

OFF THE HOOK

GAME INSTRUCTIONS

SPECTRUM 48K

Set your own counter values for the start of each game.

OFF THE HOOK – SIDE ONE

PITFALL – ACTIVISION

Pitfall Harry is on a treacherous search in an underground cavern. Help him find his niece Rhonda, his cat Quickclaw and the Raj Diamond. Only then will his quest end. On the way, pick up as many gold bars as you can and one rat for good measure.

LEFT AND RIGHT – O AND P
JUMP – CAPS SHIFT
DESCEND LADDER – W + DIRECTIONAL KEY
ASCEND LADDER – 2 + DIRECTIONAL KEY
MENU M
START GAME ENTER
PAUSE H
OR USE THE JOYSTICK

There is no time limit. When Harry succumbs to any danger he does not die – he is transported to the last red square he touched.

Level 2: Goal

To destroy the ships before they bomb and damage your buildings, using the minimum number of shots.

Passmark: 50%
Time limit: Five minutes.

Level 3: Defence Circuits

Controls

The number keys 1-0 give the 10 views around the installation.

Q moves sights up
A moves sights down
O moves sights left
P moves sights right
M fire

The space bar first arms and then fires the base's disruptor.

N in conjunction with O or P gives scan left or right.

In Droid Mode:

Q moves Droid forward
A changes Droid direction
M fire
S Skywatch mode
D Droid mode

The joystick can be used to control the movement of the sights and the droid.

PSYTRON – BEYOND

The Psytron

The Psytron is in sole charge of the Betula 5 Installation.

Its defence circuits are on the alert for intruders, its pursuit droid tracks down enemy saboteurs which infiltrate the base. It assesses the personnel's oxygen needs, it allocates food and work duties.

Every aspect of the installation and the colony which supports it, is constantly monitored. Every need of its operatives ordered and catered for. Every sector visually scanned and the nitrogen-rich skies of Betula 5 eternally probed and warned.

When the attack comes, the Psytron will cope with defensive demands and details which would leave a human brain unhinged, computer circuits scrambled. It must analyse every scrap of data which pours into it, for every aspect of the installation is interconnected. A failure in any department must be reported and its effect on the fabric of the base assessed immediately.

Human lives will be expanded as necessary but if the Psytron ever goes down ...

Mission

The aliens are moving in to bomb the base. They must be shot down before they can drop their bomb-load. Your mission is to destroy the alien craft before they can cause too much damage.

The alien craft

The craft always start off out of visual range and home in on a target position. Once there the craft enters its attack phase. Two attack runs are made, the first starting as soon as the craft reaches its target co-ordinate. After the first bomb/Saboteur has been dropped, the craft recedes out of visual range before repeating the process. When the second bomb has been dropped the craft can take on a new target co-ordinate.

Screen Report

The Screen Report is the way the Psytron shows which alien craft are looking dangerous. Some craft will soar over the base without ever dropping a bomb. Others lock into targets and the Psytron can detect these and a screen with dangerous craft on it will show as red on the screen report. The screen being visually scanned will show as a green square and if an alien craft is locked onto a target on this screen, it will flash.

The objective

You will become the Psytron – less than human, far more than mere computer – and your mission is to survive the attack. Gradually your abilities will be built up level-by-level until you are ready for The Final Conflict.

Arcade style co-ordination and quick-wittedness combine with strategic understanding and tactical cunning in the Psytron.

Each level has its own objectives and pass mark but your ultimate aim is to process information as the Psytron would. To know the base as intimately, which areas must be defended at all costs and which can be sacrificed when the going gets tough. To spot the dangerous alien craft early, to use the Freetime sparingly and to empty your circuits of everything but the survival of the Installation.

Guide to the screen display

A Gun sights. The target area is in the intersection of the lines. Target area → – | –
B An alien craft, close up having just dropped a bomb **C**.
C A dropped bomb heading earthwards.
D A ship in the distance and almost out of sight and range. This ship is responsible for the explosion at **E** which is flashing and causing damage to the building at **F**.

Level 1: Goal

To minimise damage by accurate shooting.
Passmark: 50% average.
Time limit: Five minutes.

Level 2: Skywatch

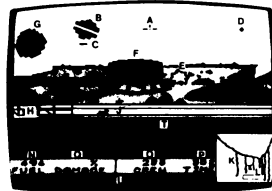
Controls

The number keys 1-0 give the views of the whole installation.

Q moves sights up
A moves sights down
O moves sights left
P moves sights right
M Fire

The joystick can be used to move the sights and to fire.

N in conjunction with O or P gives fast scan of screens left or right.



E The aftermath of a dropped alien bomb. The outer buildings of the Oxygen Unit.
G One of Betula 5's two moons.
H Airlock 7 leading to the Recycling Unit.
I A pursuit droid in the top airlock tunnel.
J A saboteur beamed down into the airlock supply tunnel by the alien craft. It is heading for the airlock **H** and will explode there to cause maximum damage.

K The pursuit droid's view of the tunnel with a saboteur shown running towards the droid. The tunnel curves around to the left to indicate the direction the droid is moving in.
L Droid sight, fire when the saboteur moves into it.

M Droid gun charge indicator. Green means it is ready for firing. Red means it is recharging.

N Fuel scanner, showing how much fuel is left.

O Crew scanner, showing the number of crew still being used to keep the station running. Time so far elapsed (on the final level). On all other levels this reading shows the time left before the game ends.

Q Damage indicator, shows the amount of damage done in a successful hit on an alien spacecraft. They are not always destroyed by the first hit.

Any Saboteur which is loose in the tunnels can be pursued until it is seen either pounding down the corridor away from the Pursuit Droid or racing towards it. A small sight at the bottom of the droid view shows where its fire will be concentrated.

To destroy the Saboteur, Chase it until it is within the sight and then fire. If you miss the Saboteur the droid gun will take a split second to re-charge, this is shown by a red line below the droid's view and the gun cannot be operated until this turns back to green.

Droid Screen Reports

This line of square lights along the bottom of the screen shows where the Pursuit Droid is situated (Green) and which screens have a saboteur on the loose within their corridor. (Red). Flashing Green indicates a Saboteur on the Pursuit Droid's screen.

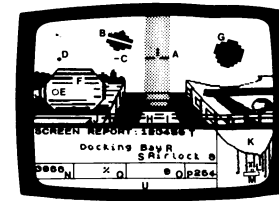
By watching the Droid Screen Reports it is easy to spot the saboteurs as soon as they beam into a corridor.

The Screen Report which indicates dangerous alien craft is further explained on the instructions for Level 2. The damage reports will scroll up information on hits and the damage done but a more detailed explanation can be found in the instructions for level 3.

R Description of the building shown on the screen and the airlocks of that screen with an indication of the damage down to that level. This is held on the screen for two seconds each time a screen is entered. And this is then replaced by **S**.

S A scrolling display of hits and damage, referring to each section of the base and its airlocks. Both **R** and **S** show damage as a bar-chart and percentage total
T Screen Report: A green number shows the screen you are on. Red or flashing green indicates a ship that has locked onto a target. The Screen Report title flashes when the supply beam is transmitting.

U Droid Screen Report: The screen your pursuit droid is on is indicated by a green square. Red or flashing green shows a saboteur on that screen.



Geography of the Betula 5 installation

The centre of this picture shows the position of the Psytron monitors which look out on the Betula 5 installation.

The Psytron itself is buried far below the unforgiving Betula 5 surface at this point.

From here it keeps in constant touch with the personnel which make up the colony and the buildings and airlocks which make up the installation.

The Central Corridor which is the main supply route to the buildings, is shown in the ring around the centre of the plan.

The airlocks from which radiate out the tunnels connecting the outer buildings are labelled 1 to 8.

Level 1: Droid

Controls

Keys 1-9 plus 0 give the views of the whole installation. Hitting 7 will take you to screen 7. Screen 10 is found by hitting key 0.

Q Droid forward
A Droid turn around
M Droid fire

The joystick can be used to move the Droid in either direction and fire.

Mission

The alien craft are beaming saboteurs down into the installation's airlock service tunnels. They will aim to race to an airlock and explode where they can cause most damage. Psytron will aim to keep the airlocks free from saboteurs by hunting them down with its Pursuit Droid and destroying them before they can explode in a vital area.

Saboteurs

Also known as Tri-pedroids (because of their three-legged nature), these mechanical creatures are beamed down into the airlock service tunnels. A random airlock co-ordinate is locked into their memory banks just prior to them being dropped by the alien craft. On materialisation in the tunnels, the saboteur will take the shortest route to the target airlock where it will explode.

The buildings features are:

A) Medical Unit

Where the medical supplies are kept and the injured treated.

B) Freetime Generator

Which is the source of much of the Psytron's power.

C) Oxygen Unit

Supplies oxygen needs for the colony.

D) Docking Bay and Teleport centre

Takes in supplies from the Supply Ships.

E) Recycling Unit

Handles and recycles the food and water needs of the base.

F) Pleasure Dome

Where the crew relax and enjoy their spare time.

G) Crew Quarters

Where the crew sleeps and rests.

H) Fuel Dump

Where the installation's fuel is stored.

I) Power Plant

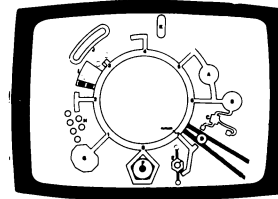
Where the massive amounts of power necessary to charge up the Freetime Generator are produced.

J) Matter Disruptor

The Psytron's most deadly but most unstable weapon.

K) Food Store

Where the food requirements of the colony are stocked.



Service record

Psytron is a game of six levels. These have been carefully designed to take you into the game one step at a time and not to overload your all-to-human mind. The Psytron controls the entire running needs of the Betula 5 Installation and its colony but only one aspect of The Psytron's awesome power is introduced on each level of the game.

Each level must be mastered before the next is attempted and Psytron will not allow a fluke score to give access to the next level. Instead it looks at your last five scores and calculates an average. If that average is over that level's Passmark, you can move onto the next challenge.

So that a conquered level does not have to be repeated every time you load up Psytron, the game includes a Service Record feature.

When a level has been passed, the whole record can be stored and recalled. The record will consist of your last five scores on that level, from 1 to 5. In this way you can pick up a game at the stage where you left it or reload a previous set of scores, if your current ones are worse.

To examine your record, press S. The display will then show your last five scores on level 1 with the average on the right. Pressing S again will show Levels, 2, then 3, 4 and 5. Pressing A will return you to the main menu.

To save the Service Record, pressing R will ask you to enter your name. You may enter a name up to 23 characters long.

When you have entered the name, connect the cassette recorder and take a spare cassette. Press RECORD and PLAY on the recorder and press G on the keyboard. The Service Record is SAVED in a couple of seconds.

The Disruptor is somewhat unstable and there is a 10% chance of its exploding when used. This will neutralise all the other stored Disruptors, rendering them inoperative. If the Disruptor Generator is damaged this increases the chance of the Disruptors being unstable.

Damage Indicator
Each time a craft is hit by the Psytron's defensive fire, a random amount of damage is done to the craft. It varies from 0-100% in increments of 10%. A winged craft carries this amount of damage around with it, regardless of whether it is on the screen or not. Subsequent hits increase this stored damage again and make it more likely to be destroyed.

The damage indicator shows how much damage a hit craft has sustained.

Level 3: Goal
To minimise damage
Passmark: 50%
Time limit: 10 minutes.

Level 4: Repair Circuits
Controls
As on level three plus:
F Freezetime. In Freezetime, the following controls work:

STRAFING
Reduce altitude to 18-26 feet; press FIRE button and move left and right.

BOMBING
Press FIRE and pull back on the joystick (or press FIRE and down keys).

LANDING
When a friendly runway approaches a tone will be heard and an R will appear on the command bar. Press FIRE to lower landing gear; the R will change to an L and you may descend and land.

COMMAND BAR COLOURS
RED – HIT BY ENEMY GUN
BLUE – AT SAME ALTITUDE AS ENEMY PLANE

MAGENTA – STRAFING ALTITUDE
YELLOW – FLYING TOO LOW
GREEN – MISSION COMPLETE

CONTROL DISPLAY (LARGE WARNING LETTERS)
W – CROSS WIND
P – ENEMY PLANE APPROACHING.
R – RUNWAY APPROACHING
FLASHING R OR L – MUST LAND (ENEMY CITY APPROACHING)

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R takes you back to Realtime
S takes you to the Status report
D gives you Damage reports
In Damage Freezetime, the following controls work:
S scrolls up the next line
A alters a line
E exits from the reports sequence.

Mission
The alien craft are bombing the strategically vital areas of the base and dropping saboteurs on their kamikaze missions. Psytron must allocate repair crews to keep the damage down to reasonable levels and keep the aliens at bay.

Freezetime
Freezetime takes you into the realms of instant processing of data. While you take in the details of damage reported around the base and allocate repair crews where necessary, the action is literally frozen.

It is the means by which vast quantities of information can be processed in zero time. This process is very fuel intensive. Two factors are of direct importance to Freezetime.
i) Damage to power plant, which determines the rate of fuel consumption.
ii) Damage to the Freeze Generator, which determines your ability to evoke Freezetime.

THE CARS

FERETTI TURBO – Superior acceleration, only recommended to the more experienced drivers.

PSION PEGASUS – A very fast car which is also reasonably easy to drive.
MCFASTER SPECIAL – The ideal choice for a beginner, this car has an automatic gearbox.

BLUE MAX – SYNISOFT (US GOLD)

You are at the controls for this World War 1 dog-fight game. To be successful you must assault three specially marked targets. You have only one aircraft and very little time to accomplish your mission.
JOYSTICK OR USER-DEFINED KEY CONTROL.

TAKEOFF
Press fire to begin taxi-ing. When the speed reaches 100 mph you may take off on your mission.

TARGETS
All bridges, buildings, planes, tanks, vehicles and ships. When targets are flashing they are primary targets which must be destroyed to gain entry to the next level.

Status
Status is accessible through Freezetime. It gives a complete rundown on the levels of vital supplies and how many crew are dead or injured. Obviously you should find out your status before ordering supplies or to discover the cause of crew death.

Damage
Damage done to the different buildings in the installation can be repaired by allotting crew to the task.

The crew can be allotted to repair duties during Freezetime Damage reports. When called, Damage reports on each section of the installation, scroll up the screen. The scrolling stops when all have been viewed.

Then the player is invited to scroll through to the areas you wish to repair. When a heavily damaged building appears at the top of the list, press A to alter the number of crew working there. A maximum of 250 crew can be sent to start work on the repairs. Repair to a particular building is slowed down if the airlocks leading to it are damaged.

OIL/WATER – Will reduce your grip and induce a skid.

OFF THE ROAD – Do not go too far off the road or you will crash.

GLASS – Will cause a tyre to burst, necessitating a pit-stop.

OVERHEATING – Constant over revving or changing down a gear at high speeds will cause overheating. A visit to the pits will cool you down quickly.

PIT STOP – Just pull over to the side of the road by the pits and come to a halt.

CONTROLS
ACCELERATOR – O
BRAKE – I
GEAR CHANGE UP – M
GEAR CHANGE DOWN – N
STEERING FAST LEFT – A
STEERING SLOW LEFT – S
STEERING FAST RIGHT – F
STEERING SLOW RIGHT – D
PAUSE – H
ABORT – H + T

The locations are serviced by the airlocks as follows:

Pleasure Dome Airlock 8
Recycling Unit Airlock 7
Crews Quarters Airlock 1
Freeze Generator Airlock 6
Power Plant Airlocks 2 & 3
Fuel Dump Airlock 2
Medical Unit Airlocks 6 & 5
Docking Bay Airlock 7
Oxygen Unit Airlock 6
Food Store Airlock 5
Matter Disruptor Airlocks 3 & 4

Crews sent to repair an airlock will be less effective if the airlocks on either side of it have been damaged.

The Crew
The installation begins with a crew of 98 in the crew quarters and 190 personnel spread elsewhere. The base needs to keep 200 crew alive to stay operational.

Crew working consume more oxygen than those not active. The Oxygen Unit when fully operational can support a few hundred men without excess oxygen, brought in by the supply ship (see the instructions to level 5).

MUGSY – MELBOURNE HOUSE

You are Mugsy, the God-Father to a gang of hoodlums and your aim is to be the toughest and most powerful Gang Leader in the City. You are the decision maker and one wrong move could mean the end! The main part of the game is presented in the form of a video comic. When it is your turn to speak type in your response and press ENTER. Should you be unfortunate enough to have a contract put out on you, you will be placed in an arcade game situation, fighting for your life.

KONG STRIKES BACK – OCEAN

Guide your man up the fairground track to rescue the damsel in distress. You must avoid the Roller Coaster cars, pies and springs. You may stop the cars by bombing them. You gain an extra life and an extra bomb by making all the "BONUS" letters spin, by collecting ladder bonuses.
JOYSTICK OR USER-DEFINED KEY CONTROL

CHEQUERED FLAG – PSION

A fast moving racing simulation in which you have to negotiate some of the worlds most famous racing circuits. You will have to avoid the various hazards and look after your car.

Damage to the Pleasure Dome reduces the crew's work-rate! Damage to the Medical Unit increases casualties and so does a lack of medicine.

The Locations

Every location on the base has some effect on the working of the overall installation. In the heat of battle, the Psytron must assess all damage and deduce how much it will increase the installation's vulnerability.

Here is a rundown of each location and its importance to the base. The Docking Bay is detailed in the instructions to Level 5.

Recycling Unit – Screen 1

Undamaged the Recycling Unit can sustain 1500 inactive people or around 500 active workers. A working person will consume three times as much food and water as an inactive one.

If the Recycling Unit is 50% damaged, these values are halved, and at 100% damage the unit cannot support any life. To check on the food and water supplies see the Status read-out.

Food and water supplies go down proportionally to the over-stretching of resources, as more crew are brought to the base and more are despatched to work.

Once the stores are exhausted, people start to die.

DOWN – ANY KEY ON SECOND ROW
UP – ANY KEY ON THIRD ROW
FIRE – CAPS SHIFT, PACE, 1, 0
OR USE CURSOR OR JOYSTICK CONTROLS

SAM STOAT-SAFEBREAKER – GREMLIN GRAPHICS

As all is quiet and everyone sleeps, Sam sets out to exercise his stealth and cunning. Enter selected house by pressing JUMP or FIRE button. House 1 – easy, House 4 – hard. Locate the explosive bomb and match and blow the safe to collect the diamond.

LEFT – Q
RIGHT – W
UP – P
DOWN – L
JUMP – SPACE
OR USE A JOYSTICK

OFF THE HOOK – SIDE TWO

SPLAT – INCENTIVE

Playing instructions will be given once the game is LOADED.

Pleasure Dome – Screen 2
Damage to the Pleasure Dome reduces the rate at which personnel will effect repairs.

Crews Quarters – Screen 3
The Crews Quarters is capable of providing accommodation for approximately 100 inactive personnel when undamaged. If it is 50% damaged it can only accommodate 50 crew.

Any attempt to sustain more inactive personnel than the Crews Quarters will accommodate will result in the excess personnel being teleported back to home base.

Fuel Dump – Screen 4

The Fuel Dump has a maximum capacity of 1000 units. Damage to the Fuel Dump reduces this capacity proportionally to the amount of damage sustained. A bomb exploding on the fuel dump also results in a loss of fuel. Fuel is vital to maintaining Freezetime. Without fuel you cannot unload supplies or fire into the sky.

Power Plant – Screen 5

Damage to the Power Plant results in an increase in the amount of fuel needed to maintain Freezetime. All other power consumption is negligible compared to this.

FALL GUY – ELITE

You are Colt Seavers, stunt man. You must satisfy your Director with sufficient film footage by performing each stunt in the shortest time possible. You have only 5 takes on each scene. Raise the capital to \$64,000 and you will be rewarded with a holiday.

LEFT – Z OR M
RIGHT – X OR SYMBOL SHIFT
JUMP – 0 OR 1
HOLD – ANY KEY ON THIRD ROW
ABORT GAME – CAPS SHIFT AND BREAK
OR USE THE JOYSTICK

The controls are:
LEFT – I
RIGHT – P
DIAGONAL UP – Q
DIAGONAL DOWN – Z
FIRE – B, N, M

AD ASTRA – GARGOYLE GAMES

Guard and maintain the shipping lanes between the far-flung Way stations that mark the frontiers of Terran colonised space.
LEFT – Z, C, B, M
RIGHT – X, V, N, SYMBOL SHIFT

Matter Disruptor – Screen 6
The Matter Disruptor Generates the massive charges of energy needed to clear the skies of an entire screen sector. The unstable Disruptors become more likely to explode as the Disruptor becomes more damaged.

Undamaged there is still a 10% chance of a Disruptor exploding. As the damage increases so does the chance of an explosion when the Disruptors are used.

At 100% damage any Disruptor will always explode.
An explosion neutralises all stored Disruptors and renders the Matter Disruptor 100% damaged.

Medical Unit – Screen 7

Damage to the Medical Unit increases the proportion of the injured that die. Medical supplies are crucial to its effectiveness.

Freeze Generator – Screen 8

Damage to the Freeze Generator strikes at the very heart of the Psytron, robbing it of its ability to evoke Freezetime. Any damage reduces the rate at which the high-tension plates recharge. Once the charge drops below a certain level, Freezetime cannot be entered.

The Final Conflict Goal
To survive for an hour.
Passmark: Not applicable.
Time limit: One hour

Any ship which moves into the region of the beam will cause the supply ship to terminate transmission and leave the area. In this event only a proportion of the supplies requested will be obtained.

Mastery of the fast scan technique is possible key to success on the final level. Learn the meaning of the sound effects which come when you fire, when a bomb or saboteur is dropped, and when a bomb explodes.

There is one final point about the final level – so far you have had things easy. There are only five ships on the screen at any one time during the early levels, on the final level extra ships are soon added to the initial five.

Many of these will be inclined to drop their bombs or saboteur much faster on the bombing run than you have been used to.

You have been warned!

Over-use of Freezetime may also result in the power being drained and Freezetime being inaccessible.

Oxygen Unit – Screen 9
Undamaged the Oxygen Unit can sustain 1500 inactive people, but like the Recycling Unit, active people consume three times as much oxygen.

As damage increases so the oxygen level is drained until the supply reaches zero. Rate of death from lack of oxygen is greater than from lack of water and water is more important to the base than food.

Docking Bay – Screen 10
This is covered in the Level 5 instructions.

Level 4: Goal
To minimise damage at all costs.
Passmark: 60%
Time limit: 10 minutes.

Level 5: Supplies
Controls

The same as for Level 4 plus:
In Freezetime it is possible to use C to communicate with the supply ship.

The Final Conflict
Controls

As on Level 5, plus H for Hold. Pressing H allows you to leave the game and return to it later, it is available on all levels.

Mission

To keep the base running for as long as possible. 200 crew are needed to keep the base operation.

Score

Your score at Psytron becomes important at this final stage.

When you finally succumb to the onslaught on this stage a score based on the time you survived will appear on the screen. With it there is a code number which corresponds to the score and will enable us to confirm it at the end.

If you survive for over 45 minutes you will probably rate a place in the Book of Great Computing Feats.

The score is decided by devoting 60% to the length of time survived on the final level and the other 40% is made up of the average of all scores in the Service Record. You can go back and improve your Service Record, before you tackle the final screen of course.

When using Communications Freezetime, the following controls work:

S scrolls up the next line
A alters a line
E exits from the Communication sequence.

Mission

The Psytron has got through to the Supply Ship and is communicating the needs of the base to its captain. As Status reports show the supplies of the base being run-down by the ravages of the attack, new weapons, supplies and crew can be ordered. To preserve personnel and keep the installation operative, Psytron must ensure that supplies are kept up to the correct levels.

The Docking Bay – Screen 10

The Docking Bay requires fuel to operate. It will receive supplies from the Supply ship when connected via the vital Supply Beam. If the bay is damaged the supplies take far longer to be beamed down.

The Supply Beam

You will first notice the beam on Level 5. It transports all ordered supplies to the base. If the Docking Bay is undamaged the beam can unload an order in 30 seconds, this time increases as the damage increases and at 100% damage it will take over 4 minutes to unload an order.

If any alien craft breaks the beam at the Final Level, transmission of supplies is terminated.

The Supply Ship

The Supply Ship will stay out of the range of the alien craft and beam supplies down the Supply Beam. This beam is activated at one minute intervals. Strong magnetic fluctuation emanating from the teleport beam prevent communication with the ship while the beam is active.

The maximum weight which can be teleported at one time is 1,000 tonnes.

Communications

To communicate with the ship, you must first enter Freezetime. Pressing C will result in the communications line being opened to the ship if it is not currently beaming down supplies.

A list of supplies and their weight per unit is flashed on to the screen. S enables you to scroll to the item you want to order. Pressing A will invite you to dictate how much of a particular item you want. You will not be able to order more than the ship can carry.

Goal

To minimise damage
Passmark: 65%
Time limit: 10 minutes.