

COMMANDS

The program functions with joystick or keyboard.

At the start of the game choose joystick or keyboard from the following

1 - KEMPSTON JOYSTICK

- 2 SINCLAIR JOYSTICK
- 3 MOVEMENT CURSOR KEYS CONFIRM - SPACE BAR
- 4 MOVEMENT

· UP : DOWN : A I FFT 0 RIGHT

Confirm - space bar

EXTERIOR VISION

Simply click on this icon to switch from CONTROL PANEL mode to EXTERIOR VISION. To come back from EXTERIOR VISION to CON-TROL PANEL mode, click on any inactive button (eye).

To shorten the flying sequence or the hyperspace, press ENTER.

GALACTIC MAP

(CHOOSING A DESTINATION)

In CONTROL PANEL mode, click on the CALACTIC MAP icon to access a view of the HYDRA galaxy.

How to use the GALACTIC MAP :

First select your destination's X coordinate. You do this by clicking on the red vertical selection bar which you then drag onto the desired X coordinate. In the left window you can see the coordinates of Blood's linger. The right window displays the chosen coordinates (the coordinates the point of intersection of the selection bars)

Next, select your destination's Y coordinate. You do this by clicking on the red horizontal selection bar which you then place on the Y coordinate position of your choice. As previously stated, the chosen destination coordinates are at the point where the two selection bars meet When you have chosen your destination coordinates, strap yourself in

and click on the HYPERSPACE icon.

To speed up the HYPERSPACE sequence, click the right mouse button at the beginning or during the sequence.

OORXX CONTACT MISSION

(LANDING AND PILOTING THE OORXX)

In EXTERIOR VISION mode, click on the OORXX CONTACT MISSION icon. The OORXX is teleported and lands immediately. You then have total flight-control of the OORXX with your mouse. You can climb,

To accelerate press right mouse button. To decelerate press left mouse button.

You are advised not to fly into mountains. If the planet has defense systems, you should fly as low as possible. When the OORXX is detected by the enemy, two red arrows will start to cross the screen towards each er. When they meet in center-screen, the OORXX blows up. To avoid

having your OORXX destroyed in this way, dive as far as you can, until the

arrows disappear

Life-forms in the Hydra galaxy have a weird habit of living at the very end of canyons. You'll have to find the canyons. The OORXX is equipped with a life-form detector which is a red aim symbol. It will follow the mouse's movement on the screen. When the detector flashes, that means you're flying the OORXX in the right direction. If an arrow shows up beside the detector, that means you must turn in the direction the arrow is pointing to get onto the right heading.

There are two onscreen indicators during flight

 The SPEED indicator at the bottom of the screen. The ALTITUDE indicator on each side of the screen.

When a life-form is found at the end of a canyon, the OORXX is programmed to land immediately. If the planet is deserted, the OORXX will land, extremely exhausted. If you are currently transporting a being in the Ark's fridgitorium, the TELEPORT icon will activate so that you can teleport the being onto the planet if you want. To do so, just click on the TELEPORT icon.

At any time during the flight, you can request a photo of the fractal scenery around the OORXX. Simply press the SPACE bar on your keyboard. The OORXX will stop. To restart flying, press the SPACE bar again.

OORXX DESTROY MISSION

(DESTRUCTION OF A PLANET)

In EXTERIOR VISION mode, you can teleport an OORXX onto a planet in order to destroy it. Just click on the OORXX DESTROY MISSION icon. The planet will be irretrievably zapped.

OORXX GEOPHOTO MISSION

(SURFACE SCAN)

In EXTERIOR VISION mode, you can teleport an OORXX into low orbit to collect aerial pictures of the planet. A special detector will indicate whether the planet is equipped with a defense system. To activate this mission, click on the OORXX GEOPHOTO MISSION icon, once for a medium altitude scan, and once again for a low altitude scan. To return to normal mode, click on the EXTERIOR VISION icon.

UPCOM MODULE

(UNIVERSAL PROTOCOL OF COMMUNICATION)

Once contact has been established with a sentient life-form in a canyon or when a being has been teleported from the Ark's fridgitorium, the UPCOM comes on automatically.

The UPCOM is a system of communication using icons. The UPCOM uses a number of windows, which will each be described

The dictionary window : at the bottom of the screen. This icon dictionary uses two sideways scrollings, one rapid (activated by clicking on a red elevator bar situated under the dictionary icon), the other slow (activated by placing Blood's finger over two red-striped boxes situated on either side of the dictionary icon).

By moving Blood's finger over the dictionary icon, you can read a simultaneous translation of the icon into human language. The translation window is just above the UPCOM

The conversation windows : situated above the dictionary icon and separated by a central mouth

a) The left-hand window : reserved for the life-form you're communicating with. To translate his (or its) messages, move Blood's finger over them. As long as the central mouth is moving, the being hasn't finished saying what it wants to say. Click on the central mouth to read the next ntence. When the mouth stops moving, you can start sending your message.

It is possible to understand the sentences spoken by the being, if you learn his language. Each icon represents a specific speech-sound.

b) The right-hand window : reserved for your use. You can enter your messages by clicking on the icons of your choice in the icon dictionary. A small cursor under that window may be moved in order to insert an icon. Simply click on it. A delete option is available : click on the arrow situated to the right under the window. To transmit your sentences, click on the central mouth

You can teleport a being into the fridgitorium, if the being agrees. At that moment, the TELEPORT icon will be enabled. To teleport the life-form, click on the TELEPORT icon.

Your conversational partner can, for reasons best known to himself, break off the discussion at any time.

If you want to leave the UPCOM during a conversation, click on the triangle at the right of the screen, under the DELETE arrow

TELEPORT

This icon is used to teleport a being from the planet into the Ark's fridoitorium. The icon will not be enabled until a being with whom you are in conversation consents to be teleported. If the icon is enabled and if you want to teleport the life-form, just click on the icon.

DISINTEGRATE THE TELEPORTED BEING

When a life-form is teleported to the fridgitorium, you can decide to destroy the life-form by disintegrating it. If it's one of the Numbers, Blood will recover some of his vital fluid and survive a little longer

FRIDGITORIUM

It's a cryonization container where teleported beings are conserved. The beings in question must give their consent because the teleport system uses psychic energy generated by the being's will, a little like hypnosis. For security reasons, living beings cannot be teleported into the Ark so they must be cryonized and stocked in the fridationium. The fridgitorium has a disintegrate crematorium feature which you can use if you feel like it. This feature recovers vital fluid, and so Blood can use it on the Numbers. All other forms of vital fluid are unfortunately incompatible with Blood's organism.

NOTE : Pacemakers are automatically extracted before cremation, so there is no risk of explosion during the disintegration phase.

THE OORXX BIRTH RAMP

The layer is incorporated into the Ark's structure, in the pramizone. This area is completely sterile, of course. The newly-laid baby OORXX are propelled onto the birth ramp immediately after a stress free birth. The layer is able to lay endless numbers of babies.

TIME

Onboard time is displayed on the clock, in Earthling minutes and seconds. The UPCOM takes account of the minutes only. 60.45 means 60 minutes and 45 seconds, which comes to HOUR 60 for the UPCOM.

The game is limited to 45 realtime hours.

THE? COMMAND

When an OORXX has already been placed on a planet, it may be reactivated, which saves you from having to pilot another through all those dangerous mountains.

When the Ark stops after a hyperspace jump, near a planet you've already visited, simply switch to CONTROL PANEL mode by clicking on a closed (disenabled) button. The? command is then available and enabled. Click on it to reactivate the OORXX. You will inevitably catch up with the character you talked to the last time.

PLAYING HINTS

CAPTAIN BLOOD'S Ark stops near an inhabited planet at the start of the game. The HYDRA galaxy is biggish, boasting 32,768 inhabitable planets noted on the map. Not all of them actually have thinking life-forms living on them, so it's easy to get very lost and see nobody for millions of years. That's why it's a damned good idea to note down the precise coordinates of inhabited planets before plunging into the immensity of unknown space. That way, you can always get back to a familiar place. Ask any space jock : trusting your luck is a non-viable survival option.

The program recreates the galaxy each time you begin a game. That means that coordinates of inhabited planets are not valid from one game

Bear in mind that Blood is degenerating. Don't be surprised if his hand ts the shakes from time to time ; it's normal. It's also a bad sign ! HE MUST GET HIS VITAL FLUID BACK. That's the only way he can regenerate.

To recover the vital fluid, Blood has to find the NUMBERS and disintegrate them in the Ark's fridgitorium

This software explores a new concept, the BIOGAME. The characters can evolve, be born, die, trade information and generally get on with their own independant lives. Strange things can happen; planets can appear or disappear overnight, the behaviour of matter is out of our control

You can transport beings from one planet to another but you'll have to win their trust first. Study their behaviour closely, because knowing who you're dealing with can mean the difference between life and death.



LOADING

CONTROL NOTE always selected.

NOTE The 48K version is third sections wil tape. There are of Progress onto Sec	n
Progress onto Sec once you have ob and from there o	t

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	THE COMPLEX
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١	levels of torturous
	hidden bomb com
۱	ammunition cartri
l.	and colour-coded
•	rooms will not ope
١	Each computer, or
`	A correct answer i

CONTROLS

LEET-

RE — Fires Bullets

Place the cassette in your recorder ensuring that it is fully rewound. 2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.

If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.

4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.

5. If the computer is a Spectrum 128K then follow the loading instructions onscreen or in the accompanying manual.

6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is



SPECTRUM





unununun THE VINDICATOR to the entrance to the catacombs. Legions of Robot tanks and helicopters await you and should you survive you must face the Mutoid Guardian of the underground headquarters be warned this guys no shrimp!

Invaders from a distant star have lain the Earth to waste; mankind has survived... but only just. Small pockets of humanity lie scattered across the desolate landscape and in one is a man, waiting to fight back, walting to strike a blow for his world, his kind. HE IS "THE VINDICATOR".

Battle through tortuous mazes to infiltrate the alien computer system, and build a device capable of eliminating the star born invaders. Take to the air against the mechanised legions, race across the planets surface in your high-powered jeep, then face the Giant Guardian of the catacombs in his underground lair e quick, be skilful, be "The Vindicator"!!

> split into three sections. The first is loaded as normal but the second and need to be loaded during the game. After each section has loaded stop the screen prompts to help you. ion Two and Three can only be achieved through Section One, however ained the access codes you can enter them and proceed onto Section Two to Section Three

GENERAL CONTROLS

NE

A is the first enemy stronghold you must battle your way through the four is mazes to find the computer rooms which will give the locations of the mponents. But first you must kill the Alien Guardians who are carrying ridges for your rifle. These creatures also guard rooms containing lift pass d computer pass cards essential to your quest. Lift doors and computer en without the correct cards.

Each computer, once successfully accessed will set an anagrammatical puzzle. A correct answer is rewarded with a view of theimap, showing the location of a bomt component, your position and any lifts on that floor.

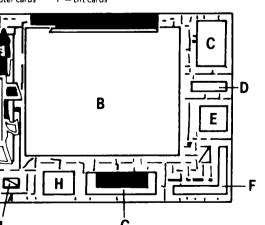
ncorrect answering results in system shutdown and you must therefore try again, if you have a passcard.

Also, the atmosphere in the complex is of a toxic nature combatted only by the supplies of axy-oun to be found within the many storerooms Keep an eye on your direction, conserve your oxy-gum and pass-cards and your trigger finger at the ready...

's tough, but not that tough!

STATUS AND SCORING





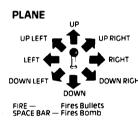
HINTS & TIPS

A Don't Dick up oxy-gum every time you see it. Remember it's location for when your supply is low
 Making a map is imperative as the Alien complex is huge and losing your bearings could prove fatal
 The first computer card is LEFT2, DOWN3, LEFT1.
 If you run past a door quickly, you needn't fight the Alien.

SECTION TWO THE TORTURED LAND

Having blown up the Alien Vanguard and their base, you must now make your way across miles of enemy terrain to the final encounter with the Dark Overlord. You have commandeered a fighter plane and must first launch a strafing run on your way to the catacombs location. Clear a path through some of the tighter parts of the map with your bombs, but don't waste them. Having strafed the landscape you must then return to your jeep and blast your way through





STATUS AND SCORING

HINTS AND TIPS

Try to bomb the enemy bunkers. These are the most lethal!
Watch where the enemy appears from and learn to avoid him

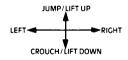
SECTION THREE

THE CATACOMBS Deep in the bowels of the Earth, the evil Gog awaits, surrounded by his mutant hordes, each intent on your destruction. rn and weary from your epic quest you must descend into Hades, your heart pounding as ve after wave of gibbering, howling horrors leap and bound from the shadows, guns zing and fangs gnashing.

Use the lifts to descend where possible. Some lifts only move in one direction and some not a all. You will find levers to open trap doors which will aid your descent. Cog has discovered your plot and is preparing to leave and destroy the Catacombs. You must hurry.

Survive their onslaught and you will reach Gog's lair at the Earth's core. He's big, he's bad and he's more than a little annoyed, so give this guy a hotfoot he'll never forget!!

CONTROLS



STATUS AND SCORING

HINTS & TIPS

Watch your step.
 Do it to them before they do it to you!

THE VINDICATOR

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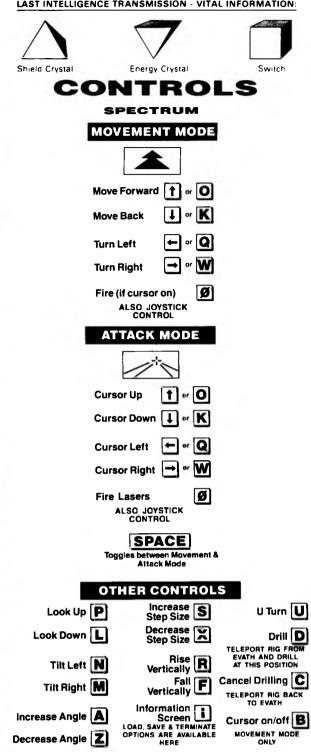
CREDITS

rogrammed by Paul raphics by Mark Jone lusic by Jonathan Dui roduced by D.C. Ward

DRILLER

The Driller Federation Security Input Station will ask for a pass code from the Federation Briefing. Simply type in the word at the position indicated (ignore headings), then press ENTER.

LAST INTELLIGENCE TRANSMISSION - VITAL INFORMATION



YOUR MISSION

Evath has two moons. Mitral and Tricuspid. Mitral has been heavily mined by an outlawed people, the Ketars, who have now fled the

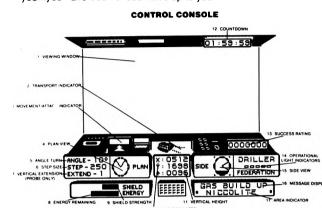
moon. A vast amount of gas has built up underneath Mitral's surface, and should Mitral explode, thousands of Evathians will be wiped out as Evath is thrown out of orbit. The resulting freeze will wipe out your planet's entire population! Scientists have calculated a meteor is due to strike Mitral in a matter of hours and this alone will cause this disaster

Your Overall Mission is to make safe each of the 18 sectors of Mitral by positioning a drilling rig over the gas pockets in each sector before the meteor strikes.

In order to achieve this you will need to:

- (i) Gain access to and enter each of the 18 sectors. (ii) Determine the gas centre and place the drilling rig on each sector to release at least 50% of the gas below. (Use
- geological clues, intuition or trial and error for this). (iii) Locate and absorb sufficient Rubicon crystals for your continuing survival.

(iv) Avoid and/or destroy the laser beacons, and scanners. As a sub mission: Amass as high a success rating as possible! You have just landed on one of Mitral's artificial surfaces. You are within your excavation probe. The whole world depends on you...you have been chosen...it's up to you.



CONTROL CONSOLE --- DETAILS

1. VIEWING WINDOWS: A dense and durable Transplex screen providing you with a survey of the immediate surroundings. 2 TRANSPORT INDICATOR: A visual image corresponding to

your current mode of transport 3. MOVEMENT/ATTACK INDICATOR: Arrow on Display --Movement Mode, Cursor and Lasers on Display — Attack Mode (NB) It is also possible to fire lasers in Movement Mode, but only to

the centre of the viewing window when the cursor is on. 4. PLAN VIEW: Shows the direction of your viewing window from

above. I.e. lines facing up - heading North. 5. ANGLE TURN: Measures the size of any rotational movement

(5-90 degrees) 6. STEP SIZE: Measures the size of one movement in the direction

you are facing 1-260 standard distance units (SDUs)

7. VERTICAL EXTENSION: Indicates the extension of the central body of the probe above the outer tracks. The central body may be elevated to a fixed height. Shows "J" if currently in the reconnaissance jet

8. ENERGY REMAINING: A bar graph with length proportional to the total energy stored in on-board Rubicon crystals. Energy is required for various operations: if this ever reaches zero (no graph visible) your craft will be disabled and you will be stranded. 9. SHIELD STRENGTH: A bar graph with length proportional to the effectiveness of your vehicle's armour. Decreases if damage is

inflicted on your craft 10. X, Y CO-ORDINATES: Pinpoint your exact position on each

platform — can be helpful when determining where to place a rig. A platform can be thought of as a grid or square with each side equal in length to 8128 SDUs

11. VERTICAL HEIGHT: The perpendicular distance from the central body of your vehicle to platform level

12. COUNTDOWN: Before the meteor strikes Mitral. If the Countdown gets to zero, and even one sector remains unsafe.

13. SUCCESS RATING: Indicates your degree of success so far. 14. OPERATION LIGHT INDICATORS: This shows when your current command is being processed.

15. SIDE VIEW: Shows the side view of your viewing window in relation to your position i.e. lines facing to the right indicate looking forward. Lines down indicate looking at the moon's surface. 16. MESSAGE DISPLAY: Miscellaneous information from your console computer. Defaults to a message indicating the stability of the current sector

17. AREA INDICATOR: Provides you with the name of the sector in which you are currently situated.

INFORMATION SCREEN

When the information screen is accessed, the viewing window is temporarily replaced with the information below



AREA: Each sector is named to aid mapping and orientation. This displays the name of the present sector.

RIG STATUS: This advises whether a rig is positioned or not. As only eighteen rigs are available, you may only place on rig per sector

GAS FOUND: The amourit of gas found beneath the current sector, shown in cubic feet after the drilling rig is in position. The units are one of the few archaic remnants of half-forgotton Earth usage that still exist in modern Evathian culture.

PERCENTAGE TAPPED: The percentage of total gas you have been able to tap. The nearer the exact gas centre, the greater amount of gas released. 50% or more is needed to render a sector safe

GAS TAPPED: The total amount of gas that the rig has accessed i.e. gas found X% tapped = gas tapped.

TOTAL SECTORS: Displays "18" - the total number of sectors to clear

SAFE SECTORS: The number of sectors that have been successfully drilled to tap over half their total gas volume.

LOAD/SAVE: Retrieve/store you game position from/to tape or disc.

ABORT MISSION: When the odds are too great or time is too short. Emergency only - don't do it!

DRILLING

To tap the pocket of gas beneath each platform, you must place a drilling rig over it.

By pressing the appropriate key on your console, a signal is ted, which informs those on Evath of your co-ordinates. The

DALEY THOMPSON'S OLYMPIC CHALLENGE S.D.I.

DALEY'S BACK ... with the chance for you to take on his gruelling role in the ten Olympic Decathlon events.
 This time the gold medal is not enough, you're out to beat the world record as well and accumulate over 9000 points, only then will you qualify for the role of the "World's Greatest Athlete".
 An exhausting work out in the gym will help you get started, where, under the watchful eve of your coach, on a position to pit your stamina against the record book and like Daley enter the arena of the all-time greats.
 CONTROLS
 The game may be controlled by Keyboard which is fully redefinable or Kempston. Cursor or Sincian (port 1) Joystick.

The game m (port 1) Joyst KEYBOARD

Left Right

HOW TO PLAY

HOW TO PLAY In all the events, power is all important. Continuous left and right joystick mmovement, or key depression pullids up the power. This is most important in the track events e.g. 100m, 400m, 1500m and also the high jump. However, in the 1500m, once you have built up your power, then only a small rate of left and ligh jump. However, the pressing of the "fire" button at the correct moment is essential. For instance clear the high jump are knocked over then your power is due to the "fire". If the "recise moment" is needed to clear the hurdles, if any are knocked over then your power is reduced. To succeed in the long jump, you must build up your power on the run-up to the line and when the line appears, press "fire". The length of time that the fire button is pressed, determines the angle of the jump. The shot putt and discus are similar to the long jump, in that the use of the "fire", button is the same firstly, build up your power ressing "fire", as before.

Firstly, build up your power and when you begin the throw, press line (a soletone). The javelin is slightly different. Firstly, build up your power using "left", and "right". When you approach the line, press and release the "fire" button, the angle of the javelin will then increase, and finally press "fire" again to release the javelin at the correct angle. In the Pole Vault you must build the speed of your un-up to the bar and press "fire" to position the pole in the ground When this is done successfully, a 3D usivo f" Daley" rising up towards the bar will appear on the screen At the correct moment you must press "fire", so that he will clear the bar Your skill and enjoyment will improve with practice and you'll probably develop new techniques of winning the screen the

BAINING

A bottle of Lucozade (portraying your energy level) is shown at the top of the screen. At the start of each training session, the bottle will be empty and the more exercise you do, the more the bottle will fill up. This has a general effect on your energy level in all events i.e. the better you train, the higher the level in the bottle, the greater your overall performance.

FOOTUEAR At the start of each event, a menu will be presented from which you must select the correct Adidas footwear for the heat, failure to make the right choice will result in an inferior performance. If, however, you do selec wrongly, the correct shoe will be indicated after the choice has been made. Make a note of this for next time

CREDITS d by Dave Thompso

Programmed by Dave Thompson Graphics by William Harbison Music and Sound Effects by Jonathon Dunn Produced by DC Ward 1988 Ocean Software Limited Lucozade is a registered trademark of Beecham Group Plc. Ocean Software Limited thank Adidas U.K. Limited for their collaboration

NOW THE ODDS ARE EVEN PLAYER'S GUIDE INTRODUCTION SDI - Strategy and Arcade action at its best!

This classic Sega arcade hit, in the true Ronald Reagan Strategic Defense Initiative style, tests your skills in both offensive and defensive warfare to the limit. It's all out nuclear war and your mission is to defend your country from enemy nuclear space weapons and save he planet from imminent catastroph

- SPECIAL FEATURES
- Single or multi-player modes Offensive and defensive levels at each stage
- 1040 loads in one go!
- Over 300 different sprites animated deadly enemies which will collide with one another

Game Controls

The player controls both satellite and cursor; pressing fire will aim a laser from the satellite

to the current cursor position. When using a joystick or keyboard both satellite and cursor respond to normal joystick

when using a justick of keyboard objective and carso happend of asers will fire. movement, if the fire button is pressed the cursor only will move and lasers will fire. SDI may also be played as a team game, one player moving the satellite using keyboard,

and a second player controlling the cursor and laser with a joystick. An additional feature on the Spectrum version is that pressing the SPACE bar will toggle between the above controls and the alternative version, in which both satellite and cursor

will move whether or not the fire button is pressed.

Game Details Press P Pause on/of

Q Restart game

The screen displays both players scores and lives remaining - in a two-player game the relevant "1-UP" or "2-Up" will be highlighted to show which player's turn. The damage bar at the bottom of the screen relates to damage to your space station. If the

SEGA

N Down Z Left X Right ENTER Fire

bar fills up completely the game will end.

probe

Control Options

signal is conveyed by satellite so that the response is almost tantaneous — a drilling rig is teleported to you and materialises in front of your excavation probe within your viewing screen. Exact positioning of the rig is difficult, but can be mastered after some

Drilling rigs are very costly in terms of materials and workmanship - if you make an error in you positioning, the rig must be teleported back to Evath in order that it may be used again. Waste is not allowed. The teleporting process of drilling rigs uses energy from both the sending and receiving devices.

The closer you get to the centre of each underground gas accumulation, the more gas will be tapped. If the amount of gas tapped is 50% or more of the total contained in that pocket, then drilling has been successful and that sector is now declared safe

You will have to leave the rig in position, as although the gas tapped is displayed and your rating increased. It is actually slowly released over a period of time. If required and you have sufficient energy, you can reposition the rig for a greater percentage and a

The drilling rigs bore down to the gas deposits using a narrow concentrated laser more intense than those used in conventional weapons. When the boring beam stops, the gas ascends under pressure through the rock to be burnt off slowly. in a safe and controlled manner. After successful drilling, you will see a flame at the apex of the rig structure.

*Because of the high production and replacement costs, the Federation cannot afford to take risks with their equipment. Drilling rigs are not particularly fragile, but collision with high mass objects is damaging, the type of rig that you have at your disposal. represents the best available - It boasts the latest safety feature of a protective force-field. This is a shield composed of ionized particles, which draws its energy from the burning gases and prevents your craft from getting too close to its structure and causing an accident

EXCAVATION PROBE

higher rating.

ARMOUR: Durable, heavy-duty plutonium/ lead alloy plating ENERGY: Powerful energy reserves stored in Rubicon crystals. MOVEMENT: You can travel forwards, backwards, turn left or right as well as being able to make a 180 degree U-turn. The speed of the probe can be changed by altering the step-size of forward/backward movement, or the angle of turn.

The main body of the probe may also be tilted to either side and it can rotate fully within the outer tracks to enable you to look in any direction. In addition, the main body can be elevated or lowered although your vehicle is not able to leave the surface entirely Beware! Do not travel off the platform edges without being sure there is another platform to move onto.

WEAPONRY: The probe is fitted with quadruple dual action laser system, that is activated from your control console. The cursor acts as a pointer towards which your lasers are targeted when you discharge them. The lasers are concentrated beams of

high-frequency light rays that have valuable destructive properties However, their effect can vary and is not always predictable DRILLING: The probe contains the means to transmit teleporting signals to Evath necessary to position drilling rigs — This is the

most essential part of you mission, and is dealt with in detail on page 28 (Drilling).

DOCKING

At least one jet has been left on Mitral by the Ketars and should you locate one, you can transfer into it by simply docking your excavation probe into the underside of the vehicle. If docking is successful, you will now be in control of the jet and your probe will be left. To reverse this procedure, land the jet directly over the

RECONNAISSANCE JET

11 11 11 11 11 11

There are 12 levels in SDI during which you will face waves of enemy and enemy base missiles, satellites and fighters. If at anytime during an offensive half you allow any enemy craft to penetrate your defences you must play a defensive half. At the end of each half you will receive a report on the results of that half: a perfect score will be rewarded with 20,000 Win receive a report on the stands of when him is perfect boort win by received and boort bonus points (and a dancing duck!). During play you will also come across satellites bearing bonus pods. Shoot at the satellites

to release the pods, then dock with the pod to gain extra cursors.

ACTIVISION ENTERTAINMENT SOFTWARE

SPECTRUM 48K/128K/+ CASSETTE If you are using a 128K/+ machine then select 48K mode
 Type LOAD"" and then press ENTER.

SPECTRUM 48K/128K/+

To start game. To toggle between 1 & 2 Player game Defne controls The keyboard controls are as follows: J UP

with not withstand repeated damage

ENERGY: High energy reserves stored in Rubicon crystals. WEAPONRY: High Intensity High Frequency quadruple dual action lasers

MOVEMENT: You will find that the control consoles for both the probe and jet are very similar. The controls and their functions are similar, with a couple of exceptions

Firstly, the jet is not restricted in vertical movement. so whereas the probe could merely face (or 'look') up or downwards the jet can also travel in these directions. Secondly. Reconnaissance Jets are part of Ketar technology and do not have the necessary transmitter required for rig positioning.

The six jet rocket engines (two at the rear and, four underneath). allow the craft to fly and hover over most of the moon and its buildings. Landing is achieved by and hover over most of the moon and its buildings. Landing is achieved by simply descending, and it is possible to hover by holding one's position in mid-flight. It is not necessary to continually thrust upwards - the lower engines will do this automatically for you. They were designed and built purely for their use as scouting ships and they therefore are not nearly fast or powerful enough to leave Mitral or to fly over very high structures. The jet engines work by utilising the energy of the Rubicon crystals in conjunction with the sparse atmosphere of the moon. The result is a highly efficient, if limited method of travel. Beware though, the jet relies on the flat surfaces of the platforms for stability, so stay over the structure!

LASER BEACONS

The Ketar defence system includes various laser beacons that are positioned throughout platforms of Mitral. It is also believed that beacons are positioned on the actual Moon itself

If you are detected within the range of a laser beacon, you will be attacked! Laser beacons fire highly damaging, high intensity lasers - and they do not miss!

- If under attack, your options include:
- Backing off out of range
- ii) Making a run for it to get behind the beacon
- iii) Shooting the beacon (unpredictable results)

SKANNERS

Little is know about these except that they orbit Mitral and are likely to be armed

ENERGY AND YOUR MISSION

Whatever transport you are suing at a particular time, e.g. probe or reconnaissance jet - your lasers, shield, light and motion are all dependent on Rubicon crystals. However, time and use will decrease the strength of your shield.

The manufacture of Rubicon relies on the presence of sunlight during the process, and for this reason you will find that stores of them are more concentrated on the lightest side of Mitral, the face that is illuminated most brightly by Vasculan. When you reach the dark side of the moon, energy could be in short supply!

The crystals that you will find on Mitral are those intended for the purpose you have in mind. Their stores of energy are easily transferred to the Rubicon you have on board. Just by shooting a crystal relays the energy along the laser beams (which have the same light wavelength), back to your vessel. The storage crystal is usually destroyed thus, and your own are replenished.

There are two varieties of Rubicon crystals that have been left by the Ketars: they are similarly shaped but have different functions: one increases your total energy count, whereas the other increases the strength of you shield. The process for both is the same because the shield utilises the same energy in another way. Experience will teach you the difference in appearance between the two crystal types.

Be warned that some Ketar technology is alien to you and occasionally standard procedures like these can prove unpredictable. For example, Rubicon crystals are sometimes arranged to alter their overall effect.

PLAYING HINTS

- Familiarise yourself with the controls and functions of you vehicle. A good place to do this is on the first sector.
- Try using all the possible directions of movement and vision. Don't forget you can look under, over and behind many objects.
- Draw a map of your travels the more detailed and accurate your map the greater your chances of success.
- Clues to the puzzles can be found not only in this booklet but also throughout the game.

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