

# QUARTZ

A GAME BY PAUL SHIRLEY

## LOADING

### ATARI ST / AMIGA

Insert your QUARTZ game disk in drive A and switch on your computer. After a few seconds the title screen will appear. The game will now load automatically.

## GAME CONTROLS

QUARTZ is played with a joystick plugged into the joystick port. A number of keys are also used:

**P** .....Pause  
**f1 - f6** .....Select pod  
**Delete** .....Trash pod  
**M** .....Toggle music/sound effects (ST only)  
**L** .....Score for next extra lives  
**Return** .....Use smart bomb  
**O (on title screen)** .....Adjust level types

If you prefer, the SPACEBAR can be used with the joystick to select the pod required, rather than using the function keys.

## PLAYING THE GAME

The action takes place in the lattice layers of a crystal, flying your ship through a cloud of sub-atomic particles. Eventually life forms detect your presence and drag your ship away. Blast through the scrolling section and then destroy the end-alien to escape back to the lattice.

Each level consists of a lattice level followed by a scrolling level. Use the **Lattice level** to build **power ups** for the scrolling section (more on those later!).

Any time you die on a scrolling level you may escape back to the Lattice to try and re-equip your ship. When you die, no power ups are lost **except** any multiples.

These will be used as **shields** allowing you to live a little longer.

### YOUR LAST LIFE...

On your last ship, any available Pods will be trashed in exchange for energy diverted to the shields, giving you one last chance to survive. (You can deliberately trash an item during play by pressing the DELETE key).

Lives are given for scoring points (and in some other ways...?)

## AVAILABLE POWER UPS

**SPEED** .....Speed up (up to 2 are effective. Has no effect in the Lattice level)  
**EXTRA** .....Multiples (On Lattice level this acts as an extra shield)  
**ARMOR** .....This acts as protective armor  
**FLAME** .....A flame thrower  
**GRENADE** .....A grenade launcher (launches 6 grenades)  
**OCTOGUN** .....8 way firing  
**BOMB** .....3 smart bombs (they destroy everything on screen)  
**POD** .....Adds a new weapon pod (up to 6 pods allowed)  
**REPAIR** .....Adds shield energy (up to 1/2 energy replaced)  
**AMPLIFY** .....Improves efficiency of matter synthesiser (leaves some neutrinos in the tubes after a power up is chosen)  
**RECORD** .....Records the current level number and power ups. (You can restart at this level on later games)

## YOUR SHIP

Your ship comes with the following equipment:

### 1: Regenerating shield.

**2: Matter synthesiser.** This creates **power ups** from raw neutrinos. These are released from destroyed quarks or particles in the lattice levels or from destroyed aliens. Neutrinos come in 3 colours. Collect them in the neutrino tubes. When critical density is reached (when the 3 tubes are full of neutrinos), the synthesiser will convert them into a power up. You have a limited time to choose a power up (push the joystick up or down to go through the available power ups).

### 3: Equipment Pods.

Pods hold the power ups. Each pod has a small energy store. The contents of each pod disappear when the energy is exhausted. Each pod is numbered and can be switched on or off via the function keys or joystick (not all power ups can be switched). In addition slots can be 'trashed'. This transfers their energy to the shield.

**A Main game screen:** This screen is where the action occurs!

**B Pods:** You start the game with three pods. Next to each pod is an energy indicator. When this runs out, the power up in that pod will be exhausted.

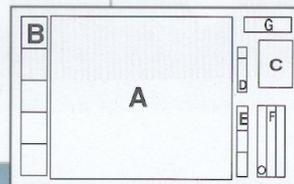
**C Matter Synthesiser:** When you have collected enough neutrinos to fill up the tubes, you will be asked to select a power up. These are made by the synthesiser and displayed here. Push up or down will cycle through the available power ups. Press fire to select one within the time limit.

**D Shield energy:** This indicates the amount of energy available to your ships shields. A healthy shield is represented by a full yellow bar, and when depleted it turns red.

**E Lives remaining:** This shows how many lives you have left (including the life you are currently using).

**F Neutrino tubes:** The collected neutrinos will appear in these tubes. When all three tubes are full, you will be able to select a new power up.

**G Your score:** This shows your current score!



Game Characteristics described in the document may vary on some computers.  
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## CREDITS

**MANUAL DESIGN AND GRAPHICS:**  
 ARTISTIX (UK) 0705 252125  
**PROGRAMMER:**  
 PAUL SHIRLEY  
**GAME GRAPHICS:**  
 BOB STEPHENSON  
**LOADING SCREEN & BOX GRAPHICS:**  
 HERMAN SERRANO

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