

# BEYOND

CHALLENGING SOFTWARE

*Disruptor unstable  
detonation immin...  
runs on the Spectrum*

## PSYTRON

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Psytron was produced for Beyond by Psy-Sci

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Enter the Beyond club

## How to use this booklet

The last thing you probably want to do on opening up Psytron, is read a 20 page booklet and we don't expect you to.

The first thing you should do is **LOAD** the game up and find out what's in store for you by reading about The Psytron on the page opposite. The service record on page 8 should be read and then you can find the controls for the Pursuit Droid in the level 1 chapter, The tape should have loaded by now so take a glance at the marvellous graphics, the realistic spinning spacecraft and the sophisticated control display.

You can start fingering the controls already and begin to understand what's required on Level 1. More information about that level can be found on pages 8 and 9. We suggest you tackle the reading for each new level as you achieve it. Slowly the experience that is Psytron will unfold before you and the book will help you to discover some of the new possibilities, how to make the most of the resources of the Betula 5 installation and ultimately how to send in your top score and try to win a Sinclair Q.L. prize. The important pages are marked by **bold** type in this index

# PSYTRON

## The Psytron

The Psytron is in sole charge of the Betula 5 Installation.

Its defence circuits are on the alert for intruders, its pursuit droid tracks down enemy saboteurs which infiltrate the base. It assesses the personnel's oxygen needs, it allocates food and work duties.

Every aspect of the installation and the colony which supports it, is constantly monitored. Every need of its operatives ordered and catered for. Every sector visually scanned and the nitrogen-rich skies of Betula 5 eternally probed and warded.

When the attack comes, the Psytron will cope with defensive demands and details which would leave a human brain unhinged, computer circuits scrambled. It must analyse every scrap of data which pours into it, for every aspect of the installation is interconnected. A failure in any department must be reported and its effect on the fabric of the base assessed immediately.

Human lives will be expended as necessary but if the Psytron ever goes down ...

## The objective

You will become the Psytron – less than human, far more than mere computer – and your mission is to survive the attack. Gradually your abilities will be built up level-by-level until you are ready for The Final Conflict.

Arcade style co-ordination and quick-wittedness combine with strategic understanding and tactical cunning in the Psytron.

Each level has its own objectives and pass-mark but your ultimate aim is to process information as the Psytron would. To know the base as intimately, which areas must be defended at all costs and which can be sacrificed when the going gets tough. To spot the dangerous alien craft early, to use the Freezetime sparingly and to empty your circuits of everything but the survival of the Installation.

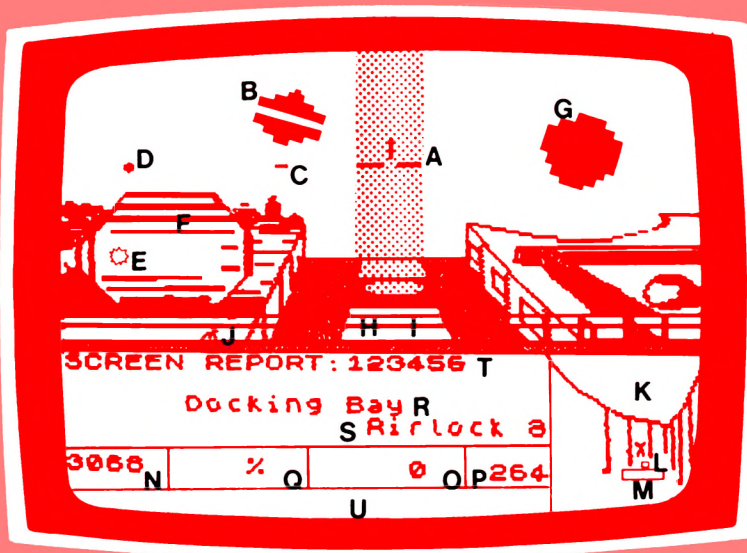
There is a prize for the first conqueror of Psytron and there are more details of that on page 16.

## Loading instructions

To load simply type LOAD "" (press the J key and the Symbol Shift and P key together twice). Then press, ENTER and PLAY on the tape recorder. Be sure the tape is on the "A" (Labelled) side – there's another game on the "B" side.

## Guide to the screen display

- A** Gun sights. The target area is in the intersection of the lines.  
Target area → —|—
- B** An alien craft, close up having just dropped a bomb **C**.
- C** A dropped bomb heading earthwards.
- D** A ship in the distance and almost out of sight and range. This ship is responsible for the explosion at **E** which is flashing and causing damage to the building at **F**.
- E** The aftermath of a dropped alien bomb.
- F** The outer buildings of the Oxygen Unit.
- G** One of Betula 5's two moons.
- H** Airlock 7 leading to the Recycling Unit.
- I** A pursuit droid in the top airlock tunnel.
- J** A saboteur beamed down into the airlock supply tunnel by the alien craft. It is heading for the airlock **H** and will explode there to cause maximum damage.
- K** The pursuit droid's view of the tunnel with a saboteur shown running towards the droid. The tunnel curves around to the left to indicate the direction the droid is moving in.
- L** Droid sight, fire when the saboteur moves into it.
- M** Droid gun charge indicator. Green means it is ready for firing. Red means it is <sup>\*</sup>recharging.
- N** Fuel scanner, showing how much fuel is left.
- O** Crew scanner, showing the number of crew still being used to keep the station running.
- P** Time so far elapsed (on the final level). On all other levels this reading shows the time left before the game ends.
- Q** Damage indicator, shows the amount of damage done in a successful hit on an alien spacecraft. They are not always destroyed by the first hit.
- R** Description of the building shown on the screen and the airlocks of that screen with an indication of the damage down to that level. This is held on the screen for two seconds each time a screen is entered. And this is then replaced by **S**.
- S** A scrolling display of hits and damage, referring to each section of the base and its airlocks. Both **R** and **S** show damage as a bar-chart and percentage total.
- T** Screen Report: A green number shows the screen you are on. Red or flashing green indicates a ship that has locked onto a target. The Screen Report title flashes when the supply beam is transmitting.
- U** Droid Screen Report: The screen your pursuit droid is on is indicated by a green square. Red or flashing green shows a saboteur on that screen.



## Geography of the Betula 5 installation

The centre of this picture shows the position of the Psytron monitors which look out on the Betula 5 Installation.

The Psytron itself is buried far below the unforgiving Betula 5 surface at this point.

From here it keeps in constant touch with the personnel which make up the colony and the buildings and airlocks which make up the installation.

The Central Corridor which is the main supply route to the buildings, is shown in the ring around the centre of the plan.

The airlocks from which radiate out the tunnels connecting the outer buildings are labelled 1 to 8.

The buildings featured are:

### A) Medical Unit

Where the medical supplies are kept and the injured treated.

### B) Freezetime Generator

Which is the source of much of the Psytron's power.

### C) Oxygen Unit

Supplies oxygen needs for the colony.

## **D) Docking Bay and Teleport centre**

Takes in supplies from the Supply Ships

## **E) Recycling Unit**

Handles and recycles the food and water needs of the base.

## **F) Pleasure Dome**

Where the crew relax and enjoy their spare time.

## **G) Crews Quarters**

Where the crew sleeps and rests.

## **H) Fuel Dump**

Where the installation's fuel is stored.

## **I) Power Plant**

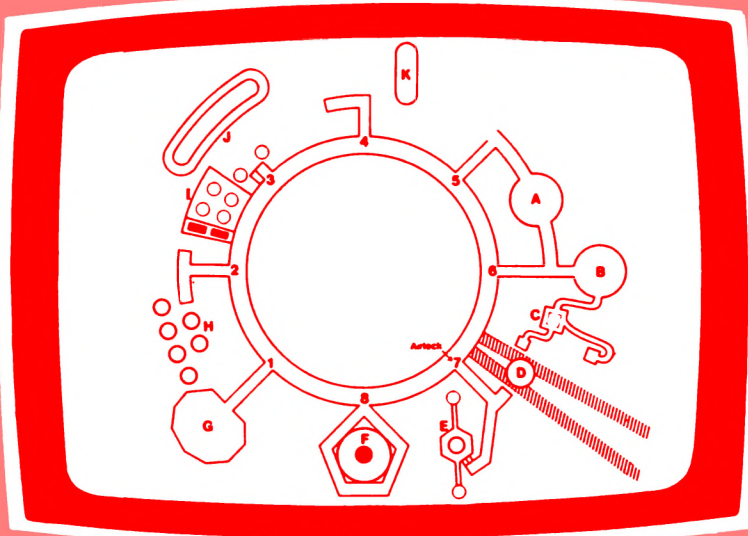
Where the massive amounts of power necessary to charge up the Freezetime Generator are produced.

## **J) Matter Disruptor**

The Psyttron's most deadly but most unstable weapon.

## **K) Food Store**

Where the food requirements of the colony are stocked.



## Service Record

Psytron is a game of six levels. These have been carefully designed to take you into the game one step at a time and not to overload your all-to-human mind. The Psytron controls the entire running needs of the Betula 5 Installation and its colony but only one aspect of The Psytron's awesome power is introduced on each level of the game.

Each level must be mastered before the next is attempted and Psytron will not allow a fluke score to give access to the next level. Instead it looks at your last five scores and calculates an average. If that average is over that level's Passmark, you can move onto the next challenge.

So that a conquered level does not have to be repeated every time you load up Psytron, the game includes a Service Record feature.

When a level has been passed, the whole record can be stored and recalled. The record will consist of your last five scores on that level, from 1 to 5. In this way you can pick up a game at the stage where you left it or reload a previous set of scores, if your current ones are worse.

To examine your record, press S. The display will then show your last five scores on level 1 with the average on the right. Pressing S again will show Levels, 2, then 3, 4 and 5. Pressing A will return you to the main menu.

To save the Service Record, pressing R will ask you to enter your name. You may enter a name up to 23 characters long.

When you have entered the name, connect the cassette recorder and take a spare cassette. Press RECORD and PLAY on the recorder and press G on the keyboard. The Service Record is SAVED in a couple of seconds.

To LOAD in a Service Record, press L. The display will then state: "Start tape, then G". This prompt allows you to quit if you accidentally press L. After 30 seconds the program will return to the main menu if you do not press G.

To LOAD a previously saved record, press G before the tape reaches the recording.

On loading a Service Record the program displays the name of the recorder but does not search for a particular name.

Note that if you press G and do not want to load a service record, you may return to the main menu by playing the start of any Spectrum program. The data will be ignored.

Your Service Record is used in compiling your overall score on the final level.

## Level 1: Droid

Controls

Keys 1–9 plus 0 give the views of the whole installation. Hitting 7 will take you to screen 7. Screen 10 is found by hitting key 0.

- Q** Droid forward
- A** Droid turn around
- M** Droid fire.

The joystick can be used to move the Droid in either direction and fire.

## **Mission**

The alien craft are beaming saboteurs down into the installation's airlock service tunnels. They will aim to race to an airlock and explode where they can cause most damage. Psytron will aim to keep the airlocks free from saboteurs by hunting them down with its Pursuit Droid and destroying them before they can explode in a vital area.

## **Saboteurs**

Also known as Tri-pedroids (because of their three-legged nature), these mechanical creatures are beamed down into the airlock service tunnels. A random airlock co-ordinate is locked into their memory banks just prior to them being dropped by the alien craft. On materialisation in the tunnels, the saboteur will take the shortest route to the target airlock where it will explode.

## **Airlocks**

Each of the base's eight airlocks is connected to a vital part of the installation. They are used by the repair crews as access to each location. The rate of repair of a particular building is dictated by the amount of damage sustained by the airlock or airlocks which service it.

The airlocks themselves must be repaired when damaged. The difficulty of repairing a particular airlock depends on the amount of damage sustained by the airlocks on either side of it.

On this level you will not be able to send in repair crews but a full rundown of which airlocks are connected to which installation sites can be found on the instructions for Level 4.

## **Pursuit Droid**

The Pursuit Droid can be beamed to any part of the central supply corridor which runs around the interior of the base. It will be found somewhere in the corridor of whichever screen display you are currently watching.

And its view of the tunnel is shown in a display on the bottom right corner of the screen. As the Pursuit Droid moves, the view of the tunnel curves around in front of it. If it is turned around the tunnel view will curve the other way.

Any Saboteur which is loose in the tunnels can be pursued until it is seen either pounding down the corridor away from the Pursuit Droid or racing towards it. A small sight at the bottom of the droid view shows where its fire will be concentrated.

To destroy the Saboteur, chase it until it is within the sight and then fire. If you miss the Saboteur the droid gun will take a split second to re-charge, this is shown by a red line below the droid's view and the gun cannot be operated until this turns back to green.

## **Droid Screen Reports**

This line of square lights along the bottom of the screen shows where the Pursuit Droid is situated (Green) and which screens have a saboteur on the loose within their corridor. (Red). Flashing Green indicates a Saboteur on the Pursuit Droid's screen.

By watching the Droid Screen Reports it is easy to spot the saboteurs as soon as they beam into a corridor.

The Screen Report which indicates dangerous alien craft is further explained on the instructions for Level 2. The damage reports will scroll up information on hits and the damage done but a more detailed explanation can be found in the instructions for Level 3.

### Level 1: Goal

To minimise damage by accurate shooting.

Passmark: 50% average.

Time limit: Five minutes.

### Level 2: Skywatch

Controls

The number keys 1 – 0 give the views of the whole installation.

**Q** moves sights up

**A** moves sights down

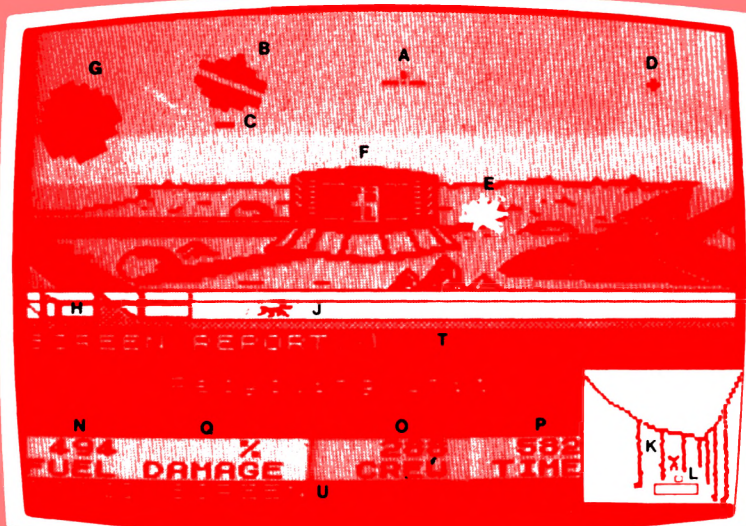
**O** moves sights left

**P** moves sights right

**M** Fire

The joystick can be used to move the sights and to fire.

**N** in conjunction with O or P gives fast scan of screens left or right.



## Mission

The aliens are moving in to bomb the base. They must be shot down before they can drop their bomb-load. Your mission is to destroy the alien craft before they can cause too much damage.

## The alien craft

The craft always start off out of visual range and home in on a target position. Once there the craft enters its attack phase. Two attack runs are made, the first starting as soon as the craft reaches its target co-ordinate. After the first bomb/Saboteur has been dropped, the craft recedes out of visual range before repeating the process. When the second bomb has been dropped the craft can take on a new target co-ordinate.

## Screen Report

The Screen Report is the way the Psytron shows which alien craft are looking dangerous. Some craft will soar over the base without ever dropping a bomb. Others lock into targets and the Psytron can detect these and a screen with dangerous craft on it will show as red on the screen report. The screen being visually scanned will show as a green square and if an alien craft is locked onto a target on this screen, it will flash.

## Level 2: Goal

To destroy the ships before they bomb and damage your buildings, using the minimum number of shots.

Passmark: 50%

Time limit: Five minutes.

## Level 3: Defence Circuits

Controls

The number keys 1 – 0 give the 10 views around the installation.

**Q** moves sights up

**A** moves sights down

**O** moves sights left

**P** moves sights right

**M** fire

The space bar first arms and then fires the base's disruptor

**N** in conjunction with O or P gives fast scan left or right

In Droid Mode:

**Q** moves Droid forward

**A** changes Droid direction

**M** fire

## **S** Skywatch mode

## **D** Droid mode

The joystick can be used to control the movement of the sights and the droid.

## **Mission**

The alien craft are attacking, dropping bombs and saboteurs. Psytron pursues the saboteurs through the base's corridors and patrols the skies. Your mission is to keep the airlocks and skies free of aliens.

## **Droid mode**

There are two distinct areas to this level. You can either fire on the craft in the skies or pursue the saboteurs. To switch between the two, press S for Skywatch and D for Droid.

There is only one droid. Pressing the screen buttons while in droid mode, merely teleports the droid to a random position on that particular screen.

## **Disruptors**

The Disruptor will clear any one screen of all alien craft – even those “unseen” ones in the distance. To use it press the SPACE key and the word “Armed” will come up on the screen. Press it a second time and it will wipe-out all alien craft. Pressing any other button will dis-arm the disruptor.

The Disruptor is somewhat unstable and there is a 10% chance of it exploding when used. This will neutralise all the other stored Disruptors, rendering them inoperative. If the Disruptor Generator is damaged this increases the chance of the Disruptors being unstable.

## **Damage Indicator**

Each time a craft is hit by the Psytron's defensive fire, a random amount of damage is done to the craft. It varies from 0-100% in increments of 10%. A winged craft carries this amount of damage around with it, regardless of whether it is on the screen or not. Subsequent hits increase this stored damage again and make it more likely to be destroyed.

The damage indicator shows how much damage a hit craft has sustained.

## **Level 3: Goal**

To minimise damage

Passmark 50%

Time limit: 10 minutes

## **Level 4: Repair Circuits**

Controls

As on level three plus:

**F** Freezetime. In Freezetime, the following controls work:

**R** takes you back to Realtime

**S** takes you to the Status report

**D** gives you Damage reports

In Damage Freezetime, the following controls work:

**S** scrolls up the next line

**A** alters a line

**E** exits from the reports sequence.

## Mission

The alien craft are bombing the strategically vital areas of the base and dropping saboteurs on their kamikaze missions. Psytron must allocate repair crews to keep the damage down to reasonable levels and keep the aliens at bay.

## Freezetime

Freezetime takes you into the realms of instant processing of data. While you take in the details of damage reported around the base and allocate repair crews where necessary, the action is literally frozen.

It is the means by which vast quantities of information can be processed in zero time. This process is very fuel intensive. Two factors are of direct importance to Freezetime:

- i) Damage to power plant, which determines the rate of fuel consumption.
- ii) Damage to the Freeze Generator, which determines your ability to evoke Freezetime.

## Status

Status is accessible through Freezetime. It gives a complete rundown on the levels of vital supplies and how many crew are dead or injured. Obviously you should find out your status before ordering supplies or to discover the cause of crew death.

## Damage

Damage done to the different buildings in the installation can be repaired by allotting crew to the task.

The crew can be allotted to repair duties during Freezetime Damage reports. When called, Damage reports on each section of the installation, scroll up the screen. The scrolling stops when all have been viewed.

Then the player is invited to scroll through to the areas you wish to repair. When a heavily damaged building appears at the top of the list, press A to alter the number of crew working there. A maximum of 250 crew can be sent to start work on the repairs. Repair to a particular building is slowed down if the airlocks leading to it are damaged.

The locations are serviced by the airlocks as follows:

Pleasure Dome	Airlock 8	Medical Unit	Airlocks 6 & 5
Recycling Unit	Airlock 7	Docking Bay	Airlock 7
Crews Quarters	Airlock 1	Oxygen Unit	Airlock 6
Freeze Generator	Airlock 6	Food Store	Airlock 5
Power Plant	Airlocks 2 & 3	Matter Disruptor	Airlocks 3 & 4
Fuel Dump	Airlock 2		

Crews sent to repair an airlock will be less effective if the airlocks on either side of it have been damaged.

## **The Crew**

The installation begins with a crew of 98 in the crew quarters and 190 personnel spread elsewhere. The base needs to keep 200 crew alive to stay operational.

Crew working consume more oxygen than those not active. The Oxygen Unit when fully operational can support a few hundred men without excess oxygen, brought in by the supply ship (see the instructions to level 5).

Damage to the Pleasure Dome reduces the crew's work-rate! Damage to the Medical Unit increases casualties and so does a lack of medicine.

## **The Locations**

Every location on the base has some effect on the working of the overall installation. In the heat of battle, the Psytron must assess all damage and deduce how much it will increase the installation's vulnerability.

Here is a rundown of each location and its importance to the base. The Docking Bay is detailed in the instructions to Level 5.

### **Recycling Unit – Screen 1**

Undamaged the Recycling Unit can sustain 1500 inactive people or around 500 active workers. A working person will consume three times as much food and water as an inactive one.

If the Recycling Unit is 50% damaged, these values are halved, and at 100% damage the unit cannot support any life. To check on the food and water supplies see the Status read-out.

Food and water supplies go down proportionally to the over-stretching of resources, as more crew are brought to the base and more are despatched to work.

*Once the stores are exhausted, people start to die.*

### **Pleasure Dome – Screen 2**

Damage to the Pleasure Dome reduces the rate at which personnel will effect repairs.

### **Crews Quarters – Screen 3**

The Crews Quarters is capable of providing accommodation for approximately 100 inactive personnel when undamaged. If it is 50% damaged it can only accommodate 50 crew.

Any attempt to sustain more inactive personnel than the Crews Quarters will accommodate will result in the excess personnel being teleported back to home base.

### **Fuel Dump – Screen 4**

The Fuel Dump has a maximum capacity of 1000 units. Damage to the Fuel Dump reduces this capacity proportionally to the amount of damage sustained. A bomb exploding on the fuel dump also results in a loss of fuel. Fuel is vital to maintaining Freezetime. Without fuel you cannot unload supplies or fire into the sky.

## **Power Plant    Screen 5**

Damage to the Power Plant results in an increase in the amount of fuel needed to maintain Freezetime. All other power consumption is negligible compared to this.

## **Matter Disruptor    Screen 6**

The Matter Disruptor Generates the massive charges of energy needed to clear the skies of an entire screen sector. The unstable Disruptors become more likely to explode as the Disruptor becomes more damaged.

Undamaged there is still a 10% chance of a Disruptor exploding. As the damage increases so does the chance of an explosion when the Disruptors are used.

At 100% damage any Disruptor will always explode.

An explosion neutralises all stored Disruptors and renders the Matter Disruptor 100% damaged.

## **Medical Unit    Screen 7**

Damage to the Medical Unit increases the proportion of the injured that die. Medical supplies are crucial to its effectiveness.

## **Freeze Generator    Screen 8**

Damage to the Freeze Generator strikes at the very heart of the Psytron, robbing it of its ability to evoke Freezetime. Any damage reduces the rate at which the high-tension plates recharge. Once the charge drops below a certain level, Freezetime cannot be entered.

Over-use of Freezetime may also result in the power being drained and Freezetime being inaccessible.

## **Oxygen Unit    Screen 9**

Undamaged the Oxygen Unit can sustain 1500 inactive people, but like the Recycling Unit, active people consume three times as much oxygen.

As damage increases so the oxygen level is drained until the supply reaches zero. Rate of death from lack of oxygen is greater than from lack of water and water is more important to the base than food.

## **Docking Bay    Screen 10**

This is covered in the Level 5 instructions.

## **Level 4: Goal**

To minimise damage at all costs.

Passmark: 60%

Time limit: 10 minutes.

## Level 5: Supplies

### Controls

The same as for Level 4 plus:

In Freezetime it is possible to use **C** to communicate with the supply ship.

When using Communications Freezetime, the following controls work:

**S** scrolls up the next line

**A** alters a line

**E** exits from the Communications sequence.

## Mission

The Psytron has got through to the Supply Ship and is communicating the needs of the base to its captain. As Status reports show the supplies of the base being run-down by the ravages of the attack, new weapons, supplies and crew can be ordered. To preserve personnel and keep the installation operative, Psytron must ensure that supplies are kept up to the correct levels.

## The Docking Bay - Screen 10

The Docking Bay requires fuel to operate. It will receive supplies from the Supply ship when connected via the vital Supply Beam. If the bay is damaged the supplies take far longer to be beamed down.

## The Supply Beam

You will first notice the beam on Level 5. It transports all ordered supplies to the base. If the Docking Bay is undamaged the beam can unload an order in 30 seconds, this time increases as the damage increases and at 100% damage it will take over 4 minutes to unload an order.

If any alien craft breaks the beam on the Final Level, transmission of supplies is terminated.

## The Supply Ship

The Supply Ship will stay out of the range of the alien craft and beam supplies down the Supply Beam. This beam is activated at one minute intervals. Strong magnetic fluctuation emanating from the teleport beam prevent communication with the ship while the beam is active.

The maximum weight which can be teleported at one time is 1,000 tonnes.

## Communications

To communicate with the ship, you must first enter Freezetime. Pressing C will result in the communications line being opened to the ship if it is not currently beaming down supplies.

A list of supplies and their weight per unit is flashed on to the screen. S enables you to scroll to the item you want to order. Pressing A will invite you to dictate how much of a particular item you want. You will not be able to order more than the ship can carry.

## Goal

To minimise damage

Passmark: 65%

Time limit: 10 minutes.

## The Final Conflict

Controls

As on Level 5, plus H for Hold. Pressing H allows you to leave the game and return to it later, it is available on all levels.

## Mission

To keep the base running for as long as possible. 200 crew are needed to keep the base operational.

## Time

On this level time is added on rather than counted down.

There is no limit, you must just try to keep going for as long as possible. To give you an idea of how well you have done: 15 minutes is average. 25 minutes is good. 35 minutes means you should write in and tell us. More than that and you have probably won our star prize, a Sinclair Q.L. computer.

## Score

Your score at Psytron becomes important at this final stage.

When you finally succumb to the onslaught on this stage a score based on the time you survived will appear on the screen. With it there is a code number which corresponds to the score and will enable us to confirm it at the end.

If you survive for over 45 minutes you will probably rate a place in the Book of Great Computing Feats.

The score is decided by devoting 60% to the length of time survived on the final level and the other 40% is made up of the average of all scores in the Service Record. You can go back and improve your Service Record, before you tackle the final screen of course.

## The code

If you think you may qualify for our prize of a Q.L. microcomputer, please send in your score by using the scoresheet on page 17 of the booklet.

Enter your name and address and a phone number if possible.

Then write in the score, and the code number and send it in to us at:

Psytron Competition, Beyond Software, Competition House, Farndon Road, Market Harborough, Leics. LE16 9NR.

If someone completely conquers the game they will win the Q.L. straight away. If, as we suspect, surviving an hour on the final level is **Beyond** any but a real Psytron, then the highest score sent in by 30 November, 1984, will win the Q.L. In the event of a tie, the prize goes to the player who sent in their entry first.

## The Final Conflict Goal

To survive for an hour.

Passmark: Not applicable.

Time Limit: One hour.

## Hints and Tips

### Level 1

Try to keep the droid in the screen with the most dangerous-looking attacking ship as this will enable you to be in position ready to annihilate the Saboteur as soon as he drops into the central corridor.

Remember that you cannot shoot the Saboteur while your gun is recharging (red). Avoid firing until the Saboteur is in the centre of your sights.

### Level 2

Ignore ships that are not locked onto a relevant target. Bombs which fall on the surface without damaging the buildings are not dangerous.

### Level 3

Protect buildings before the airlocks. At this level the airlocks will not affect the repairs as none can be undertaken.

The airlocks only receive a 30% priority in assessing the scores, compared to 70% given to the buildings.

### Level 4

Damage suffered in the early stages of play can be repaired in time for it not to affect the final score. Damage from explosions in the final minutes is therefore the most telling.

### Level 5

People can be ordered early so more repairs can be made. It is a mistake to stock up on too many disrupters in case an unstable one destroys the entire batch, when you could have used the supply ship more profitably.

### Final Level

Strategy is as crucial as your skill at shooting in this final level. Only strategy will enable play times in excess of 15 minutes. The successful player will react quickly to situations.

Learn which buildings deserve the most protection and which can be given up to the alien attack.

Remember to protect the docking bay as its influx of supplies is vital to the preservation of the base. This is especially true when an active transmission is being beamed down to the bay.

Any ship which moves into the region of the beam will cause the supply ship to terminate transmission and leave the area. In this event only a proportion of the supplies requested will be obtained.

Mastery of the fast scan technique is a possible key to success on the final level. Learn the meaning of the sound effects which come when you fire, when a bomb or saboteur is dropped, and when a bomb explodes.

There is one final point about the final level – so far you have had things easy. There are only five ships on the screen at any one time during the early levels, on the final level extra ships are soon added to the initial five.

Many of these will be inclined to drop their bombs or saboteur much faster on the bombing run than you have been used to.

You have been warned!



### –THE LORDS OF MIDNIGHT–

The next **Beyond** release to find its way onto the shelves is the world's first Epic game, **The Lords of Midnight**.

An Epic game is one move on from an Adventure game. Every location is drawn in fine detail and perspective using a revolutionary technique which we have termed **Landscaping**.

The program includes a map of the land of Midnight and the computer looks to see where you are and which direction you are looking in. It then draws the view as you would see it in perspective.

Using Landscaping, turning to one of the eight different compass directions gives another view from the same point. If you move closer to a feature it grows larger until you are standing right on top of it.

If you approach it from a different direction, a different background is drawn in behind it. All this can give you 32,000 different possible views, so expect to get well and truly lost.

Join Luxor the Moonprince on his quest against the evil Doomdark as he tries to ally other Lords to his banner; befriends the learned lords, the Wise; tangle with the strange race of sorcerors, the Fey; and meets the horsemen, barbarians, doomsaved and skulkrin which inhabit the sad land of Midnight.

Truly an Epic, **The Lords of Midnight** comes complete with a keyboard overlay, a book and a cassette for your 48K Spectrum – all for just £9.95.

To get just a brief idea of the possibilities of **The Lords of Midnight** we have a short and simple sample program on the B side of this tape. Simply type LOAD"" and press ENTER. It won't give you any of the final game's atmosphere, the clamour of battle, the horror that is Doomdark or the thrill of breasting a mountain range to see your troops rallying **Beyond** it, but we hope it's enough to make you rush out and buy the game.

## Take a step into the Beyond

Go **Beyond** the games ideas offered by the rest of the games market. Enter a world peopled by truly marvellous games ideas – some available now, others ready soon, some still at the planning stage.

**Beyond** is putting the accent firmly on originality. We'll only bring out games that take you where no-one has taken you before.

A host of brand new ideas presented with care and attention to detail. Games that will offer a challenge which lasts for months rather than minutes.

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Please keep me informed about new releases for the \_\_\_\_\_ microcomputers.

Comments: \_\_\_\_\_

\_\_\_\_\_ Best score so far: \_\_\_\_\_

If you want to Enter the **Beyond** but still have not finished your scoring on Psytron, then take a photocopy of this page and fill it in. Unfortunately we cannot accept photocopies of the Psytron score, which **must** be entered on the correct sheet to be eligible for the Sinclair Q.L.

## Griselda the Necromancer has rendered you SPELLBOUND . . .

Cast into the skin of a toad you must try to escape the clutches of his pet spider Manfred. Racing down the steps of his fortress to freedom you must dodge the powerful spells he sends after you. Devils race down behind you, a skeleton tracks your every move and ghosts hunt you from the sidelines. The game features:

12 levels of action. Different every time

Joystick or keyboard control

Marvellous animated graphics

Full range of appropriate sound effects

**For the 48K Spectrum. Retail price £5.95**

**Spellbound comes from the Beyond**

By Pat Norris



# BEYOND

## CHALLENGING SOFTWARE



### Less than human, far more than mere computer

The *Psytron* controls the massive Betula 5 Installation. When the attack comes, it will cope with defensive demands which would leave a human brain unhinged, computer circuits scrambled.

Damage in any sector of the base must be assessed and its effect on the fabric of the installation calculated immediately. Human lives will be expended as necessary but if the *Psytron* ever goes down.

*The Sinclair Spectrum* has always attracted the best programmers. It's always had the most innovative software: *Pision Scrabble*, *The Hobbit*, *Jet Pac* and now...

Ten screens of stunning graphics, animation which makes other programmers gasp, a 20 page booklet of hints, tips and help with the discovery of each of six levels of play.

**By Tayo Olowu and Paul Voysey**

*Psytron* was produced for Beyond by Psy-Sci