

**Table 1**

	A	R	D	M
 Artillery	5	5	1	1
 Infantry	3	1	2	2
 Motorised Infantry	3	1	2	4
 Heavy Tank	4	3	4	4
 Flamethrower	1	2	3	3
 Light Tank	3	3	3	4


A=attack strength i.e. destructive power.

R=range of attacking weapon.

D=defence strength i.e. resistance to attack from Martians.

M=movement allowance i.e. maximum movement per turn.

**Table 2**

 <i>Martian Weapon Factors</i>	A	R	D
Projectile accelerator (pa)	3	6	2
Blast cannon (bc)	3	3	3
Laser gun (lg)	2	2	2
Gas capsule (gc)	1	1	1

**Loading**

Follow the instructions in the relevant user's manual for your machine, always ensuring that the cassette recorder head is clean and the volume control and leads are correctly adjusted.

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**REDWEED**

LOADING :—See details on cassette shell

COMPUTER :—Spectrum 48K

**Message from Salisbury HQ :—**

—————Martians have landed—————  
 —————death, terror and destruction—————  
 —massive three-legged fighting machines—  
 —————intelligent plant—————  
 —————Redweed everywhere—————  
 —————10 miles away—————  
 —————SAVE LONDON AT ALL COSTS—————

**Objective**

To stop the Martians from reaching London. If any Triped fighting machine reaches map coordinate 30 then you have failed.

**Playing the Game**

Before playing the game it is advisable to read the section on unit description. What follows is a description of the inputs that will be required during play.

**Player Moves, Combat etc.**

*Difficulty*—Fifteen different levels of play, 1 is easy, 15 is almost impossible.

**Mines**—You have 5 mines to be placed on any 'clear' squares between columns 7-15. Enter location in the form row column e.g. h7.

**Redweed appears**—The semi-intelligent plant which accompanies the advance of the Martians appears at the location indicated.

**Move Unit?**—Each non-disrupted unit may move once per turn. Movement allowances for each unit are shown in table 1. Units may not move off the map, or into a square occupied by another unit, a Martian or Redweed.

Input location of any unit you wish to move, then move it using the cursor keys. To end move of a unit before using its full movement allowance type an 'e'. To end all movement type in 'fff' in response to 'Move unit?'

**Attack Martian?**—Each non-disrupted unit within range (see table 1 for weapon ranges) is eligible to attack Martians. A unit may fire only once per turn. Martians may be attacked any number of times per turn by any number of attackers.

To make attacks input location of Martian, then weapon to be attacked (pa, bc, lg, gc). All units capable of attacking will then flash. Input location of one or more of these units then 'eee' to get result of combat.

To finish all attacks on all Martians type in 'fff' in response to 'Attack Martian?'

**Attack Redweed**—Any Redweed within 2 squares of a flame-thrower unit may be attacked. Redweed can ONLY be destroyed by fire.

To attack, input location of Redweed, and then the flamethrower's location. To finish, input 'fff'.

### The Computer's Play

**Martians Move** —Martians move using the whole of their movement allowance.

**Redweed Appears**—Position of any Redweed growth is shown. Any unit adjacent to the new growth will be disrupted.

**Martian Combat**—Martians will attack using each of their weapons on enemy units within their range. Results of combat can be :-

- (1) No effect
- (2) Unit disrupted (unable to move or fire for two turns)
- (3) Unit destroyed (removed from play)

On completion of Martian combat, the turn is ended and the next round commences with 'MOVE UNIT?'

### Additional Information

**Martian Triped fighting machines**—Each Triped fighting machine carries a number of weapons. These are :-

- Projectile accelerator (pa)—a high velocity missile weapon
- Blast cannon(bc)—medium range high energy laser
- Laser gun (lg)—short range standard laser
- Gas capsules (gc)—short range poisonous gas spray weapon

The attack, defence and range of these weapons are shown in table 2.

Normal movement of a Martian varies between 3 and 5 squares, depending on the level of play. The number of each of the above weapons also varies with the level of play.

There are always 3 Martians in play at the beginning of any game. The status of each of these units is continuously displayed and updated throughout the game. e.g.



k15 pa1 bc1 lg3 gc5 mv4.

k15 is the unit map location. pa1, bc1, lg3, gc5 are the numbers of each of those weapons (see above) the Martian has left. mv4 is the number of squares the Martian can move in any one game turn.

### Redweed



Redweed graphic character

Redweed, a semi-intelligent plant life native to Mars flourishes well in Earth's atmosphere and grows at a very fast rate. Consequently patches of Redweed will appear at different places throughout the game.

This plant feeds on dead flesh and captures its prey by use of long red tendrils with which it holds onto its captives until they starve to death. For this reason any player unit entering any of the 4 adjacent squares to redweed will become disrupted (unable to move or fire). This

condition will remain until the Redweed has been destroyed.

The plant does not feed on Martian flesh and so these effects only apply to human player units.

It was found that Redweed could only be destroyed by the use of fire. The two Flame-thrower units under your command are the **only** units capable of destroying Redweed. Note however that if they are adjacent to Redweed they will be disrupted in the normal way—fire on them from a range of 2 squares to avoid this. Attacks on Redweed are carried out during the 'Attack Redweed' phase.

### Towns



Town graphic character

Towns may be moved into by any unit. They offer a defence advantage to any unit in a town but there is no effect on attack strength. A unit is depicted by inverse graphics when in a town.

### Mines



Mine graphic character

Five mines are available to the player which may be placed on any 'clear' square between map coordinates 7-14. Any unit (Martian or player) moving over a mine may be damaged.