Gnome Bright

The young Hans, Sorcerer's Apprentice, has left the country without color Rainbow by accident.

The land has become barren and strange objects roam the kingdom. King's magician ordered him to fix the mess, only with the help of magic star your teacher will be sending.

Help him in his mission and colorful again the kingdom!

CONTROLS

This game was written for KEYBOARD control. All keys are re-definable.

If you own a Sinclair joystick, you can redefine the keys according to your joystick movements.

This game is not Kempston compatible.

HINTS & TIPS

• You have to highlight all the platform on each level.

• There are different monsters that you have to avoid his touch.

• Pink cauldron turn off the platform, catch it quickly!

• Colour stars give you advantadges in form of inmunity, lives, extra time... Get them and discover its power!

• If you pass a level and the game starts again, press '5' key.

LOADING INSTRUCTIONS

FOR 48k SPECTRUM USERS:

Rewind tape at start on SIDE 48K for the loading charge sound.

FOR 128k SPECTRUM USERS:

Those using 128k/+2/+3 Spectrums can load this game at the command menu, by simply pressing ENTER, then starting the tape player.

128k users can load either version of the game this way.

NB: The 128k version takes longer to load than the 48k version, due to the addition of extra music and sound effects.

CREDITS

MAIN CODING . . . . CLIMACUS

GFX & ARTWORK . . . . RADASTAN

PRODUCED BY MATRA COMPUTER AUTOMATIONS

Futher information:

http://retroinvadersmakingoff.blogspot.com.es

http://www.bytemaniacos.com

http://www.matranet.net

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They said it would bring about a new era of peace and prosperity. False. They attacked. That was 48 years ago...

Life on this cindered rock, our planet, our home, has been brutal and hard for the handful of us still here. We have lived here in secrecy and fear. Our plan will be sudden and swift. We will take them by surprise. Expecting no resistance, they left minimal forces just with mother-ships stationed between each major galaxy. You will have to be fast to destroy them though. If too many enemies escape, they will overwhelm our planetary defences, long before you ever see their mother-ships.

Your mission then is simple: Destroy the enemy, destroy their mother-ships, and take those warheads back to where they belong, then we'll can talk about "Peace"...

CONTROLS

This game was written for KEYBOARD control. All keys are re-definable.

If you own a Sinclair joystick, you can redefine the keys according to your joystick movements.

This game is not Kempston compatible.

HINTS & TIPS

• As well as your status panel, keep an eye on your vulnerability indicator - Red means danger!

• When vulnerability indicates blue, take advantage of being able to get close to the enemy.

• Avoid letting too many escape - it could cost you dearly!

• Enemy fire is accurate, keep moving!

• After fulfilling your quota of enemy kills, be prepared to face their mother-ship.

• If an area on the mother-ship looks too easy to fire upon, then its probably covered in power absorbing armour!

• Use the hyperspace button as often as you like, but be warned: It can land you into trouble, just as it can take you out of it!

• Success depends on your ability to familiarise yourself with the enemy attack patterns.

• Extra lives are granted for building up your high score!

Good Luck!!!

LOADING INSTRUCTIONS

FOR 48k SPECTRUM USERS:
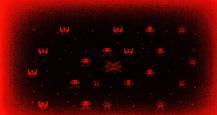
Forward tape on SIDE 48K for the loading charge sound.

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CREDITS

MAIN CODING . . . . CLIMACUS

GFX & ARTWORK . . . . RADASTAN

SFX/JINGLES . . . . SERGEI BULBA

MUSIC SCORE . . . . GIBBS & GASMAN

BUG TESTING . . . . KGMCNEIL

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