEPORTS.

HIRING RACERS

You have the option of hiring up to four racers, from a group of eight.

During the pre-race countdown, characters will offer you their services for a fee that is paid out of your initial 50,000 cases stock of Natof.

Their fee will depend on the following factors:

1 How well they performed the last time they were hired.

2 How high an opinion they have of them- selves — this can be found out by playing the game and by referring to the stories in the manual.

3 How much time is left to the start of the race. They are all keen to be hired and therefore their fees will tend to drop as the race approaches.

Due to the lowering of their fees, it is tempting to resist hiring racers until the very last moment. However, this will leave you with little or no time to buy the weapons that they will need.

If you have not chosen four racers by the end of the pre-race countdown, they will be allocated to you at random, but you will have to pay a very high price for their services. Also, the allocated racers will have only minimal weapons which will probably turn the race into something more like a massacre.

The first racer you hire, or are allocated, will start their Natof deliveries on the Alpha arm, the second Beta and so on. This could also influence what weapons you buy, depending on the likelihood of pirate attacks, etc.

THE STORY OF NOXIN, VINDALOO
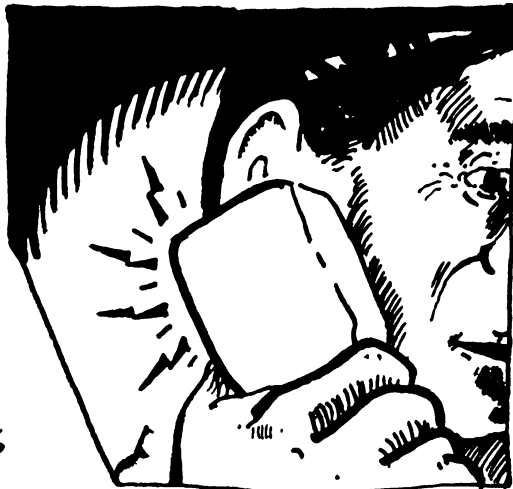
RING RING RING RING RING
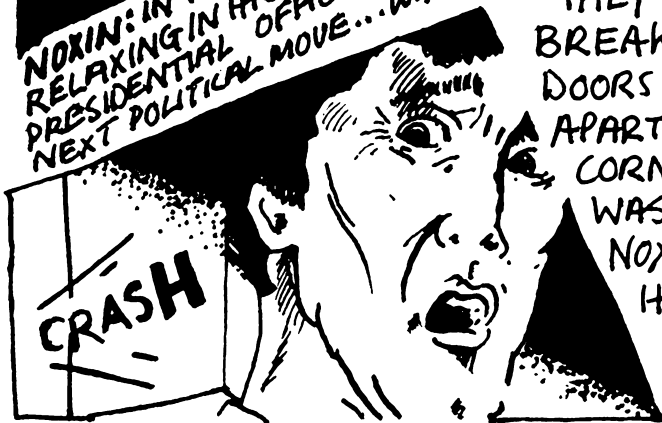
DESPERATELY HE PHONED ALL HIS CONTACTS BUT NO-ONE WANTED TO KNOW HIM ANY MORE EVEN THE SAMARI-TANS HUNG UP.
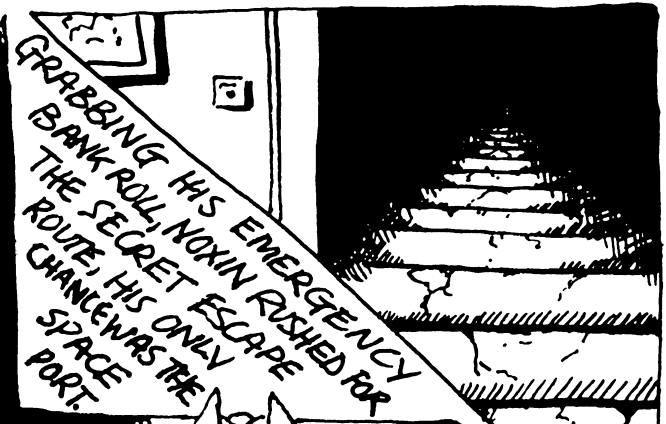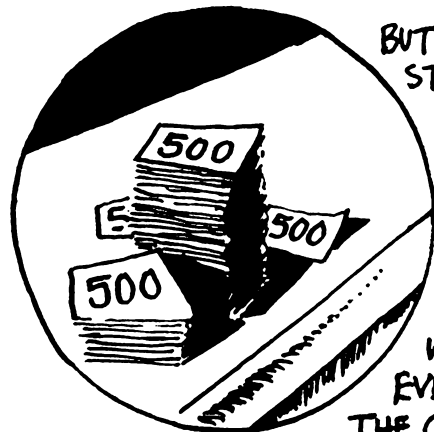
GRABBING HIS EMERGENCY BANK-ROLL, NOXIN RUSHED FOR THE SECRET ESCAPE ROUTE, HIS ONLY CHANCE WAS THE SPACE PORT.

THE SPACE PORT BAR WAS ALMOST DESERTED, EXCEPT FOR A SMALL MAN WITH LARGE WADS OF CASH... A FELLOW FUGITIVE?
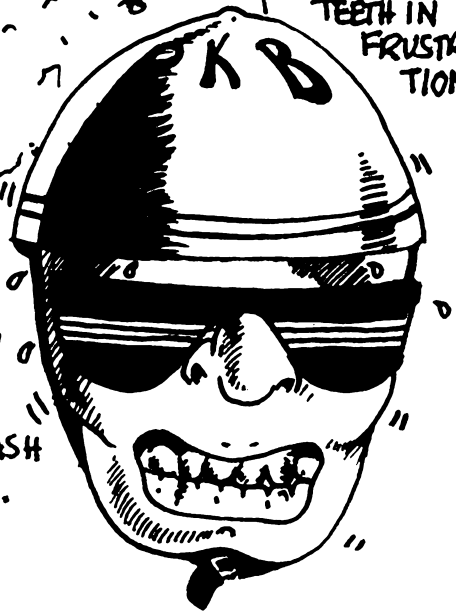
A QUICK HYPER DRIVE JUMP BROUGHT NOXIN TO A TRADING POST. HE QUICKLY USED VINDALOO'S CASH TO BUY HIMSELF A FAST SHIP AND PONDERED HIS NEXT MOVE...
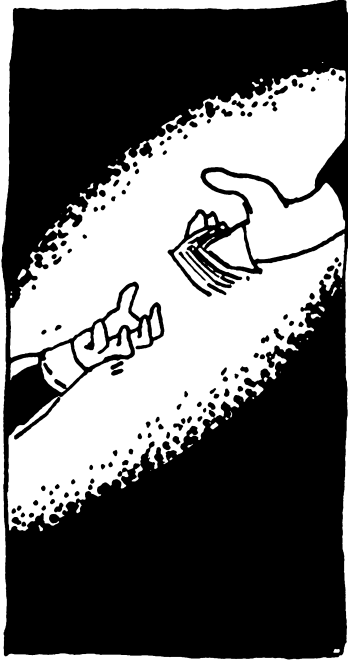
RELAXING WITH A CASE OF NATOF NOXIN SUDDENLY REALISED THAT THE ANSWER WAS STARING HIM IN THE FACE. THE GREAT SPACE RACE!. TRADING IN A GALAXY WHERE HE WAS UNKNOWN WOULD BE HIS CHANCE TO REGAIN THE TWO THINGS HE VALUED MOST IN HIS LIFE POWER AND PROFIT. SETTING THE AUTO-PILOT TO CRUISE HE LEANT BACK AND TOASTED HIS INGENUITY.

VINDALOO AWOKE TO FIND HIS SHIP EMPTY NO NOXIN, NO CASH, BUT WORST OF ALL... NO NATOF!

LIFE WITHOUT NATOF WAS UNTHINKABLE HIS ONLY HOPE WAS TO ENTER, THE GREAT SPACE RACE.

BUYING WEAPONS

Once you have hired a racer, you will immediately be offered the chance to arm his or her ship with weapons. These weapons are paid for with Natof from your stock.

The only defensive weapon is a shield. You can only have one shield for each ship and that shield has a set strength. During the fight its effectiveness is reduced as it absorbs attacks, but providing the ship is not destroyed, the shield returns to full strength after the fight. You can see when a ship's shield has been hit by a shimmering effect.

There are three attacking weapons: Lasers, Missiles and Smart Bombs, their strength and price being in the same order. Since lasers have an indefinite life, and missiles and smart bombs are "self-replacing" these weapons effectively last forever, although their strengths will reduce during the course of any particular fight.

You are only able to buy weapons for the racer you have just hired — i.e. you cannot go back and buy more weapons for previously hired racer. Therefore, as you hire racers and buy weapons, it is important to be aware of which arm of the galaxy they will be dealing with.

Racers that have been allocated to you will be supplied with minimal weapons, which will nevertheless be paid for out of your Natof stock.

SPACE STATIONS

Each space station has a quota of 400 cases of Natof. Whenever one of your racers reaches a space station, he or she will automatically deliver this quota — unless:

1 The racer has less than 400 cases on board.

2 The space station has already received its Natof quota — this would normally have been delivered by one of your racers, but occasionally one of the characters not on your team may find themselves with surplus Natof, and will make their own deliveries. These, of course, do not count toward your score.

3 The space station may be malfunctioning.

Occasionally, a space station may temporarily break down and therefore be unable to take delivery of Natof. It is probable, but not certain, that if you return to that station later, it will have been repaired, and your racer will then be able to deliver its consignment of Natof.

TELEPORTS

Teleports can be found at several space stations. They allow your racer to travel instantly to a different space station, which may be elsewhere in the racer's current galactic "arm", or the destination may be on an entirely different arm of the galaxy.

Normally, the Teleport system functions reliably. You do not know beforehand where the Teleport leads, but having once used it, it will always lead to the same place — providing the system is not malfunctioning. This only happens occasionally and your racer will then be teleported to any space station in the entire galaxy.

THE RACERS

Every character in THE GREAT SPACE RACE has their own personality, and understanding these is tremendously important in playing the game effectively.

The personalities will affect how aggresive they are and how good they are at what they do. Who they like and dislike will also affect the actions they take. If they have an independent nature they will also be more inclined to disobey your instructions.

The cartoon stories illustrate many of the characters' personality traits, but you will discover many more as you play THE GREAT SPACE RACE.

THE NON-RACERS

Racers that you have not hired for your team will go about their own business, but like everyone involved in THE GREAT SPACE RACE, they want Natof! Depending on who they like and dislike, these characters will feel perfectly justified in attacking your team members and stealing their Natof.

BREAKDOWNS

From time to time, your racers' ships may break down. Urg — your friendly Mr Fixit — will offer to repair any faults — for a fee, of course.

If you do not wish to pay for repairs, the racer concerned will be stranded for the rest of the race and therefore, effectively out of the race.

The fees are paid out of the Natof stock, so that as with drunkenness, if there is no stock, the racer is again effectively out of the race.

DRUNKENNESS

There is a tendency among the racers to drink rather more Natof than is good for them. Some suffer from this affliction more than others; experience and the cartoon stories will guide you in discovering who is likely to give you the most trouble in this area.

As the racers are paid with Natof, each has their own supply, which is kept out of the reach of pirates, PKB's, etc.

If one of your racers becomes drunk, you will be offered the chance to pay medical fees for sobering them up. If you do not pay for medical treatment, your racer will remain drunk for the rest of the race.

As their competence is then affected, they are unlikely to survive any fights they get involved in. Medical treatment is paid for out of Natof stock on their ship, so that if that ship has insufficient Natof, the racer will remain drunk until the end of the race.

PIRATES

The two pirates, Krone and Zanik, have their own individual personalities. Being pirates, however, they do behave in the same general way.

They are most likely to be found in the Gamma "arm" of the galaxy, which being the least civilised section, provides a natural hunting ground, and does not usually attract visits from the PKB's.

They wait until one of your racers arrives at a space station and then swing into action. Occasionally they will attack without warning.

More usually, however, they will offer you the chance to buy them off with a bribe. Pirates being pirates though, there is still a small possibility that even though you pay the bribe, they will go ahead and attack anyway.

In general, the bribes they demand are higher than the PKB's infamous "taxes", but since the pirates are better armed, they also have a better chance of collecting . . .

The cartoon stories will reveal Krone's and Zanik's surprising likes and dislikes among the other characters. These will, of course, affect their actions toward your racers, and could well be a factor in choosing the racer who will tackle the Gamma "arm".

PKB'S

The Peace Keeping Body was born in the turmoil of the dark ages. The galaxies were in chaos with violent crime the order of the day.

The original force was formed by two brothers, the K twins, both ruthless criminals in their own right, who decided that enough was enough, especially since too many of their own plans were being ruined by other criminals trying to hit the same targets.

Something had to be done to stop the needless, profitless violence, and the Perfect K Brothers, as they soon became known, took it upon themselves to put the world to rights — even though this involved quite a few wrongs along the way.

They supplied each of their hired thugs with a uniform and a natty pair of shades, and before long had their own private army, anxious to deal out K style justice.

Today's PKB is a direct descendant of those early "law" enforcers. Since handing out space speeding tickets is hardly their style — not to mention difficult in practice — they "invite" contributions to their Retirement Benevolent Fund in the form of a Natof "tax" on the ships they encounter.

Alpha, being the most civilised "arm" of the galaxy, is where the PKB's are most likely to be found in strength. Gamma, on the other hand, being the hunting ground of pirates, is a section of the galaxy they try to avoid.

The PKB's are likely to approach your racer on arrival at a space station, when they will politely invite you to pay your tax. This tax will vary according to how much Natof your racer happens to have on his or her ship at the time.

Payment of the tax will ensure their peaceful departure, enabling your racer, if he or she has sufficient stock left, to go ahead and make their delivery of Natof to the space station.

If you do not pay the tax, they will attack you, and if you are unlucky enough to be defeated by them, the tax will be extracted forcibly, and your entire team of racers will be placed on their wanted list. This, of course, means that your racers can expect frequent visits from the PKB's, and consequently more tax demands.

Their ships, however, are not heavily armed and should your racer succeed in destroying the PKB ship completely, it will not have had time to transmit your details, and you will escape scot-free.

UNO, KRONE, HABERDABER

SOMETIME LATER THE PKBS WERE DISCOVERING WHY THE NATOF HAD BEEN SO CHEAP UNO AND KRONE SLIPPED AWAY

EACH HAD THEIR OWN OBJECTIVE UNO THE SAFE AND KRONE THE PKB FILING SYSTEM
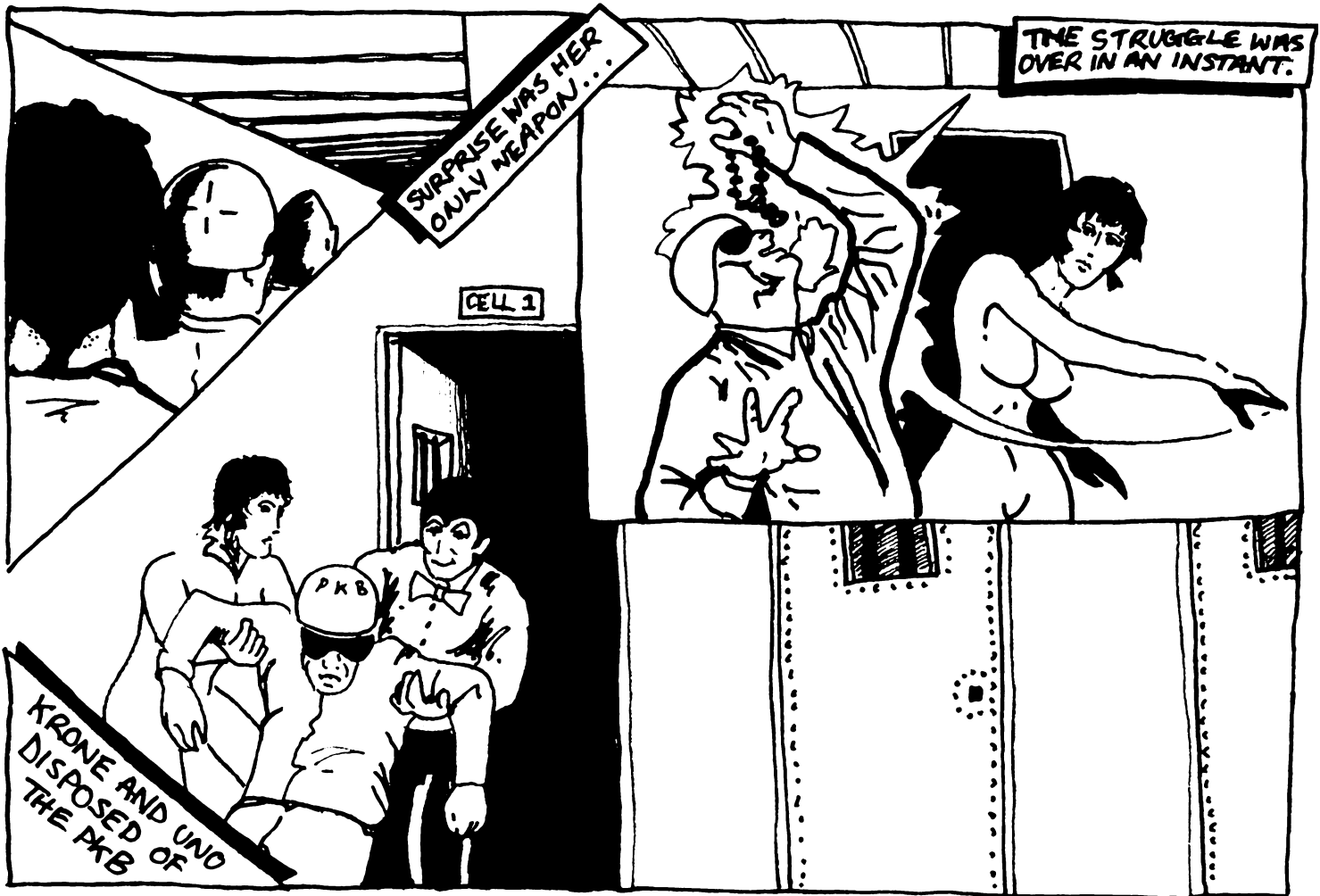
NO UNAUTHORISED PERSONEL

TOP SECRET NO ENTRY
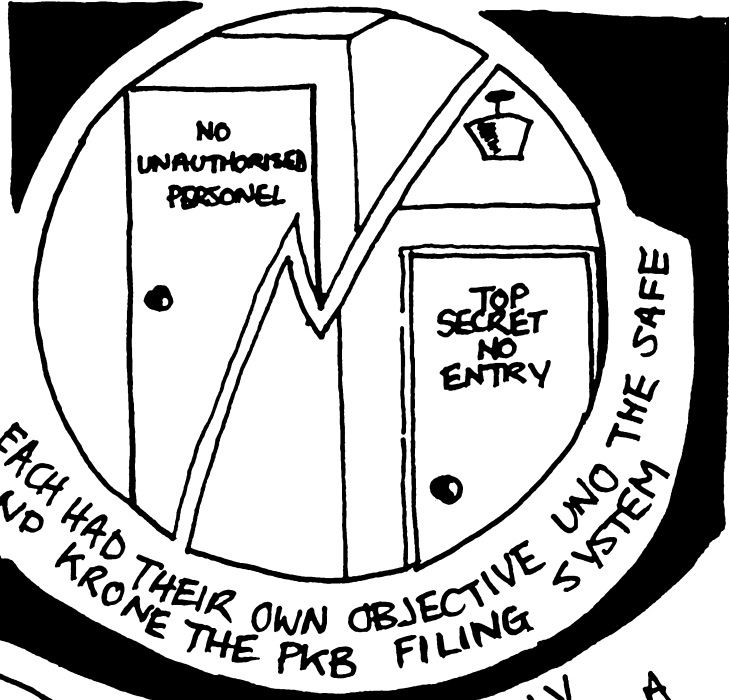
UNO WAS SUDDENLY SURPRISED TO FIND A VERY SOBER PKB LOOKING OVER HIS SHOULDER

MEANWHLE KRONE WAS MAKING SURE SHE HAD LEFT NO TRACES. KRONE WENT TO MEET UP WITH UNO
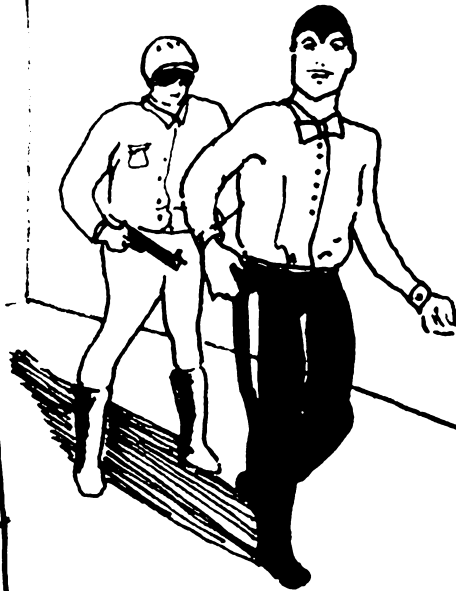
HEARING FOOTSTEPS, SHE SHRANK BACK INTO THE DOOR WAY AND WATCHED HORRIFIED AS UNO WAS MARCHED PAST KRONE HAD TO THINK FAST...

RING RING RING

UNO WAS CONGRATULATING HIMSELF ON HIS LUCKY ESCAPE WHEN THE PHONE RANG – WHO COULD IT BE AT THIS HOUR?... IT WAS A VERY UNHAPPY HABERDABER. ONE OF HIS LOAN-SHARK OPERATIONS HAD BACK FIRED BADLY. INSTEAD OF THE QUICK PROFIT HE'D EXPECTED ALL HE'D GOT WAS A NECKLACE, TOO VALUABLE FOR IT TO BE LEGITIMATE. COULD UNO FENCE IT FOR HIM?

UNO RECOGNISED THE NECKLACE AT ONCE KRONE WOULD BE OVERJOYED AND UNO WOULD MAKE A TIDY PROFIT INTO THE BARGAIN...

TROUBLE WAS BREWING

UNO AND KRONE WERE STARTING TO CELEBRATE WHEN SUDDENLY THE PKB'S BURST IN. WITHIN SECONDS THEY WERE SURROUNDED.

HABERDABER WAS HORRIFIED TO SEE UNO AND KRONE BEING CAPTURED BY THE PKBS-NO DOUBT THEY WOULD BLAME HIM FOR THEIR CAPTURE-AND HE KNEW WHAT HAPPEND TO PEOPLE WHO DOUBLE CROSSED THEM.
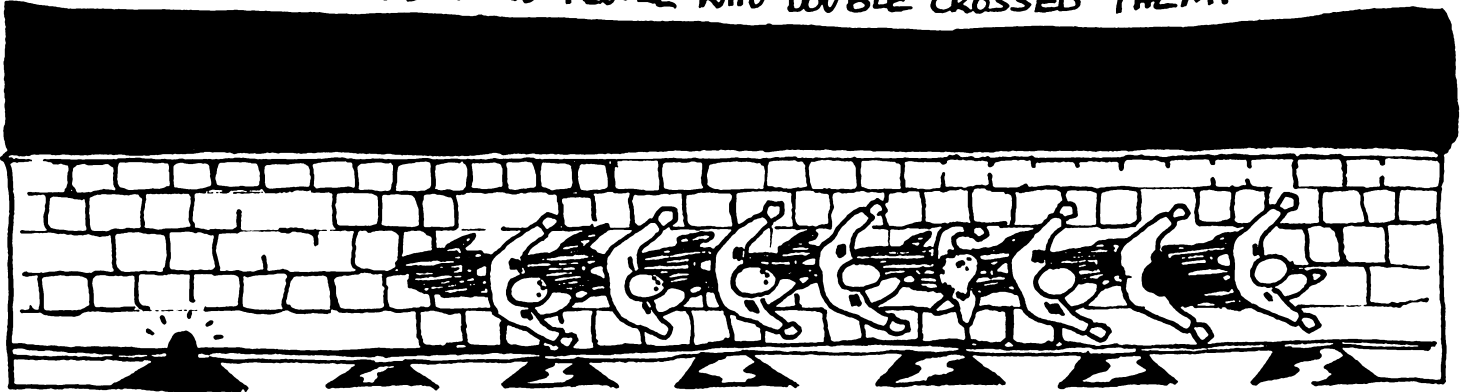
HABERDABER HATED VIOLENCE - IN FACT HE DIDN'T KNOW WHICH END OF A GUN TO HOLD - BUT IT WAS HIS ONLY CHANCE TO PROVE WHOSE SIDE HE WAS ON. UNO AND KRONE MADE THE MOST OF THE CONFUSION AND RACED TO THE SPACE PORT, CLOSELY FOLLOWED BY HABERDABER. THIS PLANET WAS TOO HOT FOR THEM. PERHAPS THEY WOULD HAVE BETTER LUCK IN THE GREAT SPACE RACE...

AAARGH!
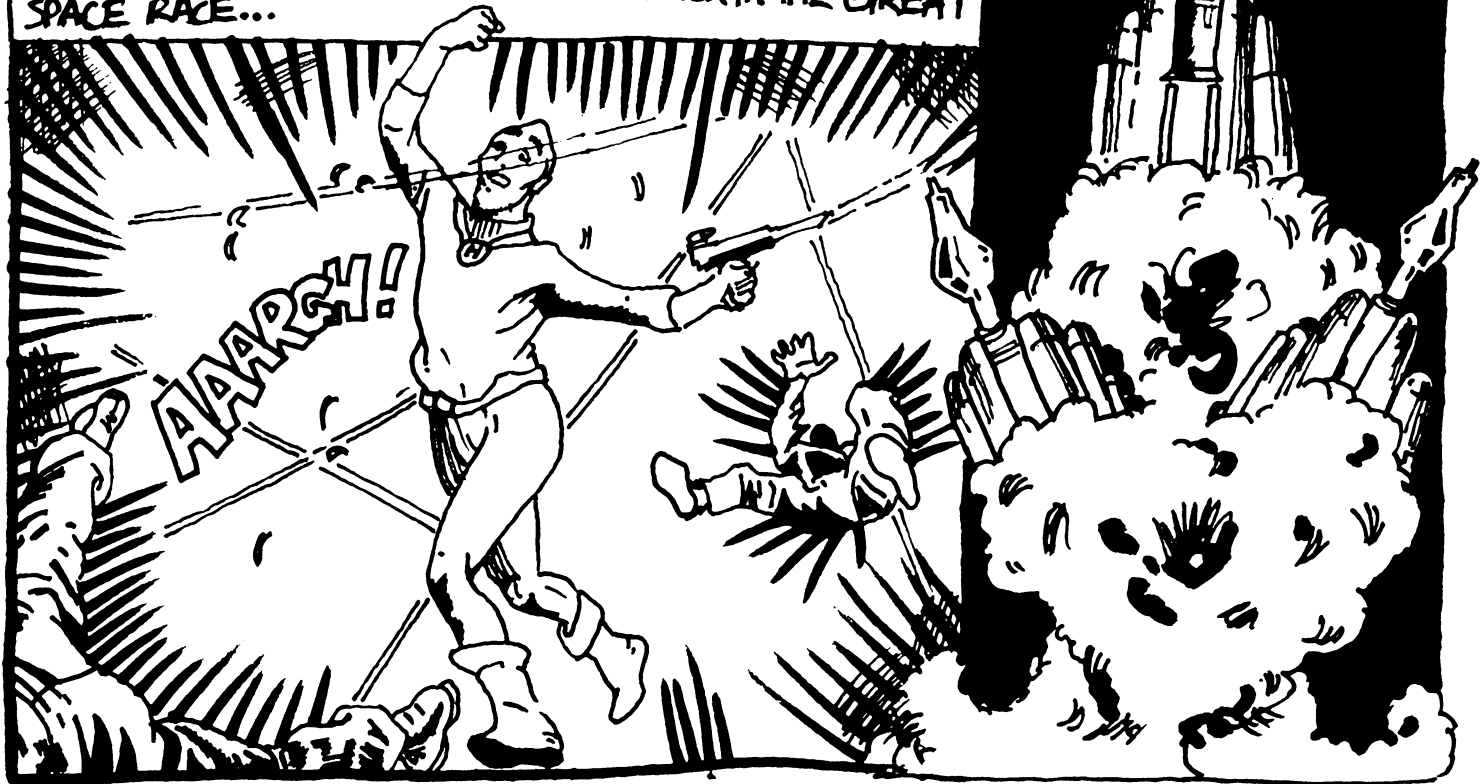
THE STORY OF

GENGHIS

Genghis never knew his real parents. He was found wrapped in an old sock at two days old, having been abandoned in the bottom of a dustbin.

The infant was unaware that the ex-boxer who found him that cold winter's morning had been praying for a child all his life. His wife was an abusive alcoholic, caring little for the child's needs, so the self-appointed father took it upon himself to look after the boy.

Genghis grew up fast in the ghetto, learning to survive only by looking after Number One. His father taught him how to use his fists, and by the age of fifteen he was the most respected kid on his block. He ate like a horse, and trained continuously, running for miles on end, stretching himself to the limit.

His exhaustive work-outs started promptly at four each morning, when he would drag his inebriated mother out of bed, throw her over his shoulder and run non-stop for fifteen to twenty miles. This way he could strengthen his legs and improve his stamina whilst enabling his mum to get out of the house for a while.

He would throw bricks up into the air, and punch them as they fell to improve his reflexes and toughen his skin. He would run out suddenly in front of passing cars, then stop dead in front of them to tone up his stomach muscles as they hit him.

His favourite form of exercise was to run repeatedly full pelt against walls, lowering his head at the last minute to strengthen his neck muscles. Physical fitness was all that mattered to him, and he soon became as strong as an ox. Unfortunately, the very exercise designed to strenghten his neck muscles had the un-fortunate side effect of extensively damaging his brain.

Despite this, his new father decided to attempt to give him an education, teaching him what little he himself knew about life.

Having neither pen nor paper, they resorted to using the tattoo gun that had been in the family for generations. Every day the two of them discussed different topics, and then Genghis' father would carefully tattoo the relevant points all over his sons's extensive body. That way he could always refer to them when he needed. By the age of twenty-one Genghis was a walking encyclopaedia.

At six foot four, and weighing in at 16 stone of solid muscle, genghis was a mountain of a man. His parents having both been killed by a car swerving to avoid them, Genghis packed his bags and left home, on the road to fame and fortune.

After a year of petty crimes, he joined forces with a run-down old space pirate, who needed someone to fall back on when the going got tough. He was very good to Genghis, and spent every day trying to teach him the intricacies of space villainy.

Genghis longed to be a pirate, and though he instinctively knew a potential victim when he saw one, try as he might he just couldn't bring himself to attack another ship.

He soon earned himself a reputation of being an incompetent bumbling idiot. Having never learnt how to pilot a ship, he found the only way to stop it was to crash into something. Other people called it attacking . . .

It was on the planet Oren that he first heard of Meena, and liking the sound of what he heard, vowed to chase her through the galaxies with the hope of bumping (or more likely crashing) into her.

When he heard that Meena was entering THE GREAT SPACE RACE he was too excited for words. The prospect of meeting Meena and assaulting unsuspecting trader ships was irresistible.

This would be his first taste of real action, the first opportunity for people to feel the Might of Genghis.

Genghis is a menace. Unlike the Pirates and the PKB's, he will attack without warning.

You could well take it as an insult to your management of affairs if he defeats or destroys one of your racers' ships since he is a one-man flying disaster area . . .

THE STORY OF

DOS, VALCON, ZANIK (URG)

VULCON RESPONDED INSTANTLY- WITHIN MINUTES THE SPACE PORT WAS A DOT IN HER REAR SCANNER. THE AUTO PILOT RACED HER TOWARDS THE DISTRESS SIGNAL.

THE P.K.B'S DRAGGED HIM FROM HIS TRANSMITTER... HAD ANYONE HEARD...WOULD ANYONE HELP?
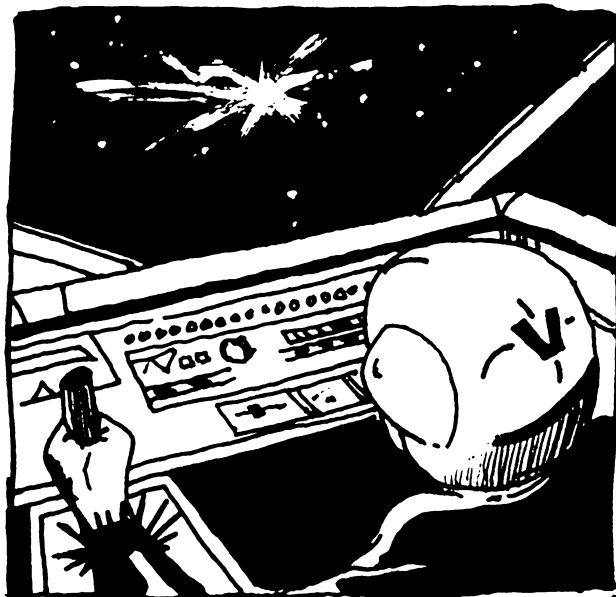
VALCON FELT HERSELF COME 'ALIVE', AWARDS MEANT NOTHING BUT A CRY FOR HELP WAS IRRISISTABLE

BUT WAS THE CALL GENUINE

THE PKB COMMANDER WAS ALREADY DREAMING OF GLORY, PROMOTION, AND LIFE WITHOUT GHABIJ. HE KNEW TOO WELL THAT CATCHING PIRATES WAS PART OF THE JOB, BUT STOPPING, INTERFERING DO-GOODER'S LIKE VALCON WAS WHAT EARNED THE REAL REWARDS!

SHE HAD NO CHOICE, ZANIK HAD TO BE LURED
INTO THE TRAP OR 'DOS WOULD DIE, SHE REMEMBERED
HOW ZANIK HAD SPARED HER SHIP AT THEIR LAST
ENCOUNTER AND SUDDENLY SHE FELT A GLIMMER OF
HOPE — BUT COULD HER PLAN WORK?
WOULD ZANIK REMEMBER?
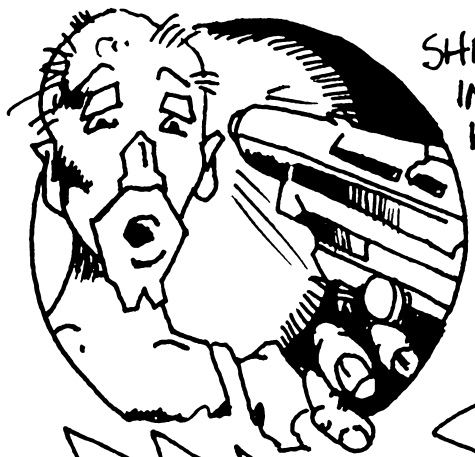
ZANIK
PLEASE
HELP
US!

ZANIK
WAS PUZZ-
LED EVEN AS
HE SPED TO HER
RESCUE, HE KNEW
SOMETHING WAS
WRONG, REINFORCEMENTS
SEEMED TO BE IN ORDER.

AS
ZANIK
PREPARED
HIS PRIVATE
ARMY, THE PKB'S
WERE SETTING THE
SCENE, READY FOR BATTLE...

ZANIK WAS IN SIGHT OF HIS GOAL
BUT THE PKB COMMANDER WAS
READY, HE GAVE THE ORDER TO
BEGIN THE ATTACK.
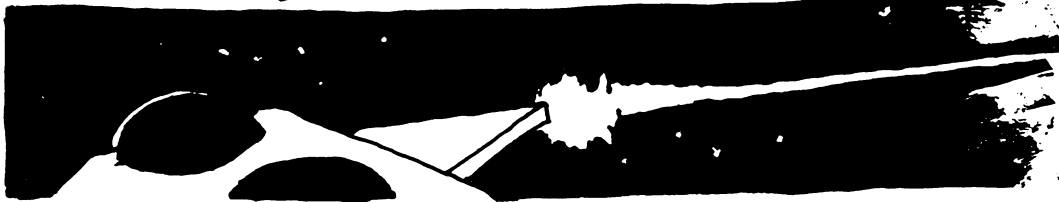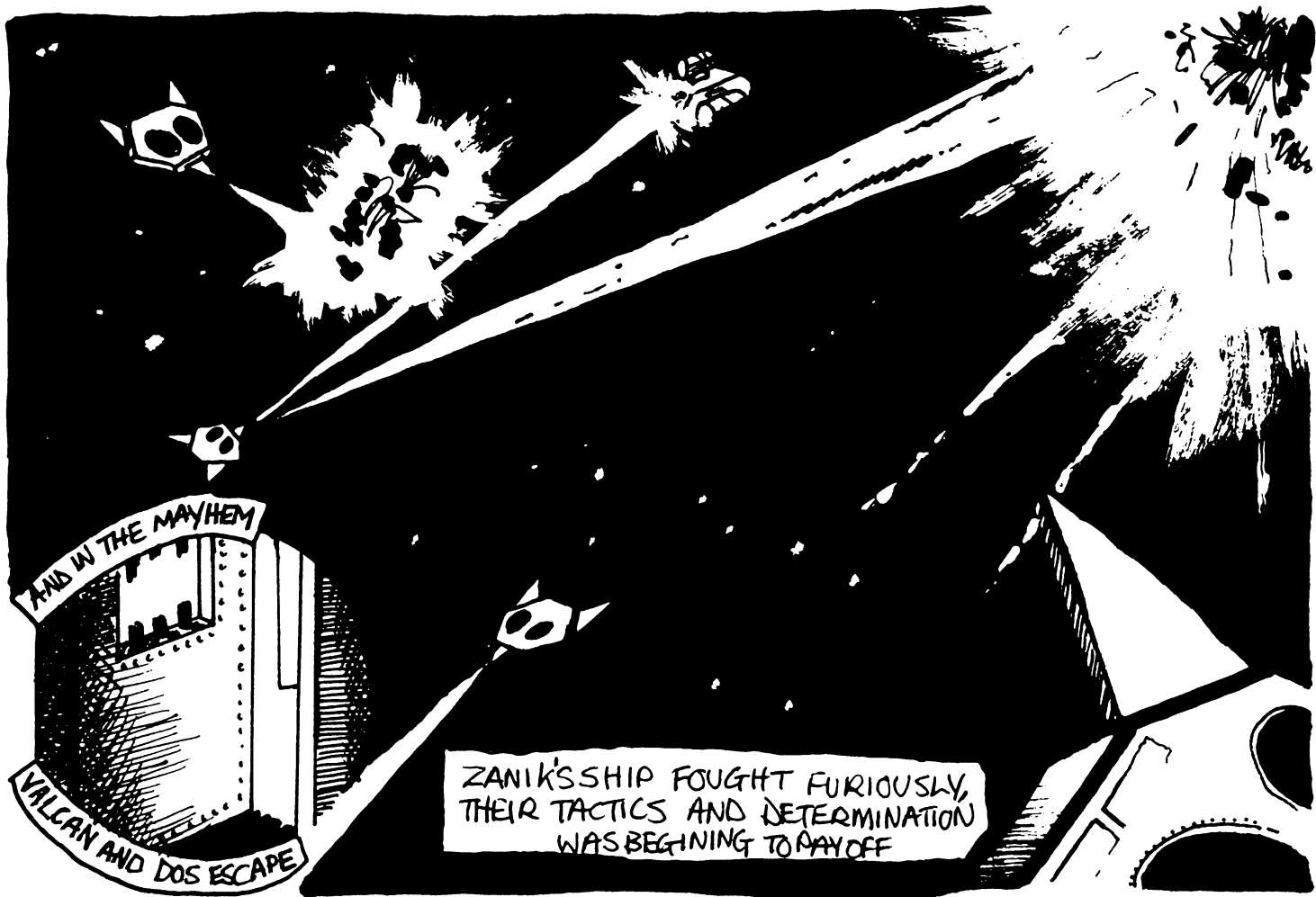
AND IN THE MAYHEM

VALCAN AND DOS ESCAPE

ZANIK'S SHIP FOUGHT FURIOUSLY,
THEIR TACTICS AND DETERMINATION
WAS BEGINNING TO PAY OFF
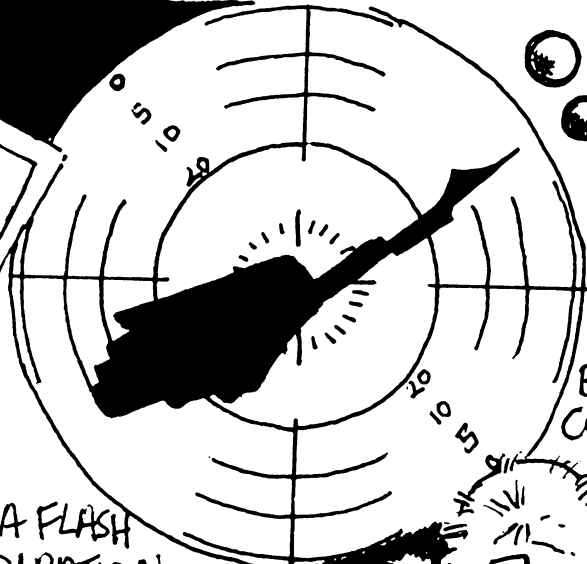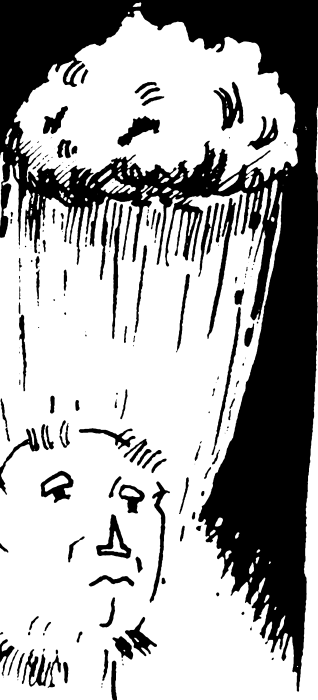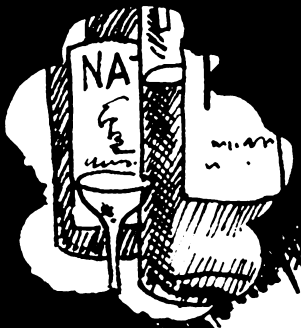
HAVING SAFELY DOCKED, THE GREATFUL ZANIK OFFERED TO GIVE BOTH VALCAN AND DOS NEW SHIPS - NO EXPENSE SPARED. ZANIK`BEAMED AT VALCON - WHAT A GREAT TEAM THEY WOULD BOTH MAKE... OUT OF THE CORNER OF HER EYE, VALCAN SAW THE DEJECTED DOS, HER HEART MELTED SHE COULD'NT DESERT HIM NOW - NOT EVEN FOR ZANIK!
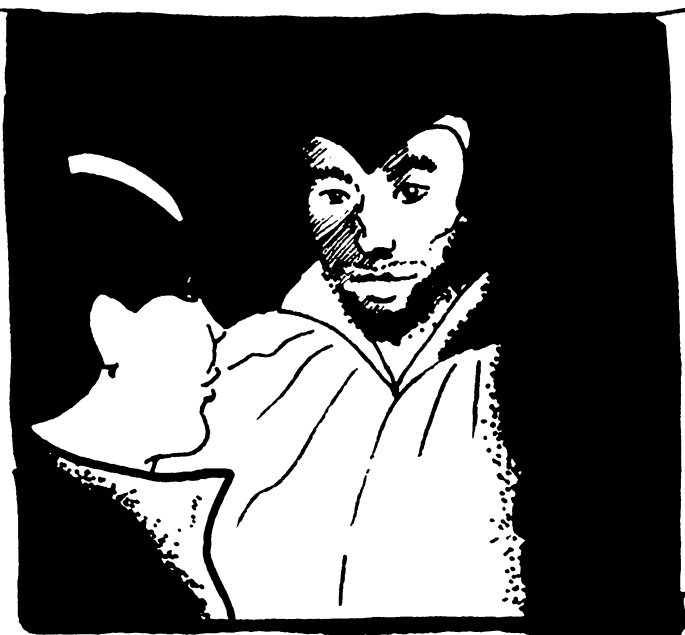
SPACE BATTLES

You will be pleased (and possibly surprised) to learn that every space ship is equipped with a COSMO QX9 Advanced Battle Computer, generally known simply as the ABC. Your racer in the battle, controls his ABC system, which actually conducts the battles in true, three dimensional space.

Although you will see the battle in the video window, the top screen window also shows the ABC display as the racer would see it. This contains the current positions of the fighting ships and, as a white square or two rectangles, the angle from which the ships are being shown in the video window.

Factors which are taken into account during a battle include the defensive and offensive capabilities of the ships, and the aggressiveness and competence of their commanders.

The outcome of a battle may be defeat or destruction of one of the ships. If your racer is defeated, the ship is still fully functional, but how much Natof you lose depends on who the battle was against.

Since Natof is, very sensibly, shipped in battle-proof containers, a ship can be destroyed and the victor will take possession of the loser's Natof. If one of your racer's ships is destroyed, they are effectively out of the race.

SPACE WRECKS

At the start of each race, a number of space wrecks drop out of Hyperspace at random space stations. Each wreck contains a large cargo of Natof, typically sufficient for example, to replenish a defeated racer's stock. There is a catch however . . .

Each wreck has a boobytrap device which is capable of destroying your racer's ship. These boobytraps can only be defused by the correct six digit number code.

The number codes may be discovered by your racers as they visit other space stations. They will always report the number codes to you — unfortunately though, depending on their intelligence and how much Natof has been drunk, they may not always get the number quite right.

As an extra touch, if you are using the PRINT command, these number codes will NOT be printed, which means that you will need to make a note of them as they occur.

When one of your racers arrives at a space station where there is a space wreck, you will be asked whether or not you want to explore it. If you choose to do so, you will have just a few seconds to select the correct code sequence, from a list.

If you make the correct choice, your racer gets the Natof — if your choice is wrong, your racer's ship is destroyed and he or she is effectively out of the race.

Unless you are confident you know the right code — or you are desperate for more Natof — space wrecks are best avoided.

SYSTEM COMMANDS

These commands are accessed by pressing the Ø key while the view selection options are displayed in the top screen window.

Sound effects may be turned on and off by pressing the appropriate number key.

If you have a ZX printer you can use two commands: PRINT will print everything that is reported in the bottom screen window (except boobytrap codes), while COPY prints the entire current screen.

You can also quit the current game, for example if your position is hopeless, and a new game will start automatically.

Do not attempt to connect your printer when the Spectrum is running. LEGEND is unable to provide information on using THE GREAT SPACE RACE with non-ZX printers.

THE STORY OF

MEENA, ZANIK, GURM

ZANIK, ON THE OTHER HAND HAD NOTHING BUT PROBLEMS THE PKB'S WERE COMING HIS REPUTATION FOR VILLAINY WAS ONLY MATCHED BY HIS COMPLETE AND UTTER INNOC-ENCE, BUT NO-ONE BELIEVED HIM
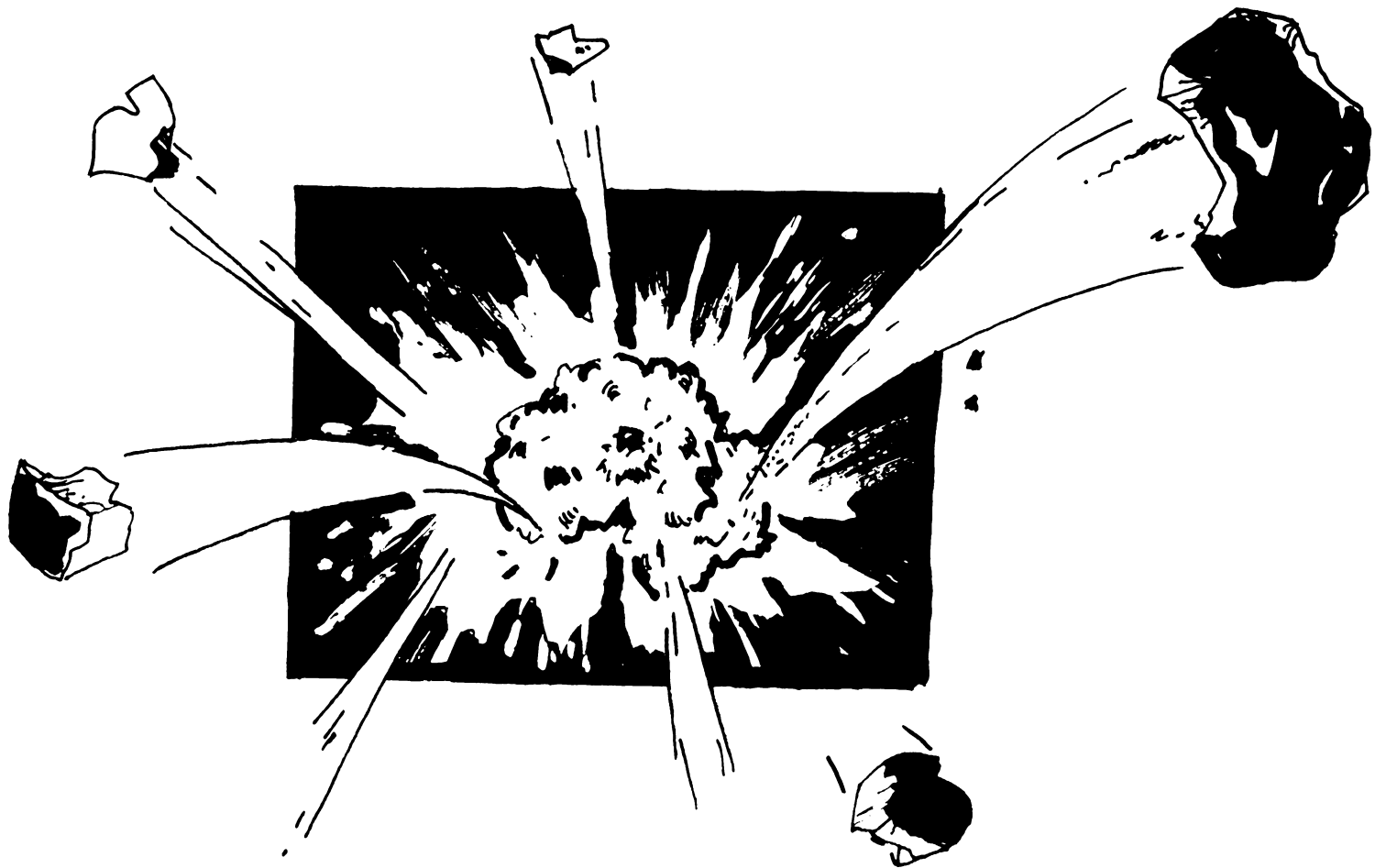
MEENA WAS HAPPY - AFTER YEARS OF PLAYING THE SPACE TRADE ROUTES, SHE HAD FINALLY EARNED ENOUGH MONEY TO BUY HER OWN SHIP AND TAKE HER FAMILY FOR A WELL DESERVED HOLIDAY. WITH MONEY IN THE BANK AND NAT OF IN THE HOLD, SHE HAD NOT A PROBLEM IN THE WORLD.
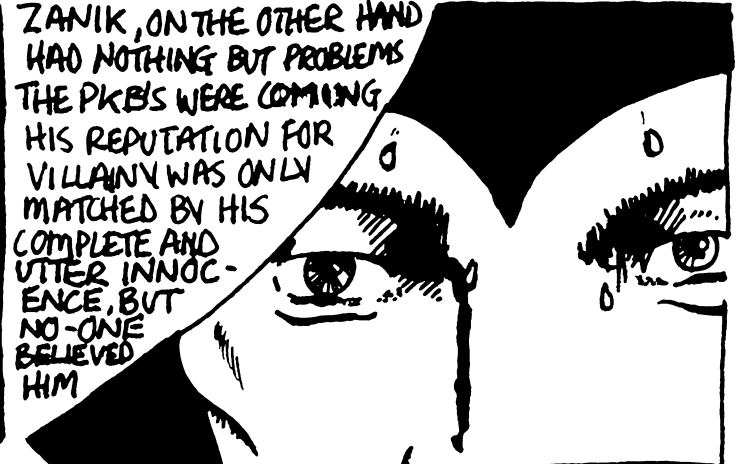
SWITCHING HIS LAZER TO AUTO HE WEAVED TO AVOID THE PKB'S FIRE, TOO LATE HE REALISED A THIRD SHIP WAS IN HIS SIGHTS ...

THE LASER FIRED

RECKONING BED DAY'S

FRANTICALLY SHE RAN DOWN THE EMPTY CORRIDORS OF THE TRADING POST THE LIGHTS OF THE BAR BECKONED—MAYBE HERE SHE COULD FIND SOMEONE TO HELP HER, OR AT LEAST DROWN HER SORROWS.

GURM LISTENED IN AWE AS MEENA TOLD HIM OF HER TERRIBLE ORDEAL HE HAD TO DO SOMETHING TO HELP THIS WONDERFUL CREATURE...

GURM WAS ALREADY WELL ON THE WAY TO OBLIVION WHEN MEENA ENTERED. IN HIS DRUNKEN STUPOUR HE TRIPPED OVER A BAR STOOL, CRASHED INTO A TABLE AND FELL HEAD OVER HEELS IN LOVE WITH MEENA.

MEANWHILE ZANIK WAS SEARCHING FRANTICALLY FOR MEENA, HE HAD TO EXPLAIN... SUDDENLY HE SAW HER AND GRABBED HER, AS SHE STRUGGLED ZANIK TOLD HER WHAT REALLY HAPPENED, AND HOW SORRY AND GUILTY HE FELT ... HE WAITED FOR SOMEKIND OF REACTION... AND THEN...

GURM SENT MEENA TO GET SOME NEWCLOTHES AND SAT THINKING HOW HE COULD GET EVEN WITH ZANIK.

MEENA BEGAN TO SOB UNCONTROLABLY, ZANIK WANTED SO MUCH FOR HER TO BELIEVE HIM...

IT TOOK ALL MEENA'S STRENGTH TO KEEP THE ENRAGED GURM AWAY FROM ZANIK, SHE MANAGED TO GASP OUT ZANIK'S STORY AND THE CONFUSED GURM HAD NO CHOICE BUT TO BELIEVE HER!
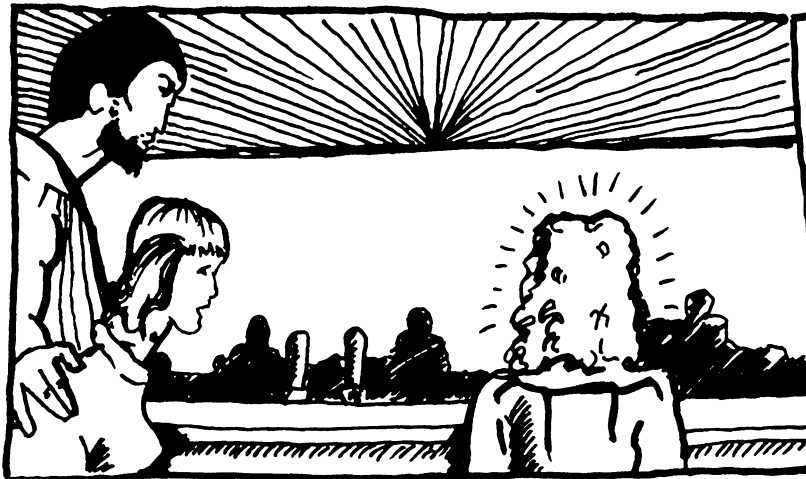
GURM COULD HARDLY BELEIVE HIS EYES BUT HE KNEW WHAT HE HAD TO DO...
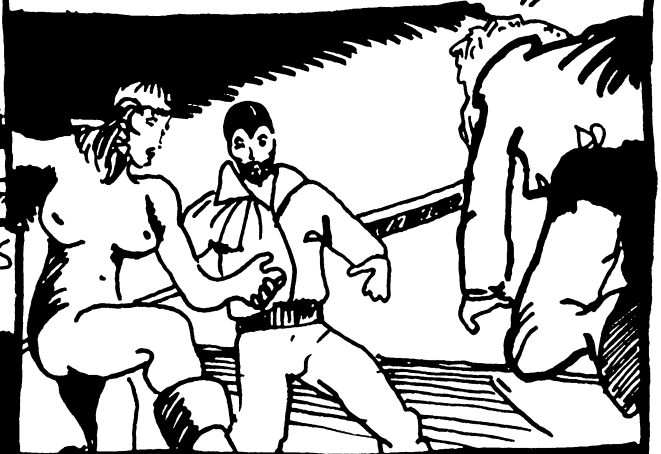
TO PROVE HIS GOOD INTENTIONS ZANIK THRUST MONEY INTO MEENA'S HANDS MORE THAN ENOUGH TO BUY HER A NEW SHIP AND A NEW START IN LIFE. THEY PARTED COMPANY ON THE BEST OF TERMS BUT FATE WOULD BRING THEM TOGETHER AGAIN IN THE GREAT SPACE RACE...