ORBIX
THE TERRORBALL

LOADING INSTRUCTIONS

Insert the cassette into your tape recorder and type LOAD"". Press the ENTER button and start the tape recorder. The program should now load automatically. The game is recorded on BOTH sides of the cassette.

If you have loading problems, be sure to adjust the volume level to find the right pitch, check your tape recorder head is clean and that all leads are securely inserted, and ensure that the tape recorder and computer is at least 3 feet away from the screen.

ORBIX THE TERRORBALL – THE GAME

ORBIX is the codename of your tactical planetary warfare craft. As supreme commander your mission is to rescue the survivors of a friendly spacecraft which was forced down on the Planet Horca.

Horca is inhabited by hostile insectovores, who broke up the spacecraft and caused the occupants to flee. Having chomped their way through the reserve food supplies, the nasty creatures have turned their beady eyes towards the petrified crew.

To complete your first mission you must find and reassemble the components of the spacecraft, pick up the crew members and clear the way for their escape.

To make matters rather awkward these insectovores have created several species of fierce droids which will pursue you relentlessly, and on higher levels, the planet is dotted with magnetic oil pits - get too close to one and it will suck you into the bowels of the planet.

PLAYING INSTRUCTIONS

To find each of the 6 component parts of the spacecraft, you need a Federation Property Detector (F.P.D.). This is shown as a white dot on your long range radar in the centre of the instrument panel (your position is denoted by the square).

Once you have picked up a F.P.D. the long range radar will switch to the blue display and a component of the spacecraft will be seen as white cross. (WARNING 1: these components are invariably being carried by a moronic but fierce factory droid who will flee but can fight ferociously if cornered).

Chase and kill this droid and pick up the dropped component. (WARNING 2: the droid is programmed to booby trap the component when it is forced to release it. You have just 90 seconds in which to return it to the launch pad at the centre of the planet before it explodes. The launch pad is surrounded by a neutralising zone. When you reach the launch pad the component is automatically assembled and you are then able to search for the next piece.

Once all the six sections have been collected and assembled into the spacecraft, it will take off with its crew and you will be given your next mission.

There are eight spacemen to rescue for each level, and you must try to pick as many up as possible. You complete "a level" each time a component of the spacecraft is successfully returned to the launch pad. It is not vital to pick everyone up, but if you want to be popular back home!

(WARNING 3: the droids learn your tactics fast, and become more formidable each time you undertake a new mission).

DISPLAYS

Press B – to see a map of the entire planet showing the landmarks and hazardous areas.
Press N – to see a short range radar display - useful for finding marooned spacemen.
Press M – to return to visual display.

The map screens are vulnerable to attack damage and may not be available at all times. Check the display option icons on instrument panel at lower left - Green means available, Red - not available. If you get hit too many times while using the maps you will return automatically to visual display.

RESOURCES

Orbix has unlimited firepower but needs energy to maintain its motor and life support systems. Energy can be obtained by picking up the pulsating remains of the enemies Orbix kills.

(WARNING 4: Droids and insectivores have limited energy resources - once exhausted they self destruct but the bad news is that they drop plasma mines which are fatal should Orbix pass over one.)

SCORES

		Point value
SHOOTING	– Insectivores	100
	Droids	200 - 2000
PICKING UP	– Energy	10
	Spaceman	2500 + Bonus
	F.P.D.	500
OTHER BONUSES	– Each F.P.D. unused	1000
	Time left on booby trap clock	Extra points

EXTRA LIVES

1 awarded for each component collected

KEYBOARD

Q – Increase Speed
A – Slow Down
O – Rotate Left
P – Rotate Right
Space – Fire
H – Pause
J – Continue
Break during pause to Abort

Or select Joystick –
Kempston, Interface II, Cursor.

Push Forward – Increase Speed
Pull Back – Slow Down
Stick Left – Rotate Left
Stick Right – Rotate Right
Fire Button to Shoot.

Have you written an arcade game that is good enough to be "Streetwise"? Why not call Richard Naylor on 01-947 5624.