

COMMODORE 64

ANDROID

2



JOYSTICK COMPATIBLE

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ANDROID 2

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The program runs on any Commodore 64 and is joystick compatible.

Stop the advance of the Millitoids. Survive the Maze of Death. Rationalise the Paradox Zone. Overcome the dangers of the Flatlands . . . and return!

LOADING

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions.

PLAYING

You are the Android – stop the advance of the Millitoids, survive the Maze of Death, rationalise the Paradox Zone and overcome the dangers encountered in the Flatlands – achieve this and return to the transporter capsule before the departure deadline. But beware – lethal hoverdroids, bouncers and landmines are everywhere!

ANDROID 2

COMMODORE 64

ANDROID II

3-D full colour hi-resolution graphics, fast action machine code and multi-screen wrap around zones make this a mind-blowing action game.

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ANDROID 2

FEATURING

- 3-D multi-screen wrap around zones.
- Advance warning radar and direction indicator.
- High speed transportation between 3 zones.
- Rapid fire photon blaster.
- Obstacles, landmines and mine detector.

STATUS AND SCORING

On screen scoring shows current score, hi-score, number of lives, radar and time factor. You begin with 5 lives, points are awarded as shown on screen.

CONTROLS

The game is controlled either by joystick in port 2 or keyboard.

W or P	- Up
L or S	- Down
X or <	- Left
C or >	- Right
Space Bar	- Fire

Android 2, licensed from Vortex Software and written by Ian Thompson is only one of many exciting games published by Ocean Software. Please ask your local dealer for other titles in our range.

If you've written a good program, why not contact us, without obligation, to discuss marketing it for you.

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