

THE TRANSFORMERS

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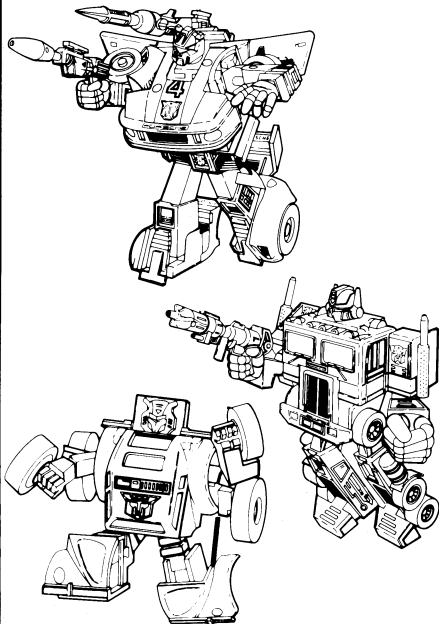
"WARRIOR ROBOTS IN DISGUISE"

Earth has been invaded by powerful robots from the planet Cybertron. The battle rages between the forces of good (Autobots) and evil (Decepticons). Transform from Robot to Earthly Machine as you take the role of the Heroic Autobots in their desperate struggle.

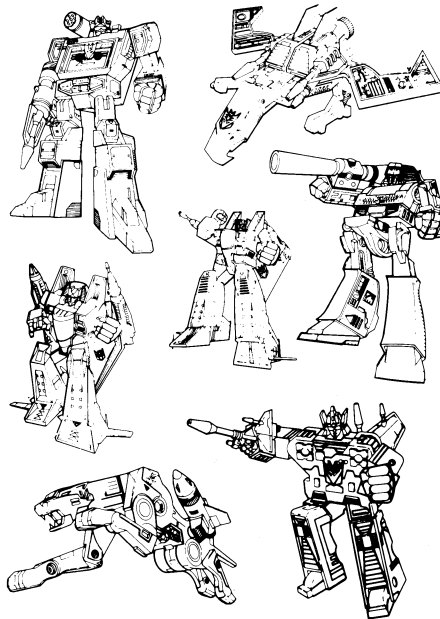
LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected. TYPE LOAD "" <ENTER>. (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P KEY simultaneously. For further instructions consult your manual. PRESS PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen adjust the volume and tone controls until loading takes place. When loaded follow screen instructions.

The AUTOBOTS:
OPTIMUS PRIME, HOUND, JAZZ, MIRAGE and BUMBLEBEE



The DECEPTICONS:
MEGATRON, SOUNDWAVE, STARScream, BUZZSAW, SKYWARP, LAZERBEAK, RAVAGE, FRENZY and RUMBLE



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THE GAME

The Autobots have an energy crisis and must work as a team to repel the attack of the evil Decepticons while collecting the four pieces of the Autobot Energon Cube and transporting them to the Autobot Centre. The Decepticons will attempt to steal these cubes and it will be only a matter of time before they succeed. In the long struggle against the evil forces only 5 Autobots remain, Optimus Prime (the leader), Jazz, Hound, Mirage and Bumblebee – whereas the Decepticons have perfected

ROBO-CLONING reproducing any of their number which you destroy. The five heroes have a daunting task ahead but gain some advantage from the DEFENSA-PODS under which they may seek shelter and regain their strength.

CONTROLS

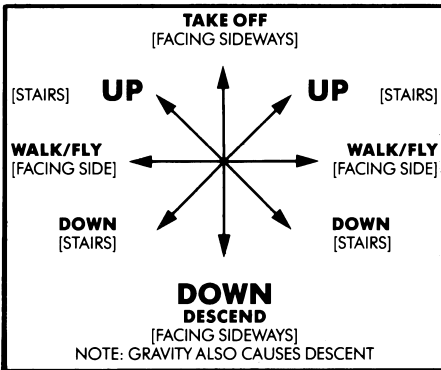
SELECTION OF THE AUTOBOT. The menu is accessed by facing the robot forward. Now move the cursor over the selected Autobot and press fire. To return to the menu the Autobot must be under a Defensa-Pod (or die).

TRANSFORMING. Menu access is by facing the robot forward. Now press the fire button to switch between vehicle mode and robot mode. (N.B. It is not possible to transform if under a Defensa-Pod).

THE GAME

ROBOT MODE – Control of the robots is as follows

JOYSTICK



KEYBOARD

Controls duplicate joystick operations as follows:

1. LEFT
2. RIGHT
3. DOWN
4. UP
5. FIRE

VEHICLE MODE – In this format left and right movement only is possible, the controls for these actions are the same as in the robot mode.

NOTE: Vehicles cannot climb stairways, but can negotiate the platform slopes.

PUZZLE PIECES

The pieces of the Energon cube are automatically picked up when an Autobot travels across them and dropped automatically when the Autobot centre is located.

NOTE: These pieces (4) are placed around the whole playfield and must all be returned to the centre.

DEFENSA-PODS

These are safety areas for the Autobots – Closing the shield automatically accesses the menu.

STATUS

On-screen scoring shows the level of shields, power, weapons and time, with the current score displayed. Points are awarded for the destruction of the Decepticons and bonus points for each level completed. A time element marks the progress of Energy Cube formation. You have the 5 Autobots to begin your task and a time limit for its completion.

GOOD LUCK!

PLAYING HINTS

1. Your strategy must involve choosing your mode either Robot or Vehicle as their movement and speed varies; each has

different strengths and weakness when negotiating the planets surface. Experimentation will improve your skill enormously.

2. Time is of the essence – Decepticons will attempt to steal the Energy Cubes from you to thwart the Autobots purpose – Do not delay.

"TRANSFORMERS – MORE THAN MEETS THE EYE"

This software tape has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included.

If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it direct to:

**Mr. Yates, Ocean Software Limited,
6 Central Street, Manchester M2 5NS.**

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the tape will be returned immediately to you, at no charge.

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Game design and code by Denton Design.

Special thanks to Ally Noble and Colin Parratt.

Produced by: D.C. WARD.

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