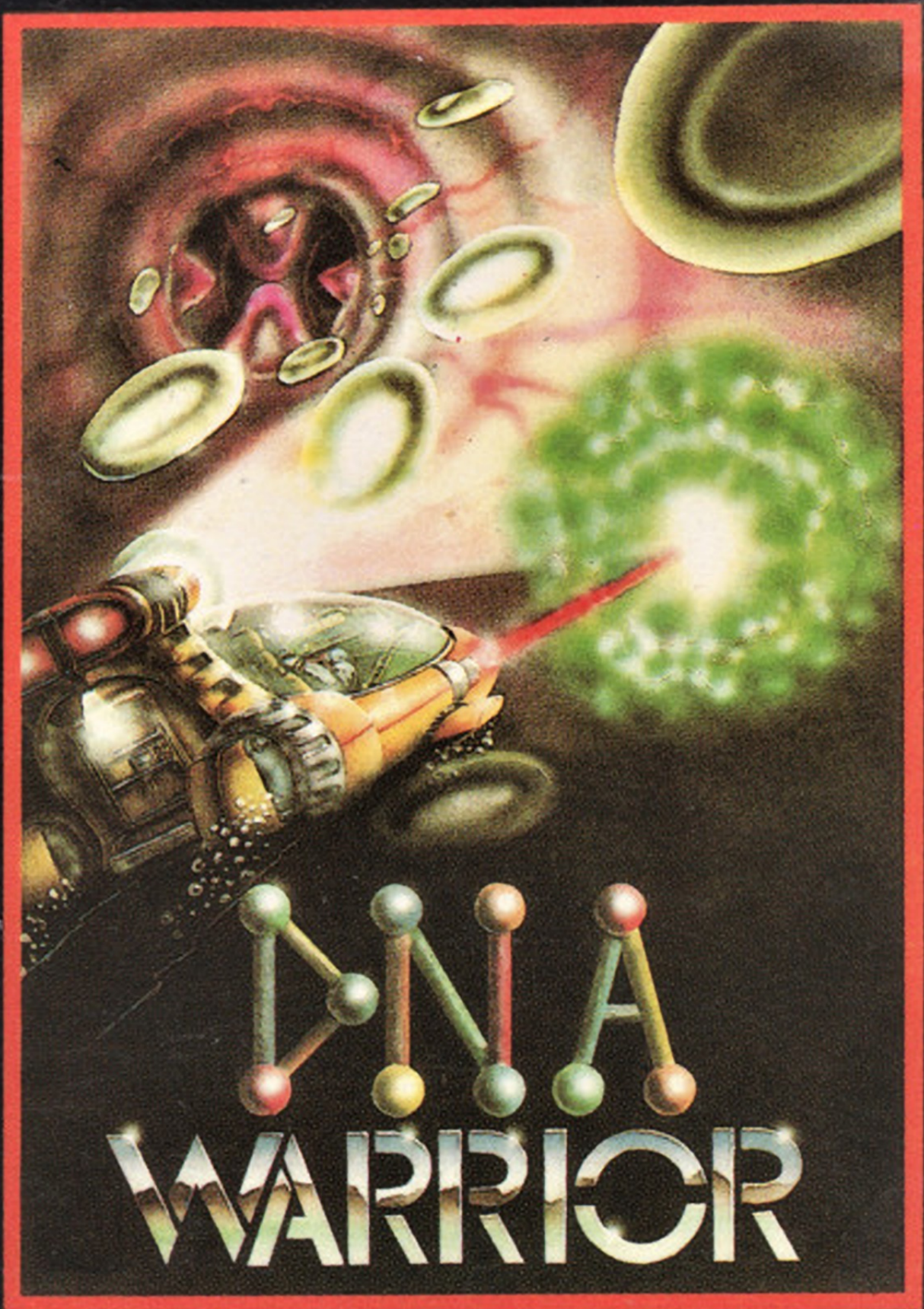




Prodotto su licenza da C.T.O.
Via Piemonte, 7/F - 40069 Zola Predosa (BO)

DNA - WARRIOR -

C. 64

DNA
- WARRIOR -

A Strive For Excellence
A Fight For Existence

D.N.A. Warrior

'The strive for excellence...
'The fight for existence.'

From the first moment that man realised he could think he has striven to force back the frontiers of knowledge and increase his understanding of the world around him. Dedicated to this aim and using the most modern techniques at his disposal, Professor R. Szymanski the Nobel Prize winning genetic scientist had implanted raw D.N.A. and a growth accelerator inside his own brain with the hope of the two merging and becoming one vastly superior intelligence. Just as the accelerator is about to be neutralised, an accidental explosion in the laboratory he is working in sends him into a deep coma. The only way to save him is to micronise the Navy's latest underwater assault craft and inject it into his bloodstream- the aim.... halt the implant's growth and prevent any further expansion by installing a growth inhibitor.

Gameplay

Both the bodies automatic defence systems AND mutant cells spawned from the implant will regard you as hostile and try to destroy you. To aid you in your mission your micro-submersible is armed with a standard MIK2/9b pulse laser which will vapourise most things you care to point it at. However, also fitted to your craft are a variety of extra armaments. Because of their energy requirements these weapons can only be used if you destroy an entire attack wave and collect the released energy which appears as a plasma sphere. The more energy you collect the more potent weapons are available to you.

These armaments are:

Extra Manoeuvrability.....	1	plasma sphere(s)
Rapid Fire Cannon.....	2	
Ventrally Mounted Cannon.....	3	
Orbitally Accelerating Cannon.....	4	
Absorption Shielding.....	5	
StarBurst.....	6	
Energy Replenishment.....	7	

The aged Professor's body is riddled with the latest prosthetic devices for prolonging life. These, along with the 'natural' parts of his body must all be negotiated before you can reach the brain. You will encounter such devices as the 'Rotascraper' and pulsating valves; passage through which will require skillful navigation. Travelling between different sections of the body you will also come across both natural and artificial junctions. Most are open, however those which are closed will require you to find the relevant 'key' in order to gain access. The growth inhibitor is scattered in small pieces around the body and you must collect all 8 of them in order to be successful in your mission.

Once you have navigated your way through the complex network of passages, fought off the waves of defence cells and collected all 8 pieces of Growth Inhibitor you will be faced with the final challenge- the IMPLANT.

Controls

C64:

Joystick Port 2 - Direction Control

SPACE BAR - selects the current weapon

RUN/STOP - Pause On/Off

Q - Quit Game