

Arac

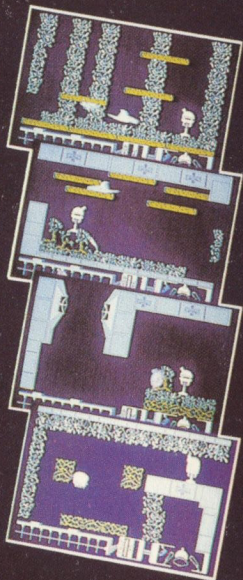
An arcade adventure with 100 screens. You must guide Arac to find the components of his arachnidroid and use his net to capture an army of helpers. Once his force is gathered the task is to de-activate the three reactors deep in the fortified citadel. You can deploy strategic use of the animals or fight your way through in time honoured arcade 'zapping' style. The choice is yours—perhaps a bit of both—but whichever you choose you must do it within 30 minutes (or 20 minutes if you choose the short game option which assumes the arachnidroid is already assembled).

ACTION

Gather the parts of the arachnidroid and capture your army of helpers, then make your way through the labyrinth, past the automatic sentries guarding the power house and into the very heart of the building where you must stop the reactors over-heating by shooting out the cores before they burn through.

SCORE

Your rating is given as a percentage of how much of the mission is accomplished.



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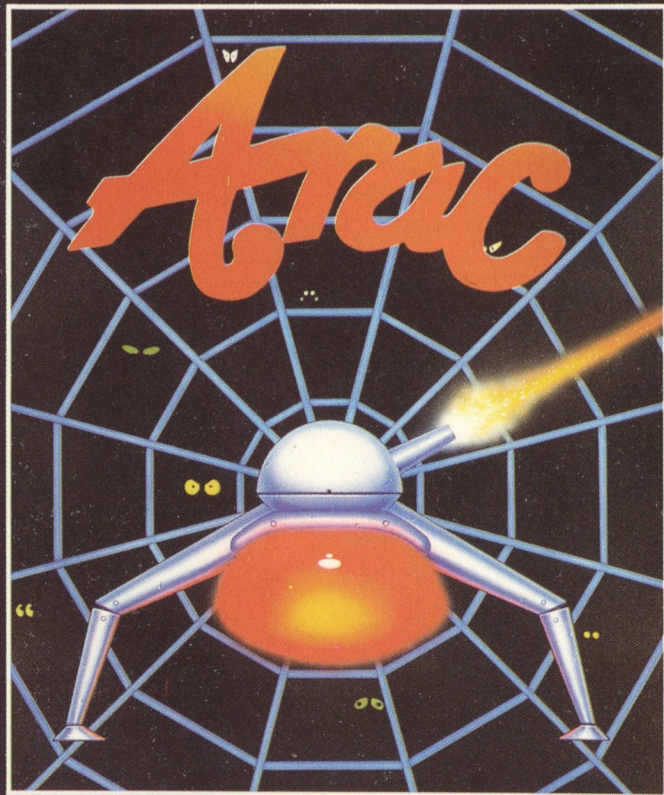


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Arac

COMMODORE C64/128



COMMODORE C64/128

ARAC AND THE ARACHNIDROID

FOR THE COMMODORE 64 AND 128

LOADING

Disc: LOAD "****", 8,1-RETURN

Cassette: Depress "SHIFT" and "RUN STOP" keys then press play on the recorder when prompted.

STARTING

Use the joystick to select full or short game option. Press fire (or space bar) to start game.

CONTROLS

—Joystick or keyboard (semi-automatic selection).—

CONTROLS FOR ARAC

Joystick left, move Arac left./Joystick right, move Arac right.
Fire Button—Press to launch net./Release to drop net.
Joystick forward—adjust net trajectory./Joystick back—view clock.
Joystick back then forward—crouch and jump action.
Joystick back and fire = icon board/freeze game.
Use joystick left and right to move pointer to select option.
Press fire to activate desired option (E = abort game).
Joystick forward = return to game play.



ARAC

CONTROLS FOR ARACHNIDROID

Joystick left and right = movement left and right.
Forwards = up/Back = down
Fire button = fire energy bolts.

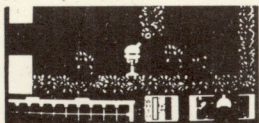
KEYBOARD EQUIVALENTS

(Change control to keyboard option by pressing a direction key.)

Control logic as for joystick but keys as follows:

Left = 'Commodore' key / Right = left shift key

Down = :key / Up @key /Fire = Space bar.



▲
Cage
Käfig

Energy
Reserve
Level
Reserve
Energie
Anzeige

Achievement
Indicator
Anzeige
Der Zu
Sammelnden
Teile

Spark
Indicator
Spark
Energie
Anzeige



MALEVOLENT
MAN OF WAR

DAS KRIEGERISCHE,
BÖSWILLIGE DING



BIG BORER
DER GROSSE
LANGWEILER



ROCK HOPPER
DER KRÄFTIGE
HÜPFER



RAY
DIE FLUNDER



STINGER
DAS STECHENDE
INSEKT

CAST OF CHARACTERS

Arac-(our hero) Arac is a droid. Arac can jump, Arac can glide left or right. Arac can fire his net to capture creatures. Arac imprisons his captives until their help is required (each will help him once in return for their freedom). Arac jumps up and down with impatience if left too long. Once he has collected the remaining two legs and the red power globe he can transform into the devastating Arachnidroid.

Arachnidroid With its strange powers of movement (it can fall upwards) and its mighty fire power of energy bolts. Remember it uses energy twice as fast when it's upside down.

Malevolent Man of War Is the key which fuses delicate electronics. Beware the M.M.W. stings as they absorb a lot of energy. Before it can be netted it must be stunned with energy bolts.

Big Borer Bad tempered. Likes to lurk where it can reach out and bite unsuspecting passers-by but then it can be caught. However, if pointed in the right direction, will gnaw its way through solid walls.

Ray An amiable flounder who minds his own business but will, if asked, look after the arachnidroid's energy source and draw a blind eye over the citadel's radar.

Rock Hopper A nervous but energetic little bouncer, worth his great weight in uranium, especially when opening the fist.

Stinger An irritating insect which, when disturbed, adopts the aggressive determination of an angry hornet. Its stings are energy sapping. However, its flying powers can be harnessed to take Arac to new heights.

Robot Guard Fire plasma bullets and are only destroyed by the arachnidroid's energy bolts.

EQUIPMENT

Net Used to capture creatures. Can be fired only by Arac (see controls section). The net should not be launched while one of the creatures is helping Arac as this will probably kill it.

Nuclear reactor The heart of the matter.

Cage Holds Arac's prisoners while waiting to be called upon but beware—if an energy crisis looms some creatures will escape. Remember it will only hold up to eight of each type of animal.

Energy meter Arac provides energy that the arachnidroid can borrow at will but the arachnidroid must change back into Arac before his borrowed energy runs out (otherwise the borrowed portion is lost forever). Also, an energy crisis may arise releasing some of the captives from their imprisonment. Energy will be gradually restored to Arac when he is himself.

Spark Indicator Visual display of the arachnidroid's energy reserves.

Lazers Impassable when on.

Electro magnets Impassable except with a little lifting help.

The Fist Holds one of the secrets of success.