shadow skimmer

"Well. I suppose it's pointless saying, "Why me?"... I mean, every officer on a Star Class Liner has to agree to take one jaunt as a reccy. OK, so I only had to take one trip out here in the 5 years this flight will take, and it had to be this one trip the computer chooses to malfunction ... but hey, who said life was gonna be perfect anyway ...

"At least I've got a fully functioning Skimmer, all its armaments and its flip mechanism check out AOK, and I've got a feeling I'm gonna need them out here. I can't help recalling Gus's words, so easy for him to tell me how very very routine this was going to be ... how I'd be out and back in again within 30 minutes ... and that was 2 hours ago now. Well, in his favour, I'd have to admit that all should have been smooth ... just coming up here in section 1 near the tail of this **Star Class**, check out the general running of the robotic defence and maintenance system and slip back in again. But a sticky hatch?! Who'd have predicted that with 23rd century technology?!

"OK, now the little beauty's onboard system is telling me how to get back in ... shouldn't be hard ... probably another hatch somewhere near here ...

"WHAT???!?? It can't be! Damn, it checks out. The only way back in is via the main personal hatch at the control section of this hull ... and that's at the far end from where I am now! That means getting past our own security and defence system, through all three hull-sectors! And Galactic Command long ago ruled that anyone in this situation is on his own ... they will not allow Cap (on pain of death) to close down defences just because of me!

"What's this? My Skimmer's system is telling me that if I've any hope of survival I'm gonna have to knock out the key defence gizmo in each sector. And they were designed to be virtually undetectable and indestructable! Almost makes it possible, though, to know my on-board gizmos are going to display a visual of the damned things ...

"So this is what it's like to be a stray hunk of space junk trying to collide with an Interstella Liner! Hope my blue-cross is paid up ..."

LOADING INSTRUCTIONS

Enter the command LOAD " " and press the ENTER key. The program will now load and run automatically.

PLAYING THE GAME

Your craft has three energy shields, the number of which remaining is displayed on the far right of the control panel at the top of the screen. Energy shields are lost after several 'hits' have been sustained.

Your craft is armed with powerful pulse lasers which can destroy hostile objects in your path. There are three sectors of the mothership's hull to get through and, in each, there is a device which must be destroyed before you can progress to the next sector. In the third and final sector, you will find the entry-way to the mothership and your final goal.

From time to time, you may need to get into the inner sections of the hull. To do this you must hover above a hatchway and press 'fire' to open the hatch and enter.

You can also fly upside down by 'flipping' your craft. To 'flip', simply press the CAPS SHIFT key. When 'flipped', you will be more vulnerable to attack, but will be able to get underneath structures which are otherwise impassable.

Also shown on the control panel are your score, which of the three sectors you are in and your craft's Damage Report Indicator, which shows how close you are to losing a shield.

GAME CONTROLS

KEYBOARD

You can redefine the keyboard controls to your choice by simply following the screen prompts. The pre-defined keys are as follows:—

Z = LEFT
X = RIGHT
O = UP
K = DOWN
ø = FIRE
CAPS SHIFT = FLIP CRAFT

N.B. The 'fire' key will also activate the hatchway to the far side of the mothership if pressed whilst your craft is directly over the hatchway.

JOYSTICK

You can use a joystick with one of the following interfaces: KEMPSTON, SINCLAIR, 'CURSOR' TYPE.

CREDITS

Game concept and programming: **John Marshall**
Graphics: **Jack Wilkes**

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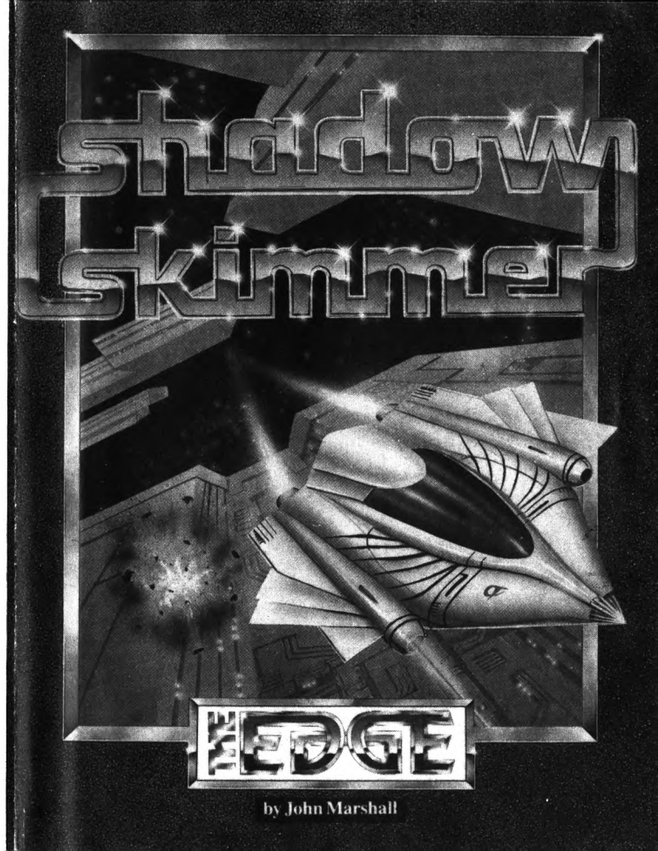

by John Marshall