



# **ALIEN 8**

## **CONTROLLING YOUR ROBOT**

### **KEYBOARD CONTROLS**

**LEFT** Alien 8 will turn left using the **Z, C, B** and **M** Keys.

**RIGHT** Alien 8 will turn right using the **X, V, N** and **SYMBOL SHIFT** keys.

**MOVE FORWARD** Alien 8 will move forward using any key on the second row, **A, S, D, F**, etc.

**JUMP** Alien 8 will jump using any key on the third row **Q, W, E, R**, etc.

**PICK UP/DROP** Alien 8 can pick up or drop any object using the **I-O** keys.

**PAUSE** The whole game can be paused by using the **CAPS SHIFT** or **SPACE/BREAK** keys.

### **JOYSTICK CONTROLS**

Alien 8 can be fully controlled by using the **KEMPSTON INTEREACE, CURSOR CONTROLLED INTERFACE** or the **SINCLAIR INTERFACE II** and joystick, by replacing the **LEFT, RIGHT, FORWARD, JUMP** and **PICK UP/DROP** commands.

## **GUARANTEE**

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this tape fails to load it will be replaced totally free of charge, if returned "cassette only", with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

## **THE PLANET**

**Long long ago . . . in a distant galaxy, on a distant dying planet, the last of the guardians prepare their starship for its final journey. All of the libraries, records and knowledge have been stored aboard the vessel, along with the very best of their cryogenically preserved race.**

**The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated, and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whirrs into an artificial cybernetic rush of intelligence.**

**All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.**

# THE JOURNEY

**Aeons pass and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermotion bearings in waxolight shrouds. The very pinnacle of robotic development from a now long dead planet, on its immense task of keeping the cryogenically immersed cryonaughts activated by preserving and maintaining their life support systems and waiting . . .**

**The long journey is near completion as the central computer alerts you to the nearing of the pre-destined solar system. The dust of aeons lies heavy on the ageing data banks of the central computing core, tired from centuries of repetitive computing and re-computing, at last activating the final sequential landing operations.**

**The craft begins its final slowing sequence several hundred light years from the destined planet and as, almost immediately the starship slows to sub-hyper-warp speeds, is open to attack.**

**All the starship main defence systems have remained unactivated, as the reverse polarity negative-ion thrusters battle and strain to halt the enormous bulk of the ship.**

**The main computer reports Alien penetration in almost all areas of the ship and all life support systems have become damaged and deactivated. All**

**cryogenic systems must be reactivated before auto-phase thrusting systems manoeuvre the ship into its semi-cyclic planetary orbit, at 0 light years from the planet.**

**Your programming insists that you complete the mission and restore all cryogenic life support systems to operation.**

## **INSTRUCTION MANUAL**

### **The Starship**

- A. The starship is at risk to Alien intrusion at lower than hyper-warp speeds. As lesser beings have not yet developed the mental ability to contemplate travel at this speed, hyper-warp is relatively safe and untroubled.  
Once the starship's speed falls below hyper-warp speed, upon its approach, at several hundred light years from the planet, it will become vulnerable to attack and Alien intrusion.**
- B. Once the starship has slowed down into sub-hyper-warp speeds, and enters semi-cyclic orbit the ship will not have enough fuel to enable a recovery to be made.**
- C. The starship is equipped with indestructable multi-control directional robodroids.**

## **ALIEN 8 Programming**

- A. All cryonaughts must remain activated.**
- B. Locate and recover all thermolec valves and ALIEN 8 replacement packs.**
- C. Ensure all thermolec valves are in the correct sockets, to ensure continuing activation.**
- D. Locate and activate all cryogenic chambers.**
- E. All cryonaughts must remain activated prior to the planet being reached, for them to effect the final landing sequence.**
- F. You have been issued with 5 initial replacement packs, other packs may be located throughout the starship. These will prolong your existence upon damage by collisions etc.**

**FAILURE TO COMPLETE ANY OF THE ABOVE WILL MEAN: THAT YOU HAVE NOT FULFILLED YOUR PROGRAMMING, AND YOU MAY BE SUBJECT TO RE-PROGRAMMING. SHOULD YOU FAIL TO FULFIL YOUR PROGRAMMING THEN THE SHIP AND ALL CRYONAUGHTS WILL BE LOST.**

# FEATURES

**ALIEN 8 features filmation© a unique process whereby you have complete freedom within the confines of your imagination, to do as you wish with any of the items found within ALIEN 8.**

Filmation©	3 Dimensional Movement
Alien 8	Moving Floorways
Traps	Different Levels
Cryogenic Immersion	Extra Lives
Tests	Balconies
Obstacles	Storage Chambers
3D Scenario	Life Support Systems
Monsters	Cryogenic Chambers
Podules	Cryonaughts
Space Craft	Hidden Circuits
Corridors	Superb Graphics
Blocks	Amazing Animation
Plungers	Keyboard/Joystick Select
Obelisks	Materializations
Stairways	Multi Lives
Portals	Rotational/Direct Joystick Select
Jump Button	Alien Eggs
Continuous Pause	Egg Shells
Collection Feature	Life Support Valves
Control Panel	Life Support Sockets
Light Yearometer	Alien Guards
Life Support Activation	Plasmic Ushers
Status Display	Superb Sound
Disappearing Corridors	Computer Recommendations
Trap Doors	Re-programming Sequence
Rising Balconies	Aliens
Slides	

**All software, graphics and audio visual by  
ULTIMATE PLAY THE GAME  
Trade Name of Ashby Computers & Graphics Ltd.  
Made in England  
481010**

## **ALIEN 8 LOADING INSTRUCTIONS**

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning.
3. Type either LOAD "ALIEN"  
or LOAD ""
4. Press PLAY on the cassette recorder.
5. ALIEN 8 will now load automatically and a message will appear on screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
6. PLAY THE GAME.

## **COPYRIGHT NOTICE**

**ALIEN 8 Copyright. ULTIMATE PLAY THE GAME, Copyright & Trade Name, 1984 Ashby Computers & Graphics Ltd. All rights reserved Worldwide. The game and name ALIEN 8 and all of its associated hardware, software, code, listing, audio effects, graphics, illustrations and text are the exclusive property and copyright of ASHBY COMPUTERS AND GRAPHICS LTD. and may not be copied, transmitted, transferred, reproduced, hired, lent, distributed, stored or modified in any form, in full or in part, without the express written permission of Ashby Computers & Graphics Ltd.. The Green, Ashby de la Zouch, Leicestershire LE6 5JU, England.**

**For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC on your recorder. Disconnect the EAR lead, remove the cassette tape from the recorder and press the PLAY button, the sound may be amplified through the loudspeaker of the recorder.**