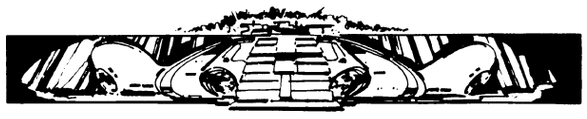
Mission Background
As the mighty alien Arcadian Empire tightens its hold on the galaxy, the leaders of the secret earth organisation SAROS, gather their slender resources into one last daring and foolhardy mission to strike at the heart of the invaders home planet.
Preparing for your secret mission has been a long and patient task. The Search And Research Of Space organisation (SAROS) has had to change; although it seems to be just an earth-based institute, in fact it has been doing all it can to overthrow the strangle-hold of the Arcadian Empire.
A full scale military attack is out of the question and the only hope of success is a solo mission to destroy the Arcadian's queen computer which controls and organises the mind's of the Arcadian troops.
You are the perfect choice for the mission; you are courageous, resourceful and dedicated to liberation.
Your cover is excellent; you will travel as a merchant to the planets Tropos, Halmurus and Arcadion all of which form part of the Arcadian Empire.

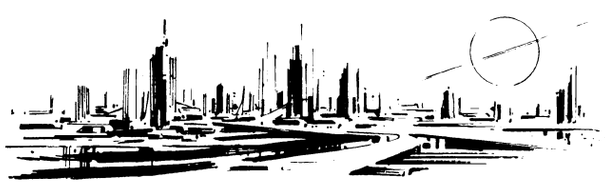
On board the merchant ship "Caydia" you will discover many useful items for your mission, not least of which is a laser sword (warning — de-activate the laser when not in use).
SAROS has been able to send spies on ahead to gather information before your arrival — find these contacts for new data.
The building that houses the queen computer on the planet Arcadion can be entered by using a numerical code of nine binary digits, (binary digits are either 0 or 1; so, 110 would be three binary digits) the underground spy networks may know something to help you discover these digits.
You must locate the rebel leaders, learn the digits, then destroy the queen computer, before it destroys you!



Conducting your Mission
Rebel Planet has an extensive vocabulary of words (approx. 400), which you can use to enter player COMMANDS.
To enter a COMMAND just type in what you want to do, to give you an example, some possible commands are listed below:-

GET SCANNER	DROP THE CARD
EXAMINE THE SCREEN	WEAR THE LIMCOM
GO WEST AND EAST THEN OPEN THE DOOR	REMOVE THE LIMCOM
PRESS THE RED BUTTON	CLIMB THE STAIRS
ATTACK THE POLICER WITH THE LASER	DROP WRENCH IN THE KUBE
ASK THE DROID FOR HELP	TALK TO THE HOTELIER
	GET CAPSULE FROM KUBE

These are just a few sample COMMANDS but as you can see they range from simple two word (VERB/NOUN) instructions to multiple action COMMANDS.
Phrases of multiple nouns should be separated from each other with the use of AND or by a comma:-
GET THE DELTRACTOR AND THE DISK
GET THE WRENCH, THE CRYSTAL AND THE BOOK
Several separate actions may be included in one COMMAND but actions should be separated by a comma or the word THEN. If a noun is repeated in an action the noun may be replaced with the word IT:-
GET THE BATTERY THEN EXAMINE IT
DROP THE LASER AND THE TICKETS THEN GO DOWN
DROP ALL THEN GO SOUTH
OPEN THE DOOR, GET THE GRENADE AND THEN PULL THE PIN
The use of the word THE is optional, no full stops are needed to end a COMMAND.



If you are new to playing adventures then stick to two word (VERB/NOUN) COMMANDS until you get the feel of the game, you will find that the computer will soon tell you if you type a COMMAND it doesn't understand.

Special Command Words
LOOK — This will redescribe your current location. (For a close inspection of an object use the word EXAMINE then the name of the object).
I OR INVENTORY — This will tell you what you are carrying.
WEAR — This together with an object name allows you to wear an item.
REMOVE — You can remove a worn item with this command.
QUIT — This command will ask you if you want to play again and also ask if you want to RESTORE a saved game.
SAVE GAME — This allows you to save the current game position. The saved game position may be reloaded by using the quit command, then answering YES to "Do you want to restore a saved mission?"
WAIT — There are times in the game where being able to wait has distinct advantages. This command will let the game move on one move — longer waits can be entered by WAIT 5; WAIT 10; WAIT 20; These commands can be useful when you have missed the pneuma-tube on Halmurus.
ADVANCE CT & RETARD CT see hints on play.

Travelling and Exploration
We have already seen examples like GO NORTH AND THEN WEST but to save on the old fingers abbreviations can also be used for directions:-
N, S, E, NW etc. also U for up and D for down.

Hints on Play
The Caydia has a pre-programmed flight plan (examine screen for further data) which is controlled by CAYDIA TIME or CT for short. So; not only are you fighting to accomplish a dire mission but you have the CT factor to consider as well, the Caydia could take off without you! You will find that you have the means to monitor CT but you also have two special COMMANDS that could be invaluable as the game progresses.
ADVANCE CT and RETARD CT
The ship's clock can, at certain times be adjusted to speed up or slow down the CAYDIA'S countdown sequence. Advance CT will move time on, Retard CT will move the clock back.
WARNING: Retard CT can only be used once during your mission to delay the ships takeoff to the next planet! This is due to the Zorton crixium configuration or put another way, we don't want to make things too easy, now do we?
Ensure that both personal status levels are replenished before leaving the ship, carrying a spare HCAP is recommended.
The ARCADIANS have banned humans from carrying weapons, therefore unless you plan on using a weapon keep it out of sight of the Officials.
Remember to TALK to people (even some Arcadians might listen to you) at times this can give you valuable clues.
Finally, examine everything for clues or information on use etc. Brains can sometimes be more effective than brawn and lets face it, SAROS reckon you are their number 1 agent, so take it away MAESTRO!

LOADING INSTRUCTIONS

B.B.C.
To load REBEL PLANET for the BBC computer, ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Ensure that your machine is in the correct loading mode by typing *TAPE then press RETURN and, if you have a filing system other than Tape installed, type PAGE=&E00 then press RETURN (if you are uncertain as to whether this applies then do it anyway).
Type CHAIN"" then RETURN followed by PLAY on the cassette recorder at which point the screen will display Searching then when the program is found, Loading. Shortly after a title page will appear whilst the main program is loaded.
When a load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press PLAY and then press RETURN as instructed on the screen.
If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press PLAY & RECORD. Type SAVE GAME and press RETURN and follow the instructions on the screen which will prompt you to ready your cassette and press RETURN — Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program first before loading a Saved game.

Electron
As for BBC.

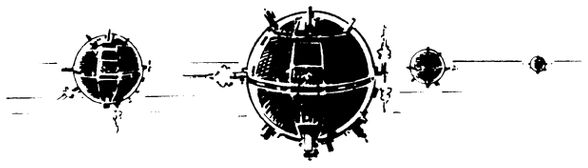
Commodore 64 Cassette
When loading REBEL PLANET for a Commodore 64 computer, ensure that your cassette recorder is correctly connected and insert the cassette, making sure it is fully rewound and that your computer is switched on. Press SHIFT-RUN, RETURN and then PLAY on your cassette recorder as instructed on the screen which should then display SEARCHING. When the program is found the display will change to LOADING and when completed the program will run with an initial message asking if you wish to start a new game or continue a saved game. To commence play simply answer the prompt for a new game. If you wish to continue a Saved game, respond appropriately, remove the Game cassette from the recorder, replacing it with the cassette of your Saved game (fully rewound) and follow the instructions of the screen to press PLAY on the recorder and then return. If you have any problems loading, check that your recorder is correctly connected, rewind the tape completely and try again.
If you wish to continue a game at a later time, insert a blank tape into your cassette recorder then press PLAY & RECORD. Type SAVE GAME and press RETURN then follow the screen prompts which tell you to ready your cassette and press RETURN — Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program before attempting to load a Saved game.

Commodore 64 Disk
FIGURE 1. Place the disk into drive 1
FIGURE 2. Type ; LOAD "*", 8, 1
FIGURE 3. Press the < RETURN > key
FIGURE 4. After the word 'READY' appears, type ; RUN
FIGURE 5. Again press the < RETURN > key

Commodore 16 and Plus 4
When loading REBEL PLANET for a Commodore 16 or PLUS 4 computer, ensure that your cassette player is correctly connected and insert the cassette, making sure that it is fully rewound and that your computer is switched on. Type LOAD and then press return, and then play on your cassette player. At ready type RUN then press return.
Save game instructions as for Commodore 64.

Spectrum
When loading REBEL PLANET into your Spectrum ensure that your cassette recorder is correctly connected, put the tape in your recorder and check that it is fully rewound. Type LOAD" then press PLAY on your cassette recorder and ENTER on your Spectrum. If you have any loading problems check that your recorder is correctly connected, that any tone control is on maximum treble, the tape is fully rewound and, if necessary, experiment with the recorder's volume. See Chapter 20 of your Spectrum manual.
When the load is completed you will be asked if you wish to start a new game or reload a Saved game. To commence play simply answer the prompt for a new game and your computer will open the doors on a new world for you. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your Saved game (fully rewound) into your recorder. Press PLAY and then press RETURN as instructed on the screen. If you have any problems loading a Saved game, bear in mind that your recordings are probably at a different level to commercial tapes and you may need to adjust the recorder's volume level in compensation.
If you wish to save a game to continue at a later date, insert a blank tape into your cassette recorder and type SAVE GAME and RETURN on your Spectrum. Follow the instructions on the screen to ready your cassette, press PLAY & RECORD, then press RETURN. Your current position will now be saved but please note that, as per the instructions above, it is essential to load the program first before attempting to reload a Saved game.

Amstrad
When loading REBEL PLANET on an Amstrad computer use the command RUN" and follow the instructions on page F1.10 of your user manual.
Save game instructions as for Commodore 64.



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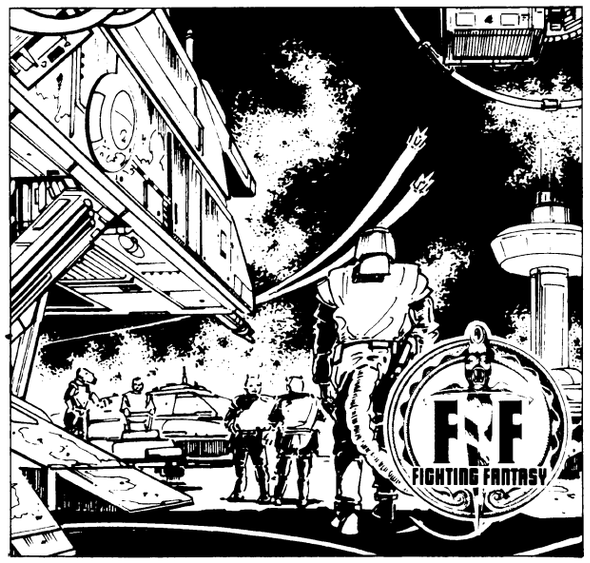
REBEL PLANET