# BATTLE OF THE PLANETS

ZOLTAR has declared Galactic War in your universe, which consists of five planetary systems which are:

Alien space craft surround each planet and after a certain time lapse they will land on the planet and destroy the Civilization/Life of that planet.

Your performance in space will limit the amount of alien craft landing on the planet in that system.

On the planets you will repair and fuel ships that you may dock with in order to replenish and repair your space craft.

Your space craft is equipped with a laser system, neutron torpedoes and a long range scanner. The long range scanner has three main indicators that appear on the screen edges.

If you are using the keyboard, the controls are:

Q to T up
A to G down
P and I right
O and U left
B to space operates lasers
Cap's shift to V operates neutron torpedo
K to increase speed
J reduce speed
1 to 5 status instruction

To load Battle of the Planets LOAD"BATTLE"

# STAINLESS STEEL

In ZONE 0 you must battle your way on foot until you reach your car Nightwind. (at the top of the Zone!)

In ZONE 1 you must wipe out all of the android troops before you can continue to the Second zone.

In ZONE 2 you can use your bombs to annihilate enemy submarines.

In ZONE 3 you must find Dr. Vardos and destroy him!

To start game press FIRE of if using Kempston Joystick press 'ENTER'.

When using the joystick, any key on the bottom row acts as bomb/shield. The 'bomb/shield' function drops bombs when you are flying in Nightwind; otherwise this activates the shield, which lasts for a short period of time, which makes you indestructible. (Don't waste your shield - you only get one per life!).

To Pause a game - Press CAPS, 1 & 0 together
To Abort a game - Press CAPS, 1 & SPACE together
When using a joystick     UP - Thrust     LEFT - Left
                        DOWN - Turn     RIGHT - Right
                              FIRE - Fire
Any key on the bottom row drops bombs. (You must be in the car!)

There are 3 different stages to the game, these are:
WALKING:  You can walk and fire in eight directions.
DRIVING:   Press THRUST to speed up. To slow down stop thrusting. To turn around press TURN. Don't drop any bombs or you will blow yourself up. Don't drive into walls, rocks etc...
FLYING:     The keys respond the same as driving however you can now use the Uranium Thunderbombs to wipe out any Enemy Submarines.

To load Stainless Steel LOAD"STEEL"

# FROSTBYTE

## SPECTRUM CONTROLS
All the keys are user definable from the menu screen.
Default keys:
      O = LEFT      M = FIRE      P = RIGHT
        A = USE             Q = JUMP
## JOYSTICK CONTROLS
FORWARDS = JUMP    BACKWARDS = USE
        FIRE BUTTON = FIRE
LEFT = LEFT  RIGHT = RIGHT  CAPSHIFT SPACE = RESET

## THE GAME
You control a little character that moves by turning end over end. His name is Hickey.

Hickey is capable of using three objects to extend his range of movement during the game. These will consist of small diamond shapes "Sweets" that Hickey can eat. These come in three colours and effects.

1. Red      :-  Allows you to move faster
2. Blue     :-  Allows you to jump higher
3. Green   :-  Allows you fall further

You cannot use a sweet until you have picked it up and pressed the USE key. The effect generated will last until you pick up another object or use another object, after that the effect will cease.

During the game there will be times when you need to jump higher or fall further than you can, even if using a blue or green 'sweet'. In order to help you there will be spring platforms to enable you to jump higher; and mattresses to fall onto.

The display panel will be split into three windows. In the first window is the Object that you are holding; in the middle window is your Status Display and the third displays your remaining Lives.

To load Frostbyte LOAD"FROST"

# PYJAMARAMA

Welcome to the nightmare world of Wally Week.

Even Wallies have to sleep - the trouble is, being a Wally, nightmares are more troublesome than you would think.

For a start everything suddenly seems larger than life, so even everyday objects somehow present difficulties. And being a Wally, you may find it even harder to release yourself from your predicament. Parts of your nightmare may repeat themselves, repeat themselves, repeat themselves.

This however is nowhere near as simple as it may sound because many objects are needed to achieve different tasks which will become apparent as the game progresses.

Only two objects can be carried at one time. To change an object, pass over the one required and it will be exchanged automatically (to avoid exchange, jump over the unwanted object).

There are many rooms in the house and a wide variety of "distractions" to overcome. Keys will be required to open some doors, to open others, just jump at the handle.

Even though you are asleep, energy is also a factor in this game. At the top of the screen you will see a glass of milk with "Snooze Energy". A short while after the start of the programme this will begin to decrease. It will also decrease if you are hit by an object or you hit an object. To replenish this lost energy there are items of food in the house, which will appear singly and in different locations. Once it has been consumed the next will appear elsewhere, but always in its same location. When your Snooze Energy has run out 3 times, losing 3 lives, you will have to start the game again.

To Load Pyjamarama LOAD"PYJ"

# OPERATING MANUAL

ZOLTAR has declared Galactic war in your universe, which consists of five planetary systems which are:

1. XENATH
2. ELIAS
3. HORAF
4. OLIXAL
5. PETE

Alien space craft surround each planet and after a certain time lapse they will land on the planet and destroy the Civilization/Life of that planet.

Your performance in space will limit the amount of alien craft landing on the planet in that system.

On the planets you will repair and fuel ships that you may dock with in order to replenish and repair your space craft.

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⬤ HYPER SPACE GATE

⬤ ALIEN SPACE CRAFT

◯ PLANETS

Also there are two other symbols displayed on the screen these are:

✕ NAVIGATION CURSOR/
✕ LASER SIGHTS

⌐ ¬ NEUTRON TORPEDO
∟ ⌐ SIGHTS

Whilst on the planet the long range scanner will show the repair ships by a spanner and wrench symbol and the fuel ships by a fuel can symbol.

Navigating your ship through a Hyperspace Gate will enable you to jump to other planetary systems.

In order to intercept either the hyperspace gate, alien space craft or one of the planets move the navigation cursor/laser sights via the directional controls towards the craft in that direction.

When an alien space craft is located, the navigation cursor/laser sight enables you to direct your laser fire.

Excessive use of your laser system will cause a system failure until the temperature falls to an acceptable reading.

The remaining energy of the laser system is indicated by the cell reading. Both the laser temperature indication and cell readings are available on status screen 5.

Status screen 4 provides details of your neutron torpedo armament.

Planet data on status screen 3 reports on the Landers (Alien space that have landed) and the amount of planetary life still remaining, which will decrease and will eventually be completely annihilated unless you locate the landers and destroy them. If you fail to do this the planet will be destroyed. THIS WILL RESULT IN YOUR OWN DESTRUCTION.

When you wish to leave a planet increase your thrust and head your ship upwards by use of the navigation cursor/laser sights.

Status screen 2 gives details of your power unit, which comprises of fuel level, thrust and power unit temperature. Excessive thrust will cause your power unit to overheat and an automatic cutout will overide your thrust unit until

the temperature returns to an acceptable level.

Your shield level is indicated on status screen 1. Left Right and Forward shields are all indicated.

The bottom right of the screen displays all these status indicators and to the right of each is a global indicator that will show green if levels are acceptable, amber if levels are falling and red if the situation is becoming critical. Final impending disaster will be indicated by the red indications flashing.

## GAME PLAYING TIPS

As you progressively gain more experience you will be able to judge the alien craft speed, some move slowly, other are so fast that you may run the risk of overheating your power unit. If your laser unit becomes overheated you may select your neutron torpedoes to defend yourself, but this armament is limited. The neutron torpedoes may be dynamically homed on to the target, but some alien craft have sensors that can detect this and will automatically take avoiding action. All alien craft will react and change

direction if you successively score a hit upon them.

The number of hits required will depend on their own status condition some will be destroyed very easily others may take many hits before being destroyed.

You will find it to your advantage to monitor your shield status at regular intervals if you completely lose one of your shields you can still survive in a battle by turning the part of your craft with the greatest shield status to face the alien craft. The forward shield is generally the strongest part of your defense system.

Be careful not to land on a planet that is about to be destroyed, it may be preferable to seek a hyperspace gate to rearm and refuel from some other planet.

It is up to you to find the correct balance of all the above information and of course your skill is the most important factor.

If you manage to record a high score don't forget to inform Mikro-Gen on (0344) 427317 of your high score and code. The latest high score will be announced on (0344) 485339

Good luck and who knows we may meet you at the next National Computer Games Championship.

# BATTLE OF THE PLANETS

## OPERATING MANUAL

MIKRO-GEN