

A DOOMED WORLD

The ancient land of **Tantris**. Legend has it that the **Triphylls of Nem**, three mysterious and magical plants, their petals forever open, hold in their lifeblood the entire race memory and psychic heritage of the people of Tantris. Should their lifeblood ever corrupt, doom would follow. All the people would surrender to plague and death.

The legends have lost their meaning, civilisation is heavily industrialised and spews its filth in a blanket of pollution over the land. Even the pure cleansing power of rain has been perverted into acid poison.

And at the very heart of Tantris the Triphylls of Nem and its lifeblood are threatened by the downpour of death — their blooms have closed, and the beneficent influence on Tantris shut off. **Tantris is doomed...**

And yet in this soulless modern world there is hope: The **Gnostics**, a wise and secretive race, forgotten by all but a few, seeing their lands in peril have constructed the **Leg**. Where man cannot go safely a machine may trespass unharmed: the Leg is an acid resistant **heat probe** designed to enter the most polluted of areas and absorb the heat of the **Zeal smog flames**.

Remote-controlled by one of the Gnostics

the Leg must explore the heartlands of Tantris twice — once by day then by night. Then, on **Midsummer's Eve**, the robot must approach the Triphylls of Nem and send out its probe to relinquish its stored heat to their lifeblood to revitalise the plants and give them strength to open their petals and resume their beneficent influence — thus restoring vitality to the land and common sense to the people of Tantris!

The Gnostics know. A vast amount of Zeal flame heat must be stored to stand any chance of saving all three plants...

But then in a world of acid rain the only hope of salvation lies with the Heatseeker!

LOADING INSTRUCTIONS

Cassette

Insert tape into tape player, making sure it's rewound. While holding down the **SHIFT** key, press **RUN/STOP** key. The game will now load. Follow on-screen instructions to turn tape at the end of side one. During the game, the computer will load further data from cassette as necessary. If screen goes green it is prompting you to rewind tape and press **PLAY**.

Disk

Insert disk into drive. Enter **LOAD**", 8, 1**. The game will now load.

CONTROLS

Leg mode:

Joystick (port 2)

Joystick down — enter skate mode

Joystick up — exit skate mode or start tucked jump

Fire — kick ball probe

Fire plus Joystick up — release ball probe

Heatseek (free ball probe) mode:

Joystick plus Fire — kill bounce

Keys:

Any function key — Teleport to next level (auxiliary power, Pass score and — level 3 — Nem plants permitting)

Spacebar — Detonate smart bomb (auxiliary power permitting)

Night:

Return — Start infra-red mode (auxiliary power permitting)

Spacebar — Fire flashgun (auxiliary power permitting)

General:

Left Shift + Run/Stop — Escape from game

CTRL Key — Freeze game

Fire — Unfreeze game

INSTRUCTIONS:

Your overall aim is to unfurl the petals of the three plants of **Nem**, once by day and once by night. To do this, your aim is to drain as much heat as possible from the eight **Zeal flames** on each level. Do this by releasing the ball into the flame, and waiting for it to heat up. Return the ball to the **Leg**, avoiding heat-sapping creatures and cold acid rain and water drops, before the ball probe energy runs out.

If the ball probe loses too much energy it automatically returns to the Leg — draining the Leg of some of its energy.

Get the ball probe back to the Leg and its stored heat will be drained and retained in the Leg for later use (and your energy will recharge). Kick creatures away to gain points and to protect yourself.

To progress to the next level — having drained as many Zeal flames as possible — a minimum **Pass Score** of **9999** must be reached.

To progress from the day to the night levels, the petals of all three plants of Nem must have been unfurled (**on level 3**). Do this by releasing the ball probe to the plants, where its stored heat automatically cause the bloom to unfurl.

FEATURES AND CREATURES

Snails, Tortoises, Caterpillars — trouble

Ants, Hoverflies, Spiders — Big trouble!

Frogs — These will generally avoid you, but may be hunted for energy and points (especially at night with infra-red)

Rain — All rain may be sheltered from under leaves and plants

Blue rain — Will 'cool' the hot heat probe, but only cause light energy drain

Yellow, acid, rain — Less cold, but far more dangerous to Leg and ball probe

Single water drops — very cold. Don't let one touch the heat probe when hot

Chalk — Tread in a pile of chalk to coat the ball probe with protective antacid. This will protect from rain until washed or burned off

Smart Bombs — These can be kicked away for instant effect, or picked up and activated later (Space bar)

Venus Ball Traps — Keep clear of these! Don't say you weren't warned...

At night:

Infra-Red — This mode ties up auxiliary power for a while, reduces visibility, but makes you invisible to creatures

Flash Gun — Use this to judge long blind jumps and bounces, or to find your lost Leg!

After the game is over, you have the option to practise the level on which **Heatseeker** was defeated — in day or night mode. Escape to leave practise mode.

HEATSEEKER is another in an on-going series of software entertainment to stimulate your brain cells and is brought to you by **THALAMUS**

Game created by **Paul O'Malley**

Music and Sound Effects by **Mark Clements**

Produced by **David JLG Birch**

and **Franco Moneybags Frey**

Packaging design by **Oliver Frey**

And thanks also to **Ma and Pa O'Malley**, for their support and objectivity. Special thanks to **Jon Button** for all his help and encouragement on this and previous projects.

In the improbable event of this product being faulty, please return it to the original place of purchase.

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If you have written any computer software you think is up to **THALAMUS** standards, contact **David Birch** at the above address for a confidential assessment.