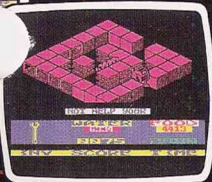


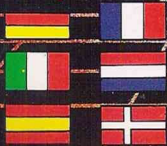


Screen pictures shown
may be different machine
versions of game.



firebird

The Alien vessel is set to destroy Earth can you prevent it?
Le vaisseau Alien a pour mission de détruire la Terre, pouvez-
vous l'en empêcher?
Le nave extra-terrestre se dispone a destruir la Tierra. ¿Puedes
evitarlo?
La nave spaziale aliena sta per distruggere la Terra, riuscirete ad
evitare che accada?
Ein fremdes Raumschiff will die Erde vernichten, können Sie es
verhindern?
Det fremmede rumskip er parat til at ødelægge Jorden. Kan du
forhindre det?
Het Vreemde vaartuig
wil de Aarde
vernietigen, kan jij
het beletten?
Keyboard/Joystick



**CBM
64/128**

**SILVER
199
RANGE**

COMMODORE 64/128

CHIMERA



CHIMERA

firebird

firebird

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Ninja Master
Harvey Headbanger
The Happiest Days
of Your Life
Warhawk
Galaxibirds
Spiky Harold
Mad Nurse
GoGo the Ghost
Twinky Goes Hiking
Collapse
Microrhythm
The Prince
Thrust II
Chickin Chase
Park Patrol

CBM 16

Runner
Shark
Netrun 2000
Fury
Goldrush
Into the Deep
Booty
Torpedo Alley
Spiky Harold
Harvey Headbanger

Atari

800/800XL/130XE
Warhawk
Thrust
Collapse
Ninja Master
Caverns of Eriban

Spectrum

Booty
Shorts Fuse
Cylu
Spiky Harold
Seabase Delta
The Wild Bunch
Helichopper
Ninja Master
Buccaneer
Rebelstar
Thrust
The Happiest Days
of Your Life
Kings Keep
Gyron Arena
Bomb scare
Kai Temple
Spike
Star Firebirds
Olli and Lissa
Harvey Headbanger
Gunstar
Chickin Chase
Megabucks
Thrust II

Amstrad

Spiky Harold
Thrust
Harvey Headbanger
Ninja Master
Collapse
Bomb scare
Wild Bunch
Booty
Shorts Fuse
Seabase Delta
Star Firebirds
Cylu
Helichopper
Rebelstar
Chickin Chase
* Correct at time of

HEY THERE!!!

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CHIMERA

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THE GAME

The airlock shuts with a dull 'thud' behind you, and you are aboard the strange, silent craft; its weapon systems primed, and centred on Earth. Your task is to discover the inbuilt self destruct mechanism which is known to exist; initiate it, and if possible, escape prior to detonation. Other details regarding the mission cannot be assimilated at this time, but some further information regarding the self destruct system is given here:-

- (i) The detonation sequence is initiated by a four stage integrated priming mechanism.
 - (ii) Each priming mechanism requires the completion of a multi-stage Disabling of Artifacts (DOA) sequence.
 - (iii) The first DOA sequence is known to require a spanner.
 - (iv) Attempts to initiate any of the priming sequences in the incorrect order will result in the termination of the operator, and cancellation of any previous missile priming orders.
- Conditions aboard this craft are known to support life; finite supplies of food and water are present.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewind cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

You control CHIMERA's movements with a joystick. Connect joystick to Port 2 of your Commodore.

A couple of hints:-

Always keep a keen eye on the scrolling message indicator. Make a map.

Not all objects are completely visible from the main display.

A COVOX VOICEMASTER was used in the writing of this program, available from:-

Covox Inc., 675-D Conger St., Eugene, OR 97402, USA

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