

CBM 64/128

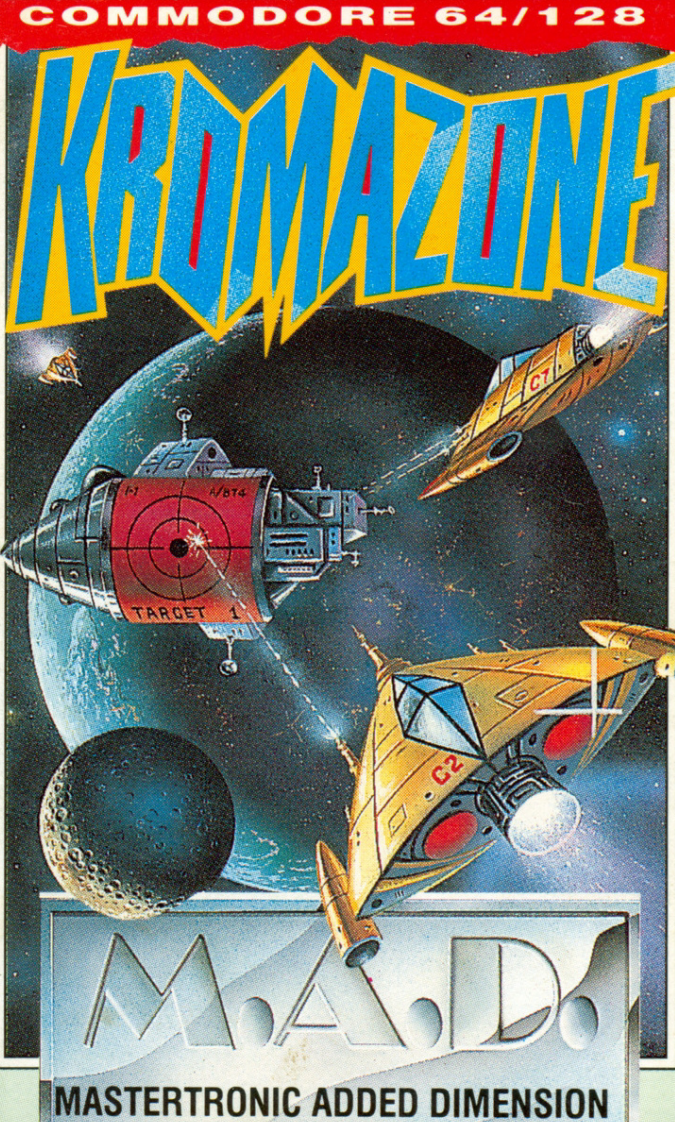
KROMAZONE

Pilot a MantaRay class space fighter, through the testing challenges of the "Kromazone". Only the best pilots can master this fearsome test. Will you be the "Kromazone Hot Shot"?
Featuring:
Fast moving action
Stunning three dimensional graphics
Excellent interactive animation
One or two player
Joystick only



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THE GAME

"Kromazone", the most feared testing ground at "Centre Point" the Terran Space Fleet Naval Academy.

Originally it was set up during the third Andromeda War, to train the pilots for the famous "Star Buster" patrol, prior to their now famous "Star Burst" raid.

"Star Burst" penetrated deep into the Andromeda defences to destroy Maranzar, the home world of the Maranz leaders of the Andromeda Federation, in order to demoralize their population. So successful was this raid, it was credited after the war as the single deciding factor in the breaking of the Federation and the surrender of the Maranz. Which of course led to the Peace of Ttaan that is still, almost, holding today. But of course they taught you that at school.

The "Kromazone" was originally designed to simulate the defences the pilots would meet around Maranzar. Since then it has been constantly upgraded to keep pace with the advances in military technology, so that it always offers the most difficult challenge possible for the aspiring contestants.

Entrance to the "Kromazone" is entirely at the option of qualifying pilots, though all the graduates have put their names down for this challenge since it was first offered in '22. Well not quite all, it is noted that Daniel Smith, from the class of '45 did not enter. However, he did go on to be Galactic President a record four times, from '62 to '78 - Wilson Slesser's four terms back at the end of the last century do not count as they were not continuous, he lost the '94 election to Howell. So no one dare to use his old nickname of "Scaredy-Cat Smith" any longer.

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Made in Great Britain
Design: Words & Pictures Ltd., London



Only the best pilots are even allowed to enter the "Kromazone". You must pilot your MatnaRay Class Space Fighter past waves of ships and mines, in increasingly devious and dangerous formations. Testing your skill and determination to the absolute limit.

Though the prize for success may look insignificant, that small, multicoloured badge is renowned all over the Galaxy, and those that wear it are sure to be respected, wherever they travel, as one of the truly great pilots.

Loading Instructions

Hold down the SHIFT key and press RUN/STOP.

Playing Instructions

Joystick only. Plug your joystick into port 2.

Both players use the same joystick.

Press fire to start game, and to clear the score after every screen to tell the computer you are ready to start the next.

At the completion of the game the computer will give you the final score, and tell you who won in a two player game.

If you have achieved the highest score you become the "Kromazone Hot Shot" and will be asked to enter your name.

Press fire to restart game.

Playing Hints

You must survive the first section, the fixed globes, by the skill of your flying alone. Avoid contact with the globes at all costs. Your photon cannon will only be activated after completion of this wave. Later waves present more and more dangerous challenges, to test your nerves and skill to the utmost. Dodge or shoot the targets, but do not forget that they may fire back!

Beware, there is a slight time lag between your movement of the control stick, and the actual response of your ship, due to the inertia of the ship. Try to keep your movements small in order to achieve maximum control.

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