

MADC 1

COUNTDOWN TO
MELTDOWN

COMMODORE
64/128

A serious explosion at the Brands Point nuclear power plant has occurred on one of the lower levels and a second and bigger explosion is imminent due to the overheating of the central core. An attempt must be made to damp down the reactor rods and avert a major catastrophe. You control a team of android commandos via a video-camera network. With over 2000 rooms spread over 8 levels this is a mammoth task. It must be done - the core is getting hotter by the minute!

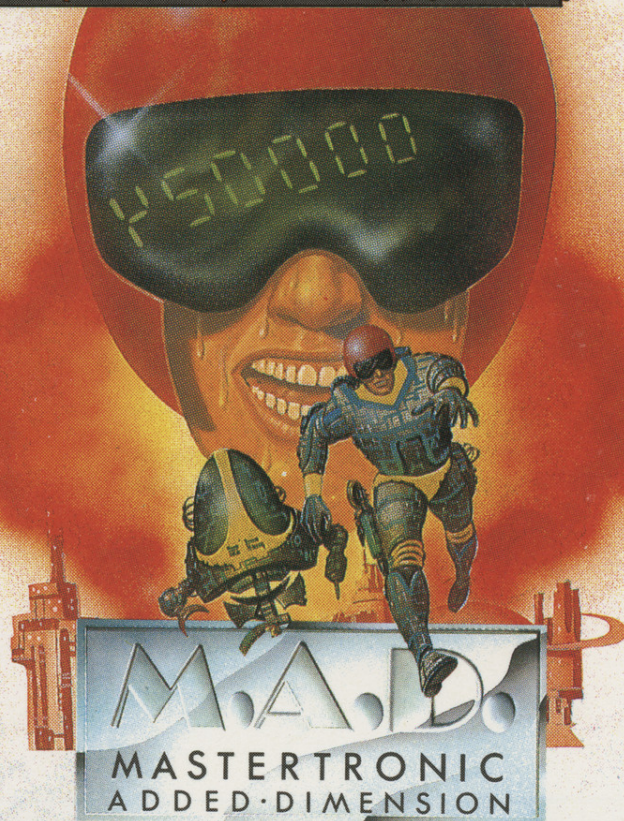
JOYSTICK ONLY



MANUFACTURED
IN THE U.K.

fast loader
C64/128

COUNTDOWN TO
MELTDOWN



The Aim of the Game

A serious explosion at the Brands Point nuclear power plant has left large casualties amongst the staff. There is imminent danger of a second and bigger explosion due to the overheating of the central core.

It is planned to try and find a way down to the core which is deep underground. Once a way has been found, an attempt will be made to damp down the reactor rods, thereby averting a major catastrophe.

You have a team of android commandos each of which you will monitor through the partially damaged video-camera network based in the control room.

The top security defence system comprises a number of SR-100-E units which are robots programmed to withstand high levels of radiation and, if necessary, destroy intruders. There is also anti-radiation plasma (A.R.P.) which has the ability to absorb energy and radiation.

With over 2000 rooms spread over 8 levels this is a mammoth task. It must be done, however, as the core is getting hotter by the minute

Continued over

LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP.

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CONTROLS

When the game has loaded you will be presented with 3 choices: standard game, tournament game or loading a previously saved game. A standard game will always have the same layout of rooms and doors whilst a tournament game will be different each time you play.

If you previously saved a game you can start from where you left off by loading it up again. If you choose this option then:

- i) Insert the cassette with the old game on it, ensure that it is fully rewound.
- ii) Type in the filename that you saved it under and press RETURN.
- iii) Press PLAY and the game will load.

To select a commando move your joystick up or down and you can view them one at a time. All commandos will start with a laser pistol and can only carry up to eight items each.

When you have chosen a commando press SPACE and it will be taken down in the lift.

Key Controls:

- P - Changes the pace of movement (careful, normal, reckless).
- R - Switches between north and south video cameras so that a commando can be guided through a doorway which was out of view.
- S - Select another commando.
- E - Examine the contents of a room.
- I - Inventory of items carried.
- U - Enables you to use an item being carried.
- F - Repair broken door switches.
- Q - Save game facility:
 - i) Take a blank cassette and place it in the

cassette recorder, and ensure that it is fully rewound.

- ii) Type in a filename up to 8 characters, press RETURN.
- iii) Press PLAY and RECORD together and RETURN. The program will now be saved.
- iv) Make sure that you write down the name of the file.

T - Transfers all items carried by one android to another within the same room.

Control of the commando is by joystick in the normal manner. The laser pistol is operated by pressing fire.

To get through closed doors depends on the technical ability of the commando. Guide the commando to the switch, it may take several attempts.

To get between levels there are lifts. If you can find a Homing Beacon you can use it to home in on lifts, however, it can only be used in UP lifts.

Watch out for the holes, if a commando falls through it may be damaged.

On the selection of any of the above an information screen detailing its use will be displayed.

Always press SPACE to return to the action.

JOYSTICK IN PORT 2.