

'THE ARC OF YESOD'

Many month's have passed since the Rt. Hon. Charlemagne Fotheringham — Grunes, Charlie to his friends, found himself caught up in the affairs of an organisation calling itself 'ICUPS', (International commission for Universal Problem Solving). Month's over which Charlie has had time to regret his impulsive decision to help them out of a tight spot.

It all began innocently enough early one Sunday morning when he met a foreign gentleman who went by the name of Smith. Little did Charlie realise that this encounter would mean his being whisked off to the Moon in an attempt to locate and destroy a device buried deep in the Lunar Caverns. A device that was transmitting data out into the Galactic Spiral, data that told of the vulnerability of Earth's defences against an attack by a hostile force from Outer Space.

The search for the device had all gone off smoothly enough. The various Moon inhabitants had proved a bit of a worry at first, but after a while Charlie learned how to deal with them fairly effectively, and so it came as no great surprise to him when he finally confronted the alien artifact that was transmitting such compromising information out to this, as yet unseen enemy. No, the real surprise came when he tried to destroy the Monolith, for the slab like structure threw him off and promptly vanished. Teleported back to its home planet by the creators of this ultimate in eavesdroppers.

On Charlie's sombre return to Earth after suffering this defeat, the man calling himself Smith met and escorted him away from the landing area. He told Charlie that they had tracked the ionic disruption in the Time Space Continuum caused by the teleporting Monolith, and that it led to a planet called Ariat, and furthermore that a Spacecraft had been readied for immediate lift off — its destination Ariat!

As Charlie ascended the small flight of steps leading into the new craft that had been prepared for him, Smith imparted these final words.

'As we now know the Monolith was really an extremely sophisticated tactical warfare Computer. This means that if you don't succeed in this mission before the Ariatans can make use of the information contained within it there will be no Earth to come back to.'

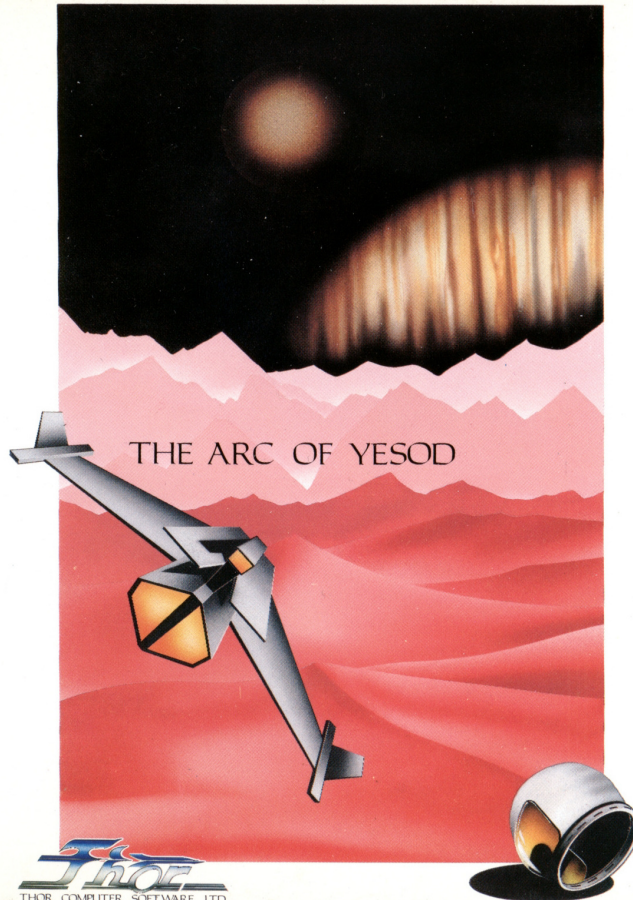
Now as Charlie's craft touches down safely but not undetected on the outskirts of the Capital City of Ariat where the Monolith is being stored, you must become Charlie — his mission is now yours.

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'THE ARC OF YESOD' CONTROLLING YOUR ASTRONAUT

KEYBOARD CONTROLS MAN/SPHERE

The change between man and sphere is carried out by using the top rows of keys i.e.

1,2,3,4 etc

PAUSE:

The whole game can be paused by using the ENTER key.

ASTRONAUT CONTROLS LEFT & RIGHT:

Control the left and right movements of the astronaut using alternate keys on the bottom row.

JUMP:

Your astronaut will jump using

Q, W, E, R, etc

SMART BOMBS:

These are placed using

A, S, D, F, etc

SPHERE CONTROLS LEFT & RIGHT:

Control the left and right movements of the sphere using alternate keys on the bottom row.

UP:

Your sphere will go up using

Q, W, E, R, etc

DOWN:

Your sphere will go down using

A, S, D, F, etc

JOYSTICK CONTROLS

Your astronaut will be fully controlled using the KEMPSTON INTERFACE, CURSOR JOYSTICK INTERFACE, and SINCLAIR INTERFACE II and joystick.

ASTRONAUT LEFT & RIGHT:

Go left and right

FIRE:

Jump

DOWN:

Smart Bomb

UP:

Change to Sphere

SPHERE:

LEFT & RIGHT:

Go left and right

UP & DOWN:

Go up and down

FIRE:

Change to man

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BACKGROUND DATA FOR ARIAT

CONFIDENTIAL

'ICUPS' Document No. 12/340/PGS
SUBJECT ARIAT

This planet has a Methane/Argon atmosphere with traces of Oxygen, Carbon Dioxide, Hydrogen and Carbon Monoxide. The inhabitants of the planet are not natives, but have been genetically engineered to survive in this hostile climate, hostile not only in terms of the atmosphere but also in terms of temperature, -50° to +175c. For this reason even the machines and Biots, (Biological Robots), as the inhabits are scientifically referred to, have to live and work undercover for most of the time.

The Biots and Machines are collectively called Ariatans and are considered to be technologically advanced and very dangerous. Proof of this is recorded in document No. 567/8700/AGC which chronicles the Biots rebellion against their home planet of Verdase, on which the first Biots were conceived and built. Verdase was totally destroyed in this uprising and the Biots became autonomous as opposed to being just another Satellite of the central power which was based there.

The inhabitants of Ariat are believed to have built a large Space Cruiser with enough fire power to subdue most if not all of the planetary defences in this entire quadrant of the Galaxy. Intelligence on this subject is still coming in, though it is sketchy as our agents out there are usually terminated within one week of infiltrating the planets security system.

NOTE: Regular reports on this planet have been recommended, they are to be classed as 'TOP SECRET' and must have grade 1 priority.

'THE ARC OF YESOD' LOADING INSTRUCTIONS

Spectrum

Place the cassette in your data recorder and rewind the tape. Connect the EAR socket on your Spectrum to the EAR socket on your tape recorder and make sure the MIC lead is disconnected. Type either LOAD "Arc of Yesod" ENTER or LOAD "" ENTER

Press play on your tape recorder, a picture should soon appear and the game will automatically load. If this does not happen adjust the volume and tone controls until loading takes place.

C.B.M. 64/128

Place the cassette in your data recorder and rewind the tape. Hold the SHIFT key down then press the RUN/STOP key. Press PLAY on the Data recorder. The game will now automatically load and run.

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