

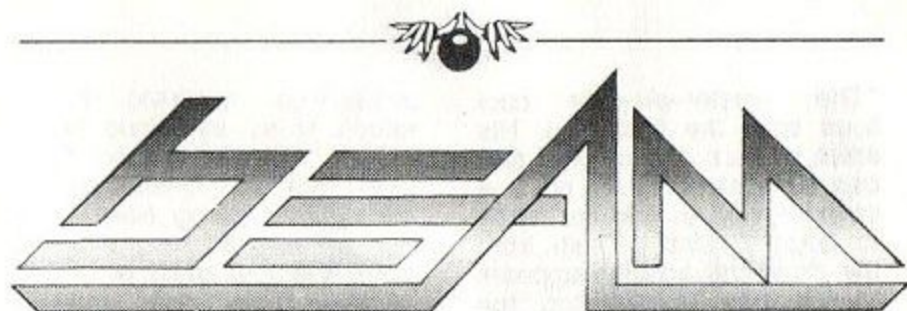
TEAM



MANUAL



MAGIC BYTES



IMPRESSUM

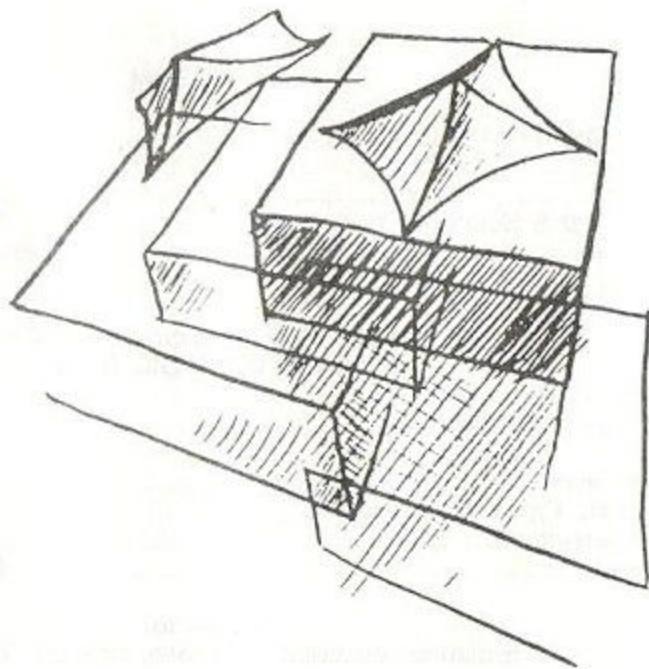
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and.....Jan Dark
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Produced by MAGIC BYTES

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"The master-player's cool eyes scan the first level. His erect posture and relaxed grip can be misleading for he is a coiled spring, a wild cat ready to pounce. Like a flash from the blue, the solution appears to him, he understands the connections between the objects he pervays. To his keen mind and boundless intuition even this unearthly landscape is as if he'd been here before



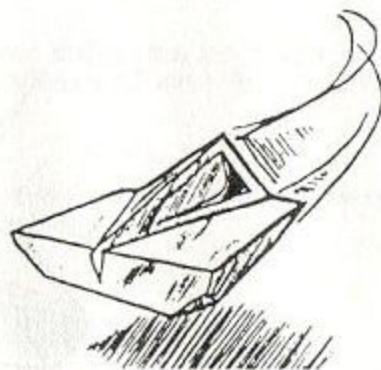
in a previous incarnation. What obstacles could hinder such mastery talent?"

Or something like that must have been going through his head, a process that for him of course takes only a blink of an eye. Many years ago he too studied the following instructions. If you want to be like him, read on...

You load the game and consider the menu. I hesitate to

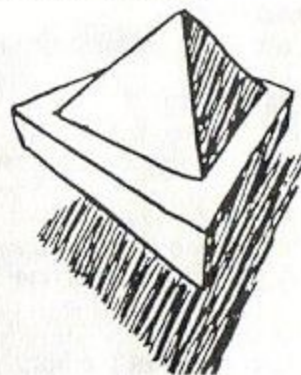


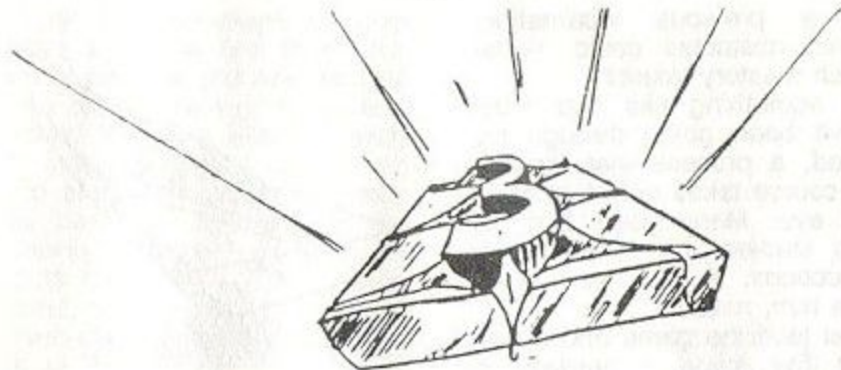
mention matters of such simplicity before such potential, but anyway... You choose between the one, or two player mode and whether to equip your glider with Direct- or Rocket-Functions, the latter being more advanced, whereby you are actually *inside* the rocket. The firing button serves as a brake and the glider will take whatever direction your joystick indicates.



You may at any time during the game return to the beginning and demand fresh options, by pressing the ESC button.

On the first level you will espy various "Runic Cubes". A full understanding of the symbolism of each "Rune" stone is crucial to the mastery of the game so listen well as I reveal their secret meaning:





WALL

As the name implies: you can't fly through it or over it, you may however crash into it without any harm what so ever.

DEAD

Well that's how it goes, one touch and it's like a high voltage pylon...curtains.

GRAVITY

You'll experience a sudden weight increase, downwards, wherever the stone may lie.

MAGNET

It attracts you and distracts you from your intended course.

FRICTION

The glider will suffer from increased atmospheric resistance changing flight response.

ENERGY

This is one of the power stations we're looking for, the object of the game, and this one is pulsing with energy...

NO ENERGY

...and this one's empty.

MOVER

Is only there to distract you, he totters about here and there in the direction of his arrow, but he's harmless and too cute. He changes direction on contact.

ALCOHOLIC

He staggers around bumping into things and you. He's always where he's not wanted, just getting in the way.

HUNTER

Boy is he gonna give you some problems.

POINTS

The number shows how many times it's to be touched before it clears off, but you get to keep the points.

STOPPER

Will shake you, slow you, or stop you all together

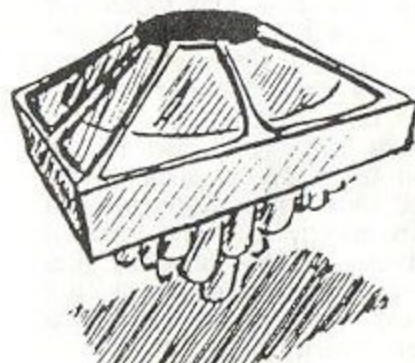
VECTOR

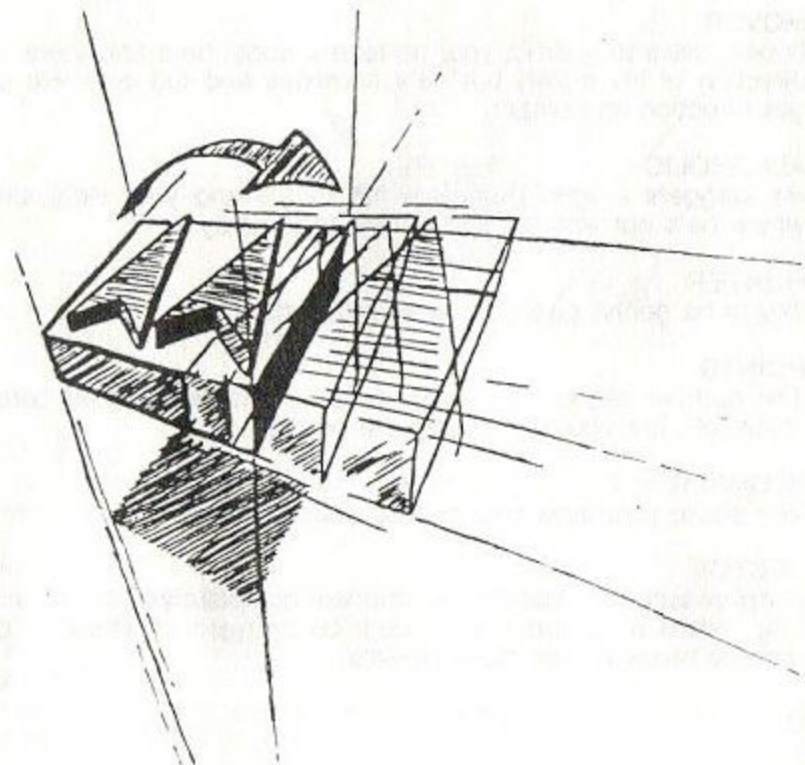
A minor technological marvel that will completely upset your steering. When a sphere hits it you'll be dragged in whatever direction the arrow on the stone depicts.

JUMPER

A major technological marvel You fly in and fly out somewhere's else. "Beam me up Scotty!"

These functions also come in to effect when the Killer Balls collide with the stones, and if they collide with you...God help you. Heed well your instructions good knight indentify firstly the energy stations,





how they glow. One touch and you glow too, red with power. Take this to an empty station that lies in a straight path to the first. One touch and it bursts into life joined to the first by a deadly laser beam. You must once again re-load with energy from this second station before seeking the third. Beware that you do not fence yourself in, but once your energy network is con-

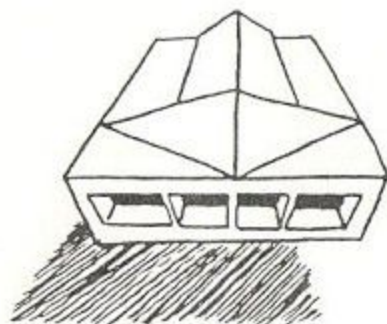


structed you may proceed to the next level.

You'll be better prepared for the next level, much you have seen but more dangers will come to greet you. Here you've to gather so many points that you are well supplied. For this is a mere preparation stage, the second level is yet to come. The door opens, you may enter, and you begin to formulate your



new strategy like the master player, but if you unlike him make any miscalculation you can reckon on paying for your lessons with points. Every master must first be a good pupil and dedicate himself to a strict apprenticeship. Mark my words well for I hereby predict that as a Newcomer you'll be tossed like a cork in the ocean, a leaf in the storm, before you even gain control



of your aircraft in such hostile conditions. The alternating gravitation will spin you, throw you left, right and drag you to a standstill, making it most difficult to pursue your intended course. But that's the way it goes here, and once you graduate as a master player initiate you'll never again be afraid of low flying aircraft! Know what I mean?

