

LLAMASOFT !!



CBM 64

Attack Of The Mutant Camels

Planet earth needs you! Hostile aliens have used genetic engineering to mutate camels from normally harmless beasts into 90 foot high, neutronium shielded, laser-spitting death camels!! Can you fly your tiny, manoeuvrable fighter over the mountainous landscape to weaken and destroy the camels before they invade the human stronghold! You must withstand withering laser fire and alien UFOs. Game action stretches over 10 screen lengths and features superb scrolling, scanner 1/2 player actions and unbelievable animation! Play this game and you'll never be able to visit a zoo again without getting an itchy trigger finger!

Awesome m/c action!

ATTACK OF THE MUTANT CAMELS

CBM 64

ATTACK OF THE MUTANT CAMELS JEFF MINTER 1983

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ATTACK OF THE MUTANT CAMELS INSTRUCTIONS

ATTACK OF THE MUTANT CAMELS

A hyperfast blast for COMMODORE 64

CBM 64

1. LOADING AMC

Turn on 64. Ensure tape is rewound. Hold down shift and tap the run/stop key.

You will see

PRESS PLAY ON TAPE

on the screen.

Press play. After a few moments you will see

FOUND CAMELS

At this point, press the Commodore logo key. Loading is automatic. You will first see the screen go black, then after a few minutes the AMC logo and titles will appear.

2. PREPARING TO PLAY

Use a joystick plugged into the 'A' Joystick slot. Pressing the F keys changes the options as follows

F1 Selects 1 or 2 player game

F3 Selects skill level, 1 - 31

F5 Selects collision option.

NB. With collisions set to 'YES' flying into a camel results in your immediate de-resolution!

SKILL LEVELS There are 31. Any or all of the following parameters may change

Speed of camels walking

Accuracy of camels firing

Proportion of normal/nasty bombs

Speed of camels firing

Speed of rockets at Hyperwarp.

3. PLAYER OPTION

Both share the joystick for alternate turns. Sufficient time is given between turns to pass the joystick between players.

4. THE IDEA BEHIND THE GAME

The evil alien nasties have invaded the earth - but not in person! They have abducted some camels from earth and used devious genetic engineering to mutate the normally harmless beasts into 96 foot high, laser spitting, neutronium shielded death camels! Your mission is to pilot your tiny spaceship in combat against these mutants. Your craft is very manoeuvrable and is fitted with a long range scanner, shields, Antimat cannon and trans-spatial warp fields.

5. CONTROLLING THE SPACESHIP

Pushing the joystick up or down moves your ship up and down. Pushing the stick in the direction you are facing causes acceleration. Pushing it in the opposite direction causes a reversal of direction. Pressing the red button fires the antimat cannon. Rapid fire is achieved by holding down the button.

6. YOUR OPPOSITION

The camels are shielded by neutronium, the hardest substance known in science. You can only destroy the camels by weakening their neutronium shields to such an extent that they become destabilised. You do this with repeated hits with the Antimatter projectiles fired by your Antimat cannons. You will see the neutronium change colour as it weakens, until it eventually flares into iridescence at the instant of destabilisation.

7. CAMELS WEAPONRY

Camels spit 2 types of laser bolt. Standard bolts home in on your ship, and you can withstand 4 hits before your shields collapse and you blow up.

Nasty bolts home in more accurately and make a very distinctive noise

These bolts penetrate your shields straight away and blast you to atoms.

8. LIMITATIONS OF YOUR CANNON

Range is critical. If you are too far away your shots may glance off the shielding. If you get too close, your shots may be deflected round. Note, however, that the closer you get the faster is your rate of fire.

9. TRANS-SECTOR HYPERWARP

When all camels in a sector are destroyed, trans sector hyperwarp begins. Move up and down to dodge the rockets until your trans-spatial warp field engages.

10. SECTOR PENETRATION

If you allow any camel to reach the right hand end of your scanner your sector defences are penetrated. Earth base is so annoyed with such a useless pilot that they push the destruct button and blow you into tiny bits.

11. SCORING

One point is awarded for each hit on a camel. A bonus is awarded for destabilising a camel. This starts at 100 points, and doubles each time a camel is destroyed. This bonus is reset to 100 in the following circumstances:

1) Trans-sector warp is achieved, or

2) Your ship is destroyed.

HINTS ON PLAYING

1) Get up close! You can blast really fast, and weaken the camels quickly.

2) Listen out for nasty bombs! When you hear them, watch out!

3) Learn ship control! Become able to fling your ship around accurately and easily. This is essential as the camels fire more accurately.

4) Stay alive! The bonus is reset when you die! The key to large scores is letting the bonus mount!

You are good if you get scores over 60,000! Awesome scores are over 100,000! Keep on blasting 'em !!

Attack of the Mutant Camels © 1983 Program written by Jeff Minter