

## KOMPLEX

### LOADING

Use the normal loading procedures described in the Spectrum Manual - use LOAD " " and press ENTER. Always start with a 'clean' machine - unplug the power lead from your Spectrum and then plug it in again. The program is recorded on both sides of the cassette. Loading takes about four minutes. DO NOT press BREAK during loading. You will then be offered various options. When playing KOMPLEX for the very first time, do not change the Map Name.

### JOYSTICK AND KEYBOARD




Joystick play strongly recommended.  
Movement Keys/Joystick A Left S Right  
O Forward K Backward F Fire  
Function Keys  
D Dock  
T Turn CAPS SHIFT Q Quit

### DECKS

For direction - Joystick or Movement Keys. Backward movement only recommended for avoiding Monitors/Wardens - otherwise Turn to move in opposite direction.

KOMPLEX 119 Decks connected by Service Tubes. Main KOMPLEX Systems housed in Racks on Decks.

### Racks defended by:

Monitors  Airborne, low firepower  
Wardens  Airborne, maximum firepower  
Surface Lasers  Groundbased, medium firepower - only when you move

Monitors and Wardens often hide behind one another. Your defence - Single Laser - limited range, only destroys Monitors and Wardens. Your 32 Shields can be replenished one degree by allowing Monitor/Warden debris to settle before moving.

### Motion Sensor



### WARDEN ALERT SYSTEM

Wardens Patrol - CCC  
- Other Decks, Monitors with occasional patrols.  
Warden Alert Level indicated by barchart.  
Leaving Deck clears damage completely.

Warden Alert Points on Decks are allocated for:  
Hitting Rack or Service Tube with Laser fire (blue flash). Colliding with Racks, Service Tubes, 4 walls (blue flash) flying over Motion Sensor (blue flash).  
Warden Alert Points can only be cleared by entering Service Tubes.

Use the LOC (Location) Control Panel display to avoid colliding with walls and to check your position on any Deck.

### CENTRAL CONTROL COMPUTER

CCC contains the seven Racks at the heart of KOMPLEX (Level 4, Deck 4/4). At the start of the mission, each Rack contains one Target Module and one blank Module. Your mission is to replace each blank Module with a Target Module containing the same letter as that of the lower Target Module.  
Having found the appropriate Target Module... (K,O,M,P,L,E,X in that order) you dock with the Rack, and open it by pressing D. The Target Module is transferred automatically and the Rack closed by pressing D again.

### TARGET SENSOR

This system is designed to help guide you to Target Modules. The Target Sensor starts to work on arrival at a Deck and only works on the current Deck. It does not work in Service Tubes or on CCC. The Target Sensor

occupies the same Control Panel space as the cargo hold, just right of centre. The centre of the Target Sensor displays the letter you are currently seeking - K when your mission starts. However, to help you in mapping KOMPLEX, the Sensor guides you to ANY Target Module. There is NEVER more than one Target Module on any one Deck. The Target Sensor indicates the direction in which you should move. When you reach the correct position, the arrow or arrows of the Target Sensor change from red to green, and you have located the Target Module. You then follow the normal Docking procedure to transfer the Target Module to your cargo hold.  
If no lights - no TM on Deck.

### SERVICE TUBES

Negotiated on Auto-Pilot - automatic steering. Your defence - 7 Shields selected by Joystick or Movement Keys and activated by Fire. Deck Laser useless. Attackers - Space Lasers, Lasers on Tube Panels. Warden Alert Sensors - dark blue bottom panels, avoided by activating bottom shield.

### DOCKING

Centre Service Tube (identified by square shape on front panel) or Rack (diamond shape on front panel) indicated bottom right of Control Panel - DOCKING OFF to DOCKING ON. Press D to dock. Docking with Service Tube - Level and Deck Number Indicators (top right of Control Panel) change to those of the Deck to which the Service Tube leads. To take Service Tube, press Fire, otherwise D to continue. Docking with Racks - Docking Indicator shows DOCKING ON press D to open Rack. Press D to close Rack (current Target Module transferred to cargo hold automatically) and continue mission.

### DAMAGE

Destroyed Shield turns red. Damage Bar Chart (bottom left of Control Panel) then starts to show structural damage. When Damage reaches maximum - Target Module in cargo hold destroyed. If Damage at maximum when TM transferred to cargo hold, TM immediately destroyed.  
KOMPLEX replaces Target Modules after you take them, so you can return to the same Deck and try again.  
Damage is cleared whenever you leave a Deck.

### KOMPLEX EDITOR

You can use the KOMPLEX EDITOR any time the main menu screen (black background) is displayed, except for your first mission after loading KOMPLEX.  
The Editor commands allow you to turn sound effects on and off, and to employ a variety of 'cheats' to help you run 'practice' missions - for example to practise tactics against a particular KOMPLEX defence or for map-making. To use the Editor, scroll the lefthand arrow cursor by Joystick or K and O keys (or your own redefined forward and reverse keys). Press Fire to turn feature off or on. Locate cursor on QUIT and press Fire to finish editing KOMPLEX.

Using the Editor naturally disqualifies the time score for tournament-style play, as shown on the final score screen. This applies even if the Editor is used only to turn sound effects off, since this speeds up KOMPLEX'S runtime very slightly.



## KOMPLEX - THE MAP

The layout of KOMPLEX is created by a specially developed mapping system. This controls almost every detail of KOMPLEX except those controlled by you the player (eg. Damage and Warden Alert). The Map determines: Deck type; Rack, Service Tube, Surface Laser, and Motion Sensor locations on each Deck; destination, type and length of Service Tubes, as well as the location and number of Target Modules. You will almost certainly need to make some sort of a map to successfully complete KOMPLEX. After your first success, you will no doubt want to improve your time. Having a more detailed map will be a great help. But be warned - or challenged - making a COMPLETE map is a daunting task, even if you use the KOMPLEX Editor to run map-making missions before a timed mission run.

The KOMPLEX map is created by a system called Generated Mapping. It isn't random - the same Service Tube always leads to the same Deck in the same way, etc. - and it has been used to allow you to create as many different maps as you could ever wish. Over 70 thousand million. You can create any of these maps immediately after loading KOMPLEX, after winning, or after quitting a mission. You can use any map with or without the KOMPLEX Editor. To create a map, press M when the main menu (black background) is onscreen. 'MAP KOMPLEX' is displayed. KOMPLEX is the name of the standard KOMPLEX map, used for tournament-style play. To create any other map, simply think of a seven character name - for example, RICHARD or ALAN001 or XELPMOK - and follow the onscreen instructions.

The name you choose is used by KOMPLEX's map generator to create the actual map. Your name itself creates every detail of the map, just as the standard name KOMPLEX creates the standard KOMPLEX map. All maps will have sufficient Target Modules to complete your mission. The basic shape of KOMPLEX does not vary with map changes. It is always a seven level diamond shape, with C C C on Level 4, Deck 4/4 at KOMPLEX's centre.

## KOMPLEX

**BRIEFING SUMMARY - PUBLIC KNOWLEDGE** - News media have informed the public only that KOMPLEX is a giant meteorite currently passing through our solar system, and that it poses no threat to Earth or our space colonies.

**MISSION OVERVIEW** - Space Operations Agency first detected the object now known as KOMPLEX two years ago. Long range Sensors and computer analysis showed that KOMPLEX is in fact an alien spacecraft. Its present flight path will bring KOMPLEX briefly and harmlessly into the solar system. Once KOMPLEX leaves our system, it will never return. To date, twelve probes have been launched to explore KOMPLEX. Data returned by the surviving probes indicates that KOMPLEX was created by an alien technology far in advance of our own. The President has sanctioned Space Operations Agency to take any and all necessary steps to keep KOMPLEX within the solar system for extended study by scientists and engineers.

Yours is the final mission that can be launched before KOMPLEX escapes the range of even the Agency's fastest spacecraft.

## MISSION OBJECTIVE - SPECIFIC

Among the known KOMPLEX Modules, there are seven special types, labelled K,O,M,P,L,E and X. Evidence suggests that this exact set of Modules, installed in the KOMPLEX CCC, will automatically redirect KOMPLEX into stable orbit within our solar system. Your mission is to obtain the seven KOMPLEX Modules, and install them in the CCC. Your ship's onboard computers will help you locate Racks containing KOMPLEX Modules, and your ship's cargo space will hold one KOMPLEX Module at a time.

## KOMPLEX STRUCTURE - BACKGROUND BRIEFING

LEVEL	PLAN 1	AREA 1	DECKS 1
2	222	3X3	9
3	33333	5X5	25
4	4444444	7X7	49
5	55555	5X5	25
6	666	3X3	9
7	7	1	1

Each Deck provides power, maintenance, communications and defence support for up to 500 KOMPLEX Racks. Each Rack can itself contain up to six KOMPLEX Modules. The function of some of these Modules is known and these are the Target Modules for which you are searching. Others have not yet been successfully investigated. Decks are connected and accessed by a system of Service Tubes. They provide a complicated interwoven system of transportation between Decks - so complicated that the system has never yet been fully mapped. They can connect two Decks on the same Level, or two Decks on different Levels.

Occasionally they will connect two locations on the same Deck. Each Service Tube is equipped with its own defence systems, in turn connected to the Deck defence system at its destination.

**MISSION TIME** You will need to react quickly to survive KOMPLEX's defence systems, but providing you do survive, you can take as long as you need to complete the overall KOMPLEX mission.

## MISSION SPACECRAFT - SYSTEMS SUMMARY

**DRIVE** - Automatic in service Tubes  
Manual by Joystick/KEYBOARD on Decks  
**CARGO** - One KOMPLEX Module  
**WEAPONS** - Defence Shields only in Service Tubes  
Manual Control by Joystick / Keyboard.

## PRODUCTION TEAM

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