I, OF THE MASK
— BY SANDY WHITE —

Welcome to the Space Trials on Planet Newgama III. This is your most important mission. Keep your translator on at all times – no conferring during the qualifying bout, you know the consequences.

Many of you will already be skilled or qualified pilots, fighters or strategists. But do not be too confident because here we only take the best, and when we say the best, we mean by OUR standards.

For those not familiar with A4A PACK JET SUITS, the controls are not difficult. A few earth minutes running and it will become second nature.

In low gravity, the effects of your suit are boosted and you will take flight.

Your laser is attached to your belt, pointing forwards. This leaves your hands free to use your JET-SUIT controls. All instruments are projected onto a Head-Up Display onto the bottom of the inside of your helmet. When tilted, the area of map will expand to fill your whole visor.

The maze contains 32 universes. Each universe has 3 crystals at its entrance. A single shot at the chosen crystal will activate it.

One crystal will transport you to another universe which is located nearby.

One crystal will beam you to another part of the maze, and one will reveal a robot mechanism.

There are enough robot parts throughout the maze to create at least one complete robot. You require the Robot to escape from the maze. Each robot component must be bombarded successfully 3 times to render it harmless. The robot parts must be collected in the correct order – feet first.

When you finally collect the Mask and it appears on your Robot, you will have won the game and become, Of The Mask.

ORDER OF COLLECTION

2 – FEET	2 – UPPER ARMS
2 – CALFS	2 – ELBOWS
2 – THIGHS	2 – WRISTS
1 – LOWER ABDOMEN	2 – HANDS
1 – CHEST CAVITY	1 – MASK

AUTHORS NOTE

Short of ammo? There's always a help in hand!

Good Luck. *Sandy*

LOADING INSTRUCTIONS

You will find the procedure for loading a program from cassette in the Spectrum and Spectrum Plus basic manuals.

The procedure for loading this program is given below:

Type   LOAD" "
Press   ENTER

The program will auto-run on completion of loading.

GAME CONTROLS

This program supports the following joysticks:
KEMPSTON JOYSTICK INTERFACE
SINCLAIR INTERFACE II
PROTEK/CURSOR JOYSTICK INTERFACE

KEYBOARD

Select Protek/Cursor for:-

5 = LEFT	8 = RIGHT
6 = BACKWARDS	0 = FIRE
7 = FORWARDS	H = MAP AND PAUSE

Select Sinclair Interface II for:

6 = LEFT	9 = FORWARDS
7 = RIGHT	0 = FIRE
8 = BACKWARDS	H = MAP AND PAUSE