

VIRUS



SPECTRUM 48K / 128K / +3

ENGLISH

VIRUS

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Spectrum version by Steven Dunn

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Loading Instructions

Spectrum 48K

Switch on the computer, and type **LOAD ""** before pressing **ENTER**.

Insert side A of the cassette in the datacorder and press **PLAY**.

Spectrum 128K

Switch on the computer, and enter 48K mode. Type **LOAD ""** before pressing **ENTER**.

Insert side A of the cassette in the datacorder and press **PLAY**.

Spectrum Plus 3

Switch on the computer, insert side A of the disk and press **ENTER**.

Software Guarantee

If this program is faulty, or fails to load, please return the disk/tape without the packaging to:

Software Returns Department
Telecomsoft
First Floor
74 New Oxford Street
London WC1A 1PS

Please include a brief note explaining the problem, and describing your computer system.

Catalogue

A free catalogue of all Telecomsoft products is available from the above address, on request.

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Game controls

The Hoverplane can be directly controlled via the joystick or the keyboard.

Using a Joystick

Three different joystick settings are supported. Pressing **4** from the selection menu enables a Sinclair joystick in port 1, and **5** selects a Sinclair joystick in port 2. Pressing **6** selects a Kempston joystick interface.

The movement of the joystick directly controls the orientation of the Hoverplane - pushing the joystick to the left or right rotates the Hoverplane. Pushing up the joystick dips its nose, and pulling down raises it again.

The fire button on the joystick is the Hoverplane's thrust control.

The keyboard is used to operate the laser cannon and the smart bombs. These keys may be redefined by selecting the option **1** from the main menu.

Using the keyboard

As an alternative to using the joystick, and generally recommended, the Hoverplane can also be controlled via the keyboard. To select keyboard control, select option **2** from the main menu. The default keys are as follows:-

Q	Dip nose of Hoverplane
A	Raise nose
Z	Rotate left
X	Rotate right
1	Fire laser cannon
2	Release a smart bomb
C	Thrust control

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Additional Key Controls

These keys are operative when using either the joystick or the keyboard to control the Hoverplane.

ENTER	Display Virus map
BREAK	Pause on
<Any key>	Pause off
CAPS SHIFT	Restart game

Redefining the Keyboard

All the game control keys are redefinable - to change the keys, select option **3** from the main menu.

Playing Instructions

Scenario

You are the pilot of the latest generation of Hoverplane - your orders are to defend the country against waves of attacking alien spaceships. The alien race are intent on polluting the landscape by spraying it with a debilitating red virus.

Your Hoverplane is equipped with a long-range scanner, a laser cannon and a limited supply of smart bombs.

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Control Console

Looking across the top of the game screen at your control console, the following information is displayed:-








- Current Score
- Quantity of spare Hoverplanes
- Quantity of smart bombs carried
- Current Attack Wave
- Best score achieved so far

Gauges

Below this, you will see two bar readings. The top bar shows the amount of remaining fuel you have. The lower bar indicates the altitude.

Long-Range Scanner

The scanner display shows your Hoverplane as a small white plus sign in the centre of the display, your home base, and the various alien spacecraft. It is vital to keep an eye on this display, as it will warn you of approaching enemy craft. Your Hoverplane is always shown in the centre of the display.

HOVERPLANE	
LANDING PAD	
SEEDER	
MUTANT	
BOMBER	
PEST	
FIGHTER	

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Virus Map

The Virus map pauses the game and shows a map of the land areas (In green) and sea (In blue). As the virus infects the landscape, the green areas of the scanner will become red in colour. At the end of each level, your bonus score is dependent upon the amount of virus-free landscape still remaining.

Further Information

Tactics

After locating an alien spaceship on the scanner, fly towards it and decide whether to destroy it by shooting it with your laser cannon, or unleashing one of your smart bombs. There is a penalty score of - 1 point incurred each time you fire your laser cannon.

At maximum altitude, the lack of atmosphere will inhibit your thrusters and laser cannon.

Smart Bombs

If a smart bomb is dropped, all alien spacecraft on the screen will be destroyed. Smart bombs should only be used in an emergency.

An extra smart bomb is awarded every 5000 points.

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Shield and Fuel Usage

A hit by an enemy bullet is repulsed by your Hoverplane's shields, but the extra shield energy required means that some of your fuel will be used. If you fly at too high an altitude, your fuel supply will cut out until you drop down to a lower altitude again. Fuel can be replenished by landing at your home base.

A collision between two spacecraft will destroy both parties.

An extra Hoverplane is awarded every 5000 points.

At the end of each wave, you will be awarded a bonus according to the amount of the landscape which remains uninfected by the red virus.

Guide to the Alien Spacecraft

Seeder

The seeder is a flying saucer whose function is to spread the virus across the landscape, causing widespread pollution and mutation of trees. It does this in four phases:-

1. Flying, and spraying the virus when over land
2. Finding a suitable landing site, and then landing on the ground.
3. Spraying the immediate vicinity with virus
4. Re-launching to find a suitable new landing site

Score for a kill:

100 (in the air)

50 (when landed)

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Mutated Drone

The mutant flies in a similar way to the Hoverplane. It has a weaker thrust capability than the Hoverplane.

Its objective is to annoy and ultimately kill you.

Score for a kill: 500

Bomber

Bombers fly straight and level at high speed, spreading the virus, but it does so at a much higher rate than a seeder.

Score for a kill: 800

Pest

Pests are small, fast flying octahedrons which always head towards your Hoverplane. Their task is simple: to destroy you at all costs.

Score to kill: 400

Fighter

A fighter is a chevron-shaped craft which flies in a similar manner to a mutant, but has a higher rate-of-fire (the same as the Hoverplane). However, a fighter has always to be hit twice in order to destroy it - this applies whether the laser cannon, smart bombs or homing missiles are used. After it has been hit once, its rate-of-fire is halved.

Score for a kill: 800

Mystery spacecraft

A secret new alien spaceship is rumoured to have joined the invasion force, and may strike at any time. You will only recognise this craft because it does not fit the descriptions of any of the known aliens. Beware, as it may have a lethal new weapons system fitted.

Score for a kill: ?

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NOTES

