CODENAME MAT
by Derek Brewster
for the 48K ZX Spectrum

CODENAME MAT — MISSION: ALIEN TERMINATION — the desperate plan to place in the mind of a teenager the combined tactical skills of all the planetary leaders in the solar system. MAT is mankind's last hope.

For decades the Myons have sought to dominate the Solar System, whose fleets are now ragged and depleted. They have launched an all-or-nothing attack, knowing that Earth is developing revolutionary spacecraft. Only the prototype — USS Centurion — has been built, and it must be pressed into immediate service as both battle-cruiser and tactical command centre.

Piloting the craft in battle and controlling the Planetary Defence Fleets is beyond any normal human . . . MAT is created.

Now your mind is MAT's mind. Take control of the Centurion and blast off on the greatest adventure of all . . .

LOADING INSTRUCTIONS

Insert disk into drive following directional arrow. Type:

[RUN] and [ENTER]

This will produce a menu — select "CODENAME MAT".

DIRECTION AND FIRE:

6. Left.
7. Right.
8. Down or JOYSTICK SELECTED.
9. Up.
Ø Fire.

OTHER CONTROLS:

W Warp drive engage.
D Defensive Shields (on/off).
K Tracking Computer (on/off).
A Switch Tracker to alternative enemy, if any.
T Transmit subspace commands to your own forces.
H Hold/restart program.

IMPULSE ENGINES:

1. Decelerate.
2. Accelerate.
3. Decelerate to a halt.
4. Go to cruising speed (30%).
5. Go to full speed (NOT AVAILABLE WITH AGF/PROTEK JOYSTICK).

DISPLAY CONTROLS:

F Front view.
R Rear view.
L Long range scan.
S Sector scan.
C Solar chart and ship status.

GETTING STARTED

Select control option as requested on loading (1-6).

Select game level (1-3).
1. Short practice game.
2. Full game, medium-sized Myon invasion fleet.
3. Full game, large fast-moving Myon invasion fleet.

Select game type (1-2).
1. Commander: you control deployment of Planetary Defence Fleets.
2. Pilot: deployment of fleets under computer control.

The forward cockpit view will appear. You are stationary in the outermost planet's system. Press **D** to activate shields. Press **4** to come to cruising speed of 30%. Pressing **R** will give the rear view. Pressing **K** activates the visual tracking computer which selects forward/rear views to face any object being tracked. Pressing **S** puts up the sector scan, showing your location in the planet's system, and that of all other fleets, satellites, etc. Pressing **C** puts up the solar chart, showing all planet sectors in less detail, allied fleets' strengths and Centurion's systems status. The bottom-screen Battle Computer display remains at all times. This is also where the Subspace Receiver gives information about planets under attack, damage reports are made, and alerts are given of Myons in your area. Pressing **L** puts up the long-range

scan, giving a scale display of all objects in your area in relation to you. To move to another area in the planet's sector you must use the Warp Drive. To move to another planet's sector you must warp into an area containing a Stargate, find it and fly through it (red one for system outbound, cyan inbound). If 'Commander' was selected you can transmit commands to your conventional fleets by pressing **T**.

All displays and functions are described in detail further on.

Each area may contain any combination of three types of Myon ship:

- **⟨⊗⟩** Fighter — will attack Centurion the moment the two are in the same area. Top speed 70%. No shields.
- **✕✕** Cruiser — will only attack when within range 3000, otherwise follows a steady course. Top speed 60%. No shields.
- **▥** Base Star — will attack immediately. Top speed 80%. When its shields are gone it turns red and runs until they have regenerated (about 2 minutes).

A planet or satellite is under attack when four of the adjacent eight areas are occupied by Myon craft. You have about 3 minutes to clear one of these areas before the Myons have destroyed their target. They construct two fighters and a base star from a planet, or two fighters and a cruiser from a satellite. It is sometimes best to destroy a planet yourself to prevent this. Myons delay to attack planets, rather than carry on

through Stargates to get towards Earth, except when they are losing really heavily.

Damage suffered by Centurion in battle can be repaired, and energy restored, by reaching a planet or satellite. Orbit is achieved by stopping between ranges 400 and 500 with vertical and horizontal angles less than 5 degrees. Centurion will be drawn down and destroyed if you get too close. Do not forget to reactivate shields, etc., and turn away before getting underway again!

Damaged impulse engines will operate raggedly if you hold the relevant control key down. All other systems cease to function when destroyed. Loss of several systems can seriously affect your ability to navigate. Warp drive is not vulnerable to damage.

If Centurion runs out of energy, or it or Earth is destroyed then the war is lost. The destruction of the last Myon craft signals victory. You will be scored according to the time, planets or satellites saved, level of play and efficiency of tactics.

DISPLAY TYPES:
Permanently on-screen

Energy
E = 08721
V = 030
Speed

**Angle from straight
ahead of tracked object**
θ = +46
φ̱ = −17
**Angle up/down
to tracked object**

Object range
R = 15721
N = 2
Object number

Shield status
SH — ON
TR — OFF
**Tracking Computer
status**

Long-range Scan

3-Dimensional global representation of your area of space. Each area behaves as a circular universe. A craft disappearing behind will repear ahead, for instance. You look down from above. Centurion is represented by the fixed central blot, its nose towards the top of the screen. Thus, if you turn to the left the entire display will appear to revolve to the right around your position. If you loop the loop the display will rotate vertically as if you were looking down through a revolving cylinder. It is worth playing with this until interpreting it is second nature — it will need to be!

Sector Scan

Shows a 10 x 7 grid, each part of which represents one area as above.

- ●   Main planet in system.
- ●   Satellite.
- F 1   Planetary defence fleet (dots show ships left in fleet).
- •:•   Stargate (RED — outer-system/CYAN — inner-system directions)
- −=   Fleet of 3 Myons.
- −⁻   Fleet of 2 Myons.
- −   1 Myon.
- [ ]   USS Centurion.
- +   Warp Cursor

Solar Chart

The solar chart is made up of all seven sector displays miniaturised and rotated anti-clockwise 90 degrees.

- −   Myon fleet.
- +   USS Centurion.
- ×   Planetary defence fleet.
- □   Planet.
- ■   Satellite.

Fleet's strengths are shown below thus:

	Earth	Mars	Jupiter	Saturn
F1	3	3	3	3
F2	3	3	3	2

	Uranus	Neptune	Pluto
F1	Ø	Ø	Ø
F2	1	Ø	Ø

Centurion's systems status is shown below thus:

PH1	PH2	SHE	IME
Photon		Shields	Impulse
Tubes			Engines
BCO	SRE	STR	LRS
Battle	Subspace	Subspace	Long
Computer	Receiver	Transmitter	Range
			Scanner

(Flashing = DAMAGED; Red = DESTROYED)

WARP DRIVE

To warp into another area select Sector Scan with **S**. Use the direction controls to position the warp cursor at your destination. Press **W** to engage Warp Drive. The display will return to forward view, with the diamond of the Warp Channel Marker in your sights. As you race through the warp channel you must follow it by keeping the marker in your sights, as if chasing another craft. Otherwise you will go off course. You can set and leave the warp cursor position and use Warp Drive later.

STARGATES

To reach another planet's sector you must pass through a Stargate. A cyan one will take you inwards in the system and a red one outwards. You first warp into the Stargate area, then track it down with your displays or battle computer. It is visible at about range 2500. You must fly through the centre to achieve transfer. The faster you are travelling, the more accurate you must be. You will arrive in the next planet's system in the area of the other end of the Stargate. If both you and a Myon are present at a Stargate you cannot use it until the Myon is destroyed.

SUBSPACE TRANSMITTER

In 'Commander' mode you need to issue instructions to the Planetary Defence Fleets to use them in your strategy. To do this press **T**. You will be prompted for the name of the fleet you wish to transmit to. Respond with the letter of the planet to which it belongs, followed by the fleet's number, and press RETURN. **S2** would be Saturn fleet no. 2; **U1** would be Uranus fleet no. 1, etc. Then enter message and press RETURN. A message comprises the first letter of the direction to move and the distance, repeated as needed, followed by any suffix desired. Suffix **R** will cause it to remain at its new position. Suffix **D** will cause it to Defend the perimeter of the destination area. A message **E2N5R** means 'Go East 2, North 5, and Remain there'. **W5D** means 'Go and Defend the perimeter of the area 5 to the West'. Each fleet remembers its previous **R** or **D** command and will apply it to any new instructions if neither suffix is present. A fleet cannot travel through a planet or satellite area. It can be useful to just transmit **R** first to make a fleet stay still while you are composing its message. If a fleet runs into Myons on its journey it will normally ever combat and ignore the rest of its orders. Using the suffix **A** will make it avoid combat en route — if used, this suffix should be the very last item in the message. The Sector Scan is correctly oriented North-upwards for the directions used in issuing commands.

TRACKING COMPUTER

K switches this on or off. It will automatically switch between forward and rear views to face any object being tracked. You always fire in the direction of view. The object being tracked is indicated by the 'N= ' readout. 'P' indicates a planet or satellite, 'S' a Stargate, 'Ø' no objects present, '1', '2' or '3' which number Myon of those present is being tracked. You may switch between attackers by pressing **A**. The Battle Computer's readouts of range and angle are for the item being tracked. When first entering a Myon-occupied area it is wise to switch between attackers to determine which is the closest or you may be taken by surprise.

GENERAL INFORMATION

In battle, knock out fighters first, trying to stick with the one you are tracking, otherwise you may get one in your sights just as the tracker switches view to follow another. Chasing cruisers can be time-consuming. It is sometimes best to leave them for later unless they are a threat to a planet. Space always has lumps of rock floating through it. You cannot track these, but they can cause damage, so keep your eyes peeled! It is unwise to continue battle when either the Battle Computer or Long Range Scanner is damaged. Either can be used effectively for finding planets or Myons, but loss of both will leave only the fore-aft switching of the tracking Computer to indicate an object's location.

Keep an eye on energy. Shields, Warp Drive, Impulse Engines and Photon Tubes use varying amounts. Hits by Myon photon bolts cause the most serious drain. The display will flash below 1000 units.

JASPER
A cartoon arcade adventure
by Derek Brewster
for the 48K Spectrum

JASPER was very worried — the world had gone too far this time. He'd gone for a walk minding his own business when the Furt had Wangled. Now every creature and even some of the vegetation was a danger to him. Until now he'd never believed all that nonsense his Old Mother used to give him at bedtime.

"Beware the Wangling of the Furt, my son, for then the jungle goes all odd!" — he'd always thought her a bit out to lunch herself — "At such a time the flowers may spring your heels. Jars of potion protect or project. To save death from a weed, killer sprays you will need . . ." — Limerick mode . . . he hated this bit — "Ropes in coils will aid your toils, you will not be shot if Flag you have got, if falling's your folly then open your brolly . . ." She **was** off her trolley . . . and when she got **him** doing it he **knew** it was time he pretended to be asleep!

But now he wished he had heard her through. Penitent at having doubted his Old Mum, he decided to go home and sleep this one off. He fumbled in his pocket for the front door key . . . and found a hole instead. Stay calm . . . he counted to ten, and got stuck at four. His tummy rumbled — he must find food soon. Everything was against him. He wanted his Old Mum!

A killer-bunny hopped amiably towards him as, armed only with a total lack of resolve, he set off in search of his key, his home, and safety.

LOADING INSTRUCTIONS

Insert disk into drive following directional arrow. Type:

[RUN] and [ENTER]

This will produce a menu — select "JASPER".

NB: JASPER has a special loader — do not be concerned if the usual striped border does not appear.

CONTROLS

A	Left.
S	Right.
Y to P	Up/Jump/Release rope
H to ENTER	Down/Duck.
B to SPACE	Pick up/Hold onto rope.
1 to 5	Use object in box number 1 to 5
Q to T + 1 to 5	Drop object in box number 1 to 5
6 to Ø	Music on/off.

JASPER is a cartoon adventure containing 22 screens each with their own particular combination of problems and dangers. Objects can be collected and redistributed for later use. Up to 5 can be carried at any time (remember that holding a rope counts as carrying an object). There is no single way of getting through, and some screens need to be visited more than once. JASPER is less about fast reactions and more about clever planning, quick thinking and accurate control. It represents a new high in its unique melding of cartoon animation, adventure structure and multiple screen arcade game concepts. Reaching the end will require a great deal of practice and discovery . . . we challenge you!

KENTILLA
An interactive text/graphics adventure by Derek Brewster for the 48K ZX Spectrum

GRAKO has grand designs in CARALAND. It could be a perfect playground of hate, torture, walking dead and eternal darkness. The inhabitants of the land, however, had other ideas. Making his castle on the central plains of Caraland, Grako grew in power turning the once fertile plains to scorched dust. But being so far from his place of power he was unable to maintain his demonic influence. Grako was finally defeated by the great warrior ASHKA and was returned in shame to the torturous fires of the abyss.

As the world rejoiced, other sinister plans were afoot. VELNOR — the evil sorcerer long-since vanquished for the black arts he practised — (see VELNOR'S LAIR from Quicksilva) — was planning revenge. Hidden within the labyrinth beneath Mount Elk, Velnor had found the nefarious Tomes of Grako. The power of eternal life and sovereignty over all he hated was in his hands. Velnor could become a true demon on Earth. Born of Earth and not of the Abyss, his power would be supreme.

Unknown to mortal man this was all part of Grako's plan. The spells were flawed, and during metamorphosis Velnor's powers were weakened. His traps were cunning and his guards loyal and fierce, but a wizard by the name of TYLON was equal to the challenge. In a mighty battle of magic in the central chamber of Mount Elk, Velnor was slain and his soul dragged through the void to the flames of the Abyss.

For a few faint seconds a corridor was open and Grako made good his escape to breathe hate once more on the free plains of Caraland. And now Grako's power could be supreme, for no longer did he have a rival and he now had within his grasp the source of all Velnor's power: the MOONSTONE OF ALGRATH.

Here starts the second tale from the myths and legends of CARALAND.

SINGLE WORD COMMANDS

NORTH, N etc. Move in specified direction.
INVENTORY, I List carried objects.
LOOK, L Redescribe location.
SAVE Save game present position.
LOAD Load saved game.
QUIT End game, start again.
SCORE Check % progress through game.
WAIT Do nothing.

The following are some of the more important verbs which are accepted. There are many more which you will have to find for yourself.

GET	TAKE	DROP
EXAMINE	SEARCH	KILL
ATTACK	ENTER	LEAVE
SAY	CLIMB	TIE, UNTIE
THROW	WEAR	REMOVE
OPEN	UNLOCK	LOCK
GIVE	PULL	PUSH
LOOK	EAT	LIGHT
TURN	HIT	PUT
CAST	EXTINGUISH	

ALL can be used with the verbs GET and DROP to pick up everything in a location or drop everything carried. It will ignore hidden objects, etc., and dead characters. LOOK is used for seeing into containers, e.g. LOOK INTO CHEST. It can also be used to look at adjacent locations, e.g. LOOK EAST will tell you what objects and creatures (except hidden ones) are there.

GIVE when giving an object to a character it must be done in the form GIVE (object) TO (character) e.g. GIVE SACK TO ELVA.

TALKING TO OTHER CHARACTERS

To talk to another character you must mention the character and use quotes, e.g. SAY TO OGERON "GIVE ME A SWORD". Friendly characters will usually co-operate if they can — others not necessarily!

Sentences are not limited to VERB/NOUN, although this is sufficient in many cases, e.g. GET SHIELD or GET THE LARGE SHIELD.

In many cases longer sentences are necessary, e.g. PUT SWORD INTO CHEST or UNLOCK RED DOOR WITH LARGE KEY.

Many objects are described by both noun and adjective, e.g. LARGE KEY or NASTY KNIFE. If you want to get the large key you could try GET LARGE, GET KEY or GET LARGE KEY. The first two might be accepted, unless there are other large objects or keys around — this would cause confusion.

ABBREVIATIONS

Most words can be abbreviated to two letters, and some to one, e.g. OPEN DOOR can be OP D. Ambiguity can arise, through, e.g. LOOK IN CHEST as LO CH will be taken as LOCK CHEST — LOO CH would work.

HINTS

KENTILLA is a richly devious adventure. Collecting objects is not an end, just a means to it. You may have to revisit some locations a number of times in order to make overall progress, and time may be of the essence. Much is hidden, and not revealed at first examination. The pictures might sometimes hold clues for you. You may befriend some enemies. Apparently useless things might have curious effects on those who threaten you. The very title of the game is of great importance in its playing . . . but you will find that out . ..