

Battle through Time

In the year 2525 A.D., time travel is finally perfected. Scientists of the project send you into the time void equipped with an armed, all terrain vehicle. Your objective is to assist mankind in his various battles: from the prehistoric age to the aftermath of the final conflict. Only a successful mission can assure your return. Features include 'Hi-Score' table, two player option, two skill levels and continuous play facility.

Controls - Joystick only.

Loading - Type "LOAD" and press the "RETURN" key. Ensure that the cassette recorder heads are clean and that the cassette recorder is placed as far away as possible from the computer and TV.

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BATTLE THROUGH TIME

TURBO

C.B.M.

64

ANIROG



COMMODORE 64

BATTLE THROUGH TIME

The year is 2525 A.D., your orders are very simple and straightforward; you are to travel through time (using the latest in time travel technology) to assist mankind in his various battles. Without his assistance, the wrong side, (assuming there is a right side), may very well win and take over the world, this, altering Earths destiny for ever !!!

There are seven stages to be completed. In each of the various stages you are given a certain amount of time to travel the required ten miles to the teleportation point. Upon reaching this point you will be teleported through time to the next stage. Bonus points are awarded for extra time. However, when your time has run out and you have not reached the teleportation point, you will be teleported into the voids !!!

Controlling the all-terrain vehicle plasma tracked is quite simple! Moving joystick to the right speeds the vehicle up, and to the left slows it down. Move joystick forward to make plasma tracked vehicle jump. Pressing fire button fires bullets, forward and upwards.

Scoring

- Stage 1** World War I - By-planes - 200 points
- Stage 2** World War II - Bombers - 200 points
- Stage 3** Korea - Jet Fighters - 200 points
- Stage 4** Vietnam - Helicopters - 200 points
- Stage 5** World War III - Satellites - 200 points
- Stage 6** War Mutants - Mutant Box - 200 points
Mutant Hand - 200 points
- Stage 7** In The Beginning - Pterodactyl - 200 points
- Ape Men and Natives - 200 points
- Clubs
- Spears 500 points
- Boomerangs
- Tyrannosaurus Rex - ? points

Additional points are awarded for the following:-

- Small Bolders - 50 points
- Large Bolders - 100 points + 50
- All Bombs - 500 points
- Volcanic Debris - 500 points
- Ground Soldiers - 500 points

An extra man is awarded each time a set is completed.

There is a continuous play feature which will allow each player, if he wishes, to continue his play from where he left off after his game, (score is reset).

The following are special functions:

- F1 - Fast Speed
- F3 - Slow Speed
- F5 - Music Off
- F7 - Pause feature/Re-start
- RUN/STOP - will reset game in playing mode.

GOOD LUCK !

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