



Can you survive the challenge?

Take on the mantle of Deceptor and acquire the gift of three body forms not one. Metamorphosise from super fast, highly manoeuvrable surface vehicle to airborne craft of exquisite lightness and grace or become your very own alter ego in robotic embodiment. Master each of your forms in order to master the world your elders have compelled you to journey. Face the challenge of lifetime and experience the traumas of this unique multi-dimensional world filled with the strangest, most animated objects, beasts and machines, the like of which you will have never encountered or ever imagined in your weirdest dreams. Are you ready to take up the challenge?

As DECEPTOR you will face the challenges of your life! You will see corridor after corridor of a beautifully unique multi-dimensional world filled with some of the strangest, most animated objects, beasts, machines and the like, you have ever encountered or imagined!

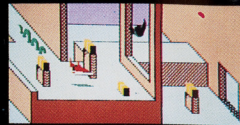
As DECEPTOR you are three-in-one. Metamorphosise from a surface vehicle of superb speed and response to an airborne craft of exquisite lightness and grace to your robotic alter-ego! Master each of your forms in order to master the 'world' your Elders have compelled you to journey.

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Avoid a multitude of threatening beasts, objects and machines...



...face the Keepers that stand between you and your continuing journey.



Manoeuvre your way around, over, and behind the truly dimensional world-scape...



...collecting, as you survive, the ammunition you need.

CBM 64/128
Joystick Only



Witness on screen the sensational graphic metamorphosis.



Actual Screen Graphics From Commodore 64 Version



U.S. Gold Ltd., Units 2/3 Holford Way,
Holford, Birmingham B6 7AX.



CBM 64/128 Joystick Only

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My Computer is: Amstrad ☐ Atan ☐ BBC ☐ CBM64/128 ☐ Spectrum ☐ Others ☐

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To Load the Game

Commodore 64 Cassette:

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

Options

View the List of Heroes

Tune your controls

Practice

Face the challenge

Make your selection by moving the joystick up or down. Press the fire button when your choice is highlighted.

The List of Heroes

This screen allows you to see the ten highest scores. You can add your name to the list only by facing the challenge, and performing better than the Deceptors before you.

Tune your controls

Here you may adjust your control over various parts of the game. Moving your joystick up and down will select option to adjust. Move your joystick left or right to adjust the selected option.

Press the fire button to indicate you are finished.

Transformation speed:

During the game, you (Deceptor) may change your form of existence. When you choose to do so, the transformation is depicted on the screen. Transformation speed allows you to control the rate of transformation from slow (left most setting), faster as you adjust to the right and finally "off" at the extreme right (instantaneous - not displayed).

Vehicle Motion Control:

Both the land and air vehicles each have three separate controls. It would be wise to try several different settings in practice mode (see below) in order to find the control that you feel most comfortable with.

Sound Filter:

This will allow you to adjust the sound filter for your own preference.

(NOTE: You may save or reload your settings or keep the default ones.)

Practice

Here you are asked to choose between two practice levels.

The first practice level does not appear in the challenge. It is meant to allow you to hone your skills flying and/or driving through the corridors without being hindered or destroyed by any of its creatures. Use this level to get the "feel" of the vehicles and of the corridors. Learn to watch your "shadow" (air vehicle) and use it as a position indicator. Try various control settings on each of the vehicles.

In the second practice level, you can experiment with the life forms that will confront you in the challenge. You will also be able to transform to your robotic alter ego and face the first of the guardians - protecting the gateway to the next corridor (level 1).

The Challenge

Now you must venture forth into the world and try to survive for as long as you possibly can.

The Game

You must navigate the terrain of each corridor and avoid its dangerous inhabitants. At the end of each corridor is a guarded gate, protected by a gate keeper. At each gate, you will be forced to do battle with the gate's guardian in order to pass to the next corridor. You have a limited amount of time to reach each gate... death is your penalty for failure. In order to succeed you must have collected enough ammunition along the way to win the battle.

Controlling the Land Vehicle

Joystick left, right, up and down moves the land vehicle in the corresponding direction. The fire button transforms you into the air vehicle.

Controlling the Air Vehicle

Joystick left, right, up and down moves the air vehicle in the corresponding direction. The fire button thrusts the air vehicle up into the air (increases altitude). When the air vehicle touches the ground, it will transform to the land vehicle.

Fighting the Guardians of the Gates

When you reach a gate, you will automatically transform into a humanoid. You will need ammunition to win the battle against the guardian. In order to succeed, you must have collected enough of this ammunition along the way. Joystick up, down, left and right controls the aim of your gun. The fire button shoots.

You must hit the guardian enough times to completely destroy him.

Time

You are given a limited amount of time to reach each gate (Displayed in lower right bottom of screen). Each ammunition unit you pick up on the way will also give you extra time. If you run out of time before you destroy the guardian, you will die.

Ammunition

Ammunition units, both visible and invisible are found in many places in the corridors. Not all of them are necessary to defeat the guardians. The amount of units collected are shown above "Time Remaining".

Score (Shown in lower left)

Distance travelled in the forward direction.

Ammunition units collected.

Time left after defeating a guardian.

Ammunition left after defeating a guardian.

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