RAW BATTLE

THE PLOT

In a near future, T-Corp rules the World. Only few live as kings while the rest of population dies of starvation living under strong repression. Natural resources are scarce, so, to keep the control, T-Corp is developing a new foodstuff for the high class: the "Soylent", an obscure superfood made with the flesh of people sacrificed on creepy processing plants. These plants are hidden in dangerous zones controlled by the "Drugos", who were failed experiments made by T-Corp to create the perfect soldier.

Only you, a mercenary known as "Snake", have the guts to defeat T-Corp and send these evil plants to Hell.

LOADING THE GAME

Spectrum: LOAD "" in 48k models, or "Loader" option in 128k models

Commodore: Shift + Run/Stop (C128 users must go to C64 mode with GO64 before loading)

THE GAME

The objective of the game is to destroy every "Soylent" processing plants hidden in the five zones controlled by the "Drugos". You can find them by entering into those buildings that have their doors open.

While walking on the different zones, you will find obstacles to avoid and enemies you have to destroy.

Once you have located the plant and killed an amount of enemies, the "Mission Status" light will turn from red to green and you must go to the escape zone (marked with arrows on Spectrum and with X on Commodore) to reach the next stage.

CONTROLS

Spectrum:
        I – Jump / Enter into building
        K – Bend down
        J – Go back
        L – Move forward
        A - Nudge
        S - Punch

Commodore: Joystick in port 2
        Up - Jump / Enter into building
        Down - Bend down
        Left - Go back
        Right - Move forward
        Fire - Punch
        Fire + Left - Nudge

Code, graphics and C64 music by Baron Ashler
Technical and spiritual assistance - Sacri, Mode2 y Chami