

CBM 64/128 CASSETTE

64/128

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ARMALYTE™

Enter the forbidden zones, beyond the nightmare of Delta with ARMALYTE™. Two freedom fighters lost in eight sections of a deadly galaxy, their own determination and control are the only elements standing between them and oblivion.

ARMALYTE: Featuring eight levels of frantic shoot 'em up action, requiring nerves of steel and a sharp eye for the invading alien forces. With stunning graphics, animation, music and sound FX. The biggest blast since the big one!



This is incredible!
A brilliant blaster
whose graphics and
gameplay knock
others for six!
ZZAP! 64-87%

Screenshots from
CBM 64/128 version

Packaging designed
and produced by
The Camel Advertising
and Marketing
Group, Sheffield.

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Screenshots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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ISTRUZIONE
ITALIANE COMPRESSE



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THAL 005

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OUT RUN™



BARBARIAN II™



ROAD BLASTERS™



4 x 4™



BARBARIAN™



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OUT
NOW!



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LEADERBOARD
PAR 3™



THUNDER BLADE™



AFTER BURNER™

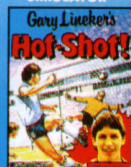
COMING
SOON!



FORGOTTEN
WORLDS™



SUPER SCRAMBLE
SIMULATOR™



GARY LINEKER'S
HOT SHOT™



HUNTERS MOON™



HAWKEYE™



LAST DUEL™



TECHNO COP™

ARMALYTE™

CBM64/128 Cassette

LOADING INSTRUCTIONS

Insert the tape into the tape player, making sure it is rewound. While holding down the SHIFT key, press the RUN/STOP key. When the screen prompts you, press PLAY on the player. ARMALYTE will now load automatically. ARMALYTE is a multi-load game, please follow on screen prompts to play.

MISSION BRIEFING

Two hundred years ago, war broke out between the H'siffian Khanate and the Terrain Empire, after it was proven the H'siffians were responsible for acts of piracy in the region of space known as DELTA.

Earth finally won after 50 years of conflict. Things were in a mess, but out of the ashes ARMALYTE INDUSTRIES emerged and seized power. In the years that followed, the DELTA incident was forgotten, although the reestablished trade routes steered well clear of Delta space.

Five years ago, a patrol in Delta space stumbled into what appeared to be an abandoned H'siffian research outpost.

Armalyte Industries established a research base on the ruins of the old H'siffians outpost where AI scientists were accompanied by a token force of light armour because H'siffian resistance was low.

Four months ago Armalyte Industries received a message that the scientists were on the verge of a massive breakthrough, but shortly afterwards all contact was lost with the outpost. Communications haven't been reestablished since, and no patrol can get near the place. This suggests the outpost has been overrun by invading forces.

According to transmissions received just before the loss of contact, the H'siffians had made a similar breakthrough to that of AI's scientists. They had discovered a power source of near-infinite potential, but they weren't ready to tap the source. AI have decided to hire independent fighting forces to disguise their

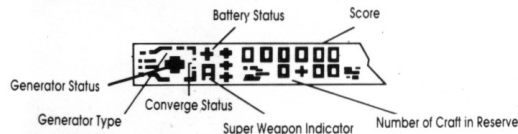
military involvement - for such risky manoeuvres would surely alert their clients around the galaxy and seriously damage their business reputation.

Your mission is to enter Delta space and reclaim the outpost. According to intelligence, much of the surrounding area of space is under H'siffian control; be careful out there!

The H'siffians, utilising the resources at the base have an almost limitless supply of ships and firepower far more advanced than we know. To counter this we can equip you with state-of-the-art weaponry and the very latest in military transport. We will be on hand to ferry replacement craft although your ships are expensive and supply is short.

To get the ship into Delta space, it has to be stripped of all heavy weaponry, but throughout the deep space battlefield there are munitions pods (crystal-like formations in space) to collect. These provide the ship with a massive energy surge activating the inner-built shield rendering you invulnerable for a while. Continually shooting the crystal-like munitions pods provides the ship with weaponry, the more shots the pod takes the better the weapon received. In two-player mode additional pods appear, providing enough power for both fighters. If you're fighting alone there is a remote unit which fires as you do, and follows your every move unless you detach it from your ship.

THE SCOREBOARD



SHIP ENHANCEMENTS

MUNITIONS POD: Collecting a shield makes the ship invulnerable for five seconds (ship flashes). When shot pods change shape to indicate the enhancement that can be bolted on.

EXTRA FORWARD FIRE: At the start of each level you have two forward shots which can be increased to four.

TAIL FIRE: Gives the craft a formation of backward-firing bullets. VERTICAL CANNON: Adds vertical fire to your arsenal. TRIDENT: Enables two flanking guns to complement your main weapon.

CONVERGE: Adds two more shots to the main guns by diverting the ammo from the tail gun (if you already have one). Two extra fore gun enhancements are needed. (See Converge Status).

BATTERY: Adds one extra energy storage cell to your craft, (maximum of four). Each one stores six charges, for use by the super weapons at the required time.

SUPER WEAPONS, ENERGY CONSUMPTION & REMOTE: Both ships have three super weapons, selected by either player by the keyboard. They are fired by holding down the fire button for a few seconds.

When fired they use up energy, which is supplied by the ship's on-board generator system. This, on it's own, stores six energy charges, and once fired you have to wait until the generator builds up to full power again. If, however, you have some batteries, the energy is dumped to an available battery and can be used later.

SUPERWEAPONS: Type A: Discharges a long sustained blast, which passes through solid matter destroying aliens or installations otherwise impossible to destroy. Uses two charges to fire; low availability. Type B: Releases a swarm of laser fire around the craft, protecting you from two directions. One charge per blast; medium availability. Type C: Fires a rapid burst of pulsed energy, ideal for close encounters in any environment. One charge per blast; very high availability.

THE REMOTE: In one-player mode, the second ship is replaced by an automatic drone. This follows you and can act as a shield against most enemy shots. It can also be detached from your craft (press space bar) and glides along its own trajectory, until you recall it (press space bar again).

CONTROLS

On title screen:

F1 - one-or two-player mode

F3 - switch between the three different starfields

F7 - demo mode
FIRE - starts the game

In game:

CBM Key - switch player one super weapon

? Key - switch player two super weapon

Space - toggle remote tracking on/off

Run/Stop - pause (fire restarts)

Q Key - quit

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ARMALYTE

ISTRUZIONI DI CARICAMENTO

CBM64/128 Cassette

Premere SHIFT e RUN/STOP contemporaneamente. Premere PLAY sul registratore.