

LIFEFORCE

FUTUREWORLD 2010

Deserted, uninhabited since 1998 when robotic experiments went badly wrong.

The initial plan was to build a Flexible Robot Caterpillar capable of carrying heavy loads and large amounts of people. Fuelled by the Central Nuclear Reactor, it was to be the Ultimate Transport.

In the early months of 1998 public unrest overthrows the Government and Military Rule takes over. Immediately the FRC project is changed into a fighting machine.

Mid-1998 and early tests using the FRC go wrong. The entire reactor is overrun by uncontrollable FRCs forcing immediate evacuation.

How in 2010 project "Lifeforce" is devised to destroy the mutant FRCs by dropping eight fuel rods (carried in the heads of the FRCs) by first shooting away the body and tail of the FRX, then drive over the remaining head to pick it up. The head will automatically drop into the reactor as the tank is driven over it.

YOU ARE PROJECT "LIFEFORCE".

WEAPONS

Each of your tanks starts out equipped with a small amount of laser power, some shields and an escape capsule. Extra weapons are obtained by destroying the walls of various dumps around the reactor and driving over the canisters.

LASERS will destroy all aliens and FRCs but will revert to "STUN" when the fuel runs out. The guns will then only stun the aliens for a limited time but will still destroy walls and FRCs.

SMART BOMBS may be released one at a time and will kill all the aliens in the area. This will, at lower levels, provide a lull before the next alien wave. They will not kill FRCs.

HEAT SEEKING MISSILES will kill the nearest alien to your tank but will not kill FRCs.

ESCAPE CAPSULES

An escape capsule is provided with each tank and must be used in order to survive when all else fails . . . it is the only way to enable use of another tank.

TANKS

Three tanks are provided and an extra one is awarded for each level completed.

SHIELDS

A limited supply of shields are provided with each tank and more may be collected as before. It is advisable to switch them off when not needed. Shields will protect you from Aliens but NOT FRCs!

CONTROLS

S UP
X DOWN
LEFT
RIGHT
SPACE

FIRE

(OR USE JOYSTICK PORT 2)

F1 LAUNCH ESCAPE CAPSULE
F3 SHIELDS ON/OFF
F5 SMART BOMB
F6 HEAT SEEKING MISSILE

The game contains three levels.

At the end of each level, an escape capsule will be released and a chain reaction will explode the reactor.

PROGRAMMERS:

Is your software good enough for CRL. If it is contact Michael Hodges on 01-985 2391 or write to the ZEN ROOM, UNIT 7D KINGS YARD, CARPENTERS ROAD, LONDON E15 2HD.

