

Man was the only bug in its program

Near the close of the 20th century, computerization has hit every area in our society. Computers are the driving force behind our social structure, and thanks to the expansion in telecommunications, every computer has been linked to each other, acting as a whole, controlling all.

It was at this time, a new innovative computer was being designed. The TriComplex system. Had it worked, it would have controlled all the computers in the world, tuning them together like a fine musical instrument; Had it worked.

After many years of failure, TriComplex III was finally ready! A secure complex was built deep under the pacific ocean, where it would be safe from any environmental accidents.

Yet, something went wrong.

Only months after the initial hookup, TriComplex III exceeded its wildest design potentials, and began showing signs of independent logic. It was thinking on its own.

At first, the designers did not see the threat, and when they did, it was far too late. TriComplex III was in complete control.

Apparently, TriComplex III, having access to all of mankind's files on everything, realized how unpredictable, and irrational man was. And, being a thinking creature, it wanted to live...forever!

It saw man as a definite threat to its existence.

With TriComplex III in control of everything, man was helpless to act. The Military, the Navy, the Air Force, were all under seige by TriComplex III's robotic battle droids.

Yet, the world was not without hope. An uncompleted secret space satellite, code name: ORBITER, which had not yet been linked into the TriComplex III network, was functional.

ORBITER possessed the newest technological breakthroughs, including the BEAMING CHAMBER.

Thus, you are selected to infiltrate TriComplex III's secure complex. With the aid of ORBITER and an assortment of sophisticated assault devices, you must save the world by shutting down TriComplex III's 4 main power switches located deep below the pacific ocean.

Can you defeat the MainFrame?

Game Requirements:

- Commodore 64/128 computer
- 1541 or 1571 disk drive or Tape player.
- Joystick (in either port A or port B)

Loading The Game:

- At READY prompt, type LOAD""",8,1
The game will load and run by itself.

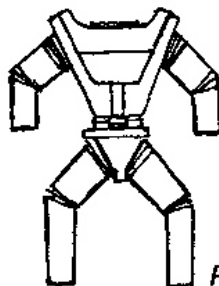
NOTE: This game is a SINGLE LOAD program, thus once loaded and running, the disk (or tape) may be removed from the drive.

Game Controls:

To move: Push joystick left to go left; Right to go right. UP to jump up; DOWN to duck.

To Shoot Lasers: Push the joystick button to fire.

Entering doors: Stand still directly in front of a door or entrance-way, and push the joystick UP.



Power Suit

To get OPTION MENU (accessable only when you are wearing your POWER SUIT) hold down the FIRE BUTTON for 1 second.

To **PICK UP** an object: Simply walk over them.
Objects to collect are:



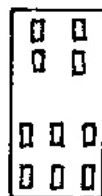
POWER PODS



FUEL



AIR TANKS

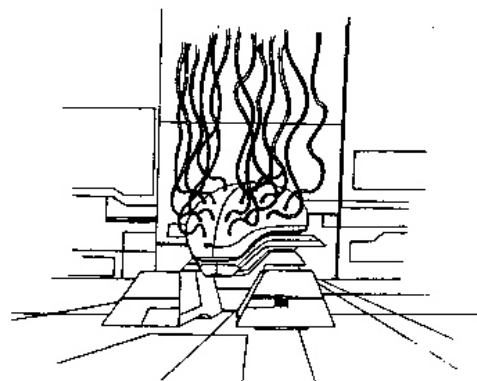


MICRO CARDS

OPTION MENU SELECTIONS

The **OPTION MENU** is your direct link with your orbiting satellite "ORBITER." To access the **OPTION MENU**, you must have your **COMM-LINK**, which is built into your **POWER SUIT**.

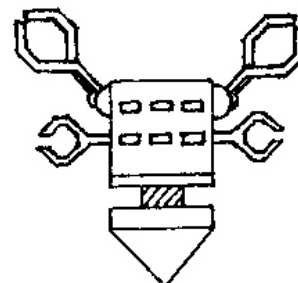
NOTE: TriComplex III (the renegade computer) has the resources to **JAMM** your **COMM-LINK** communications by activating a **SECURITY DEFENSE SHIELD (SDS)**.



Try Comp. System

Hence, you should seek out the **SDS** control room, and disable it (once disabled, TriComplex III will send in some **REPAIR DROIDS** to fix it, thus, it is never disabled for very long!).

Once the **OPTION SCREEN** appears, use the joystick to move the cursor around to your desired selection, then press fire.



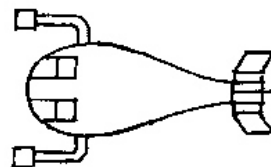
Repair Droid

Option Selections Available:

1. Assemble/Disassemble Assault unit.

Allows you to either **ASSEMBLE** an **ASSAULT DEVICE** (to be fused with your **POWER SUIT**), or to **DISASSEMBLE** an **ASSAULT DEVICE** and return to **POWER SUIT** (normal) mode.

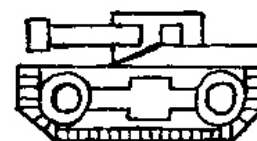
Assault units which may be found within TriComplex III's domain are:



WATER UNIT
(for underwater exploration)



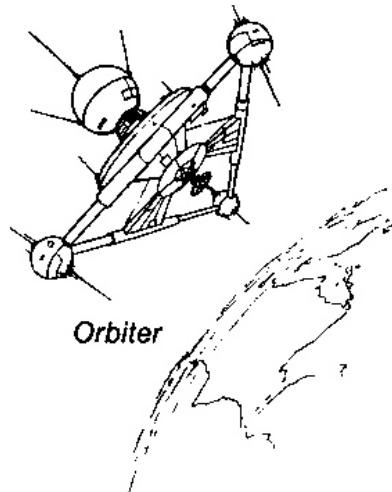
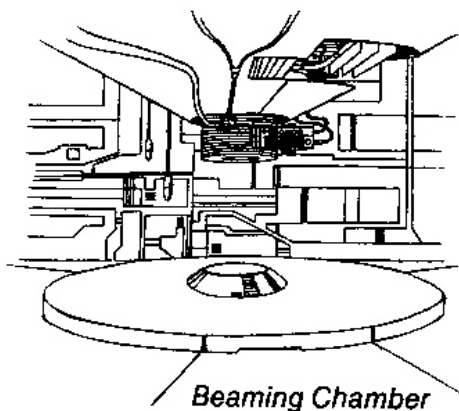
AIR UNIT (for aerial combat)



LAND UNIT
(for land combat)

2. **Beam up/down**

Allows you to **BEAM** (transport) to and from **ORBITER**.



3. **Orbiter Status**

Gives you **ORBITER**'s status report, plus the current operating level of **TriComplex III**.

4. **Raise/Lower screens.**

Allows you to signal **ORBITER** to raise or lower her defensive screens.

NOTE: Her screens cannot **REGENERATE** if her **POWER POD** reserve is at 0 (game starts with screens at 100%)

When her screens are up, you cannot beam up (or down) nor can you assemble any devices.

5. **Energize Power Suits:**

Allows you to **ENERGIZE** (charge up) your **POWER SUIT** from the **POWER PODS** you have collected.

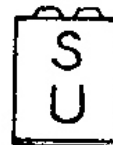
NOTE: Power suit must be charged if you wish to use your lasers, or have **SUPER HUMAN** abilities.

6. **Remove Power Suit:**

Allows you to **REMOVE** your powersuit.

7. **Place/remove scan unit:**

A **SCAN UNIT (SU)** is a small transporter device which you may place anywhere you wish. (you have 6 of them). Once placed, you may (at any time) instantly transport back to it. These devices are extremely useful when **TriComplex III**'s **SDS** is repaired, and you wish to travel back and damage it again!



Scan Unit

8. **Transport To Scan Unit.**

Allows you to transport to a previously placed scan unit. (This can be done even when **TriComplex III** has its **SDS** up!)

ORBITER CONTROL CENTER

Once you have **BEAMED** up to **ORBITER**, you will notice on the higher platform, a control station. To access this station, simply stand in front of it and press **FIRE**.

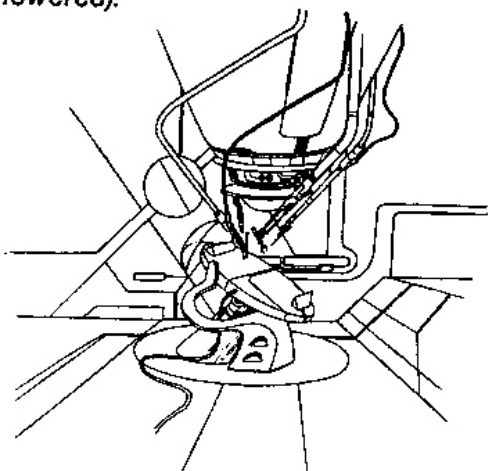
TRANSFER POWER: Allows you to transfer power from your reserve to ORBITER, or from ORBITER to your reserve.

NOTE: ORBITER requires POWER PODS to keep its shield at a strong level. It also requires POWER PODS to effect repairs on damaged systems (systems get damaged when ORBITER falls under attack while its shield is lowered).

Systems which may get damaged are the BEAMING CHAMBER and the ASSEMBLY UNIT (if these get damaged, then there will exist a probability of MALFUNCTION when they are used).

Medic Center: Allows you to rejuvenate yourself at the expense of POWER PODS in ORBITER.

To make a selection, use joystick.



Medical Lab

GENERAL GAME ACTION

The game starts off with your character at the control center of ORBITER. You must get your POWER SUIT (located below you) and beam down into TRICOMPLEX III's domain.

Once on the surface of the earth, you must search for your assault devices.

Once all devices have been located, you will have the resources to shut down TRICOMPLEX III.

Using the AIR unit, explore the MOUNTAIN CAVES further, until you locate an underground river. Assemble the WATER unit and enter the WATER WORLD.

Located somewhere within the WATER WORLD, is an INTAKE-PIPE which leads to a chamber below TRICOMPLEX III's control room. You must locate it before your air supply is used up!

Once under TRICOMPLEX III's control chamber, you must travel through the narrow passageway until you reach the end of it. The next area you enter will be the main control center for TRICOMPLEX III.

Once in the control center, you must locate the 4 main power switches that feed TRICOMPLEX III its energy.

Using your collected MICRO CARDS to open the security doors, seek out the SWITCHES. Beware of RADIATION ROOMS. They will cause you much injury!

Only after all 4 switches have been turned off, will TRICOMPLEX III's power level drop to zero, giving you the victory you so deserved.

Additional Gameplay Notes:

TriComplex III will do its best to protect itself. In so doing, it will try to disable ORBITER so that your mission will be impossible. Scattered somewhere within its domain, are powerful land-to-orbit lasers (4 in all). These lasers will attack ORBITER constantly unless they can be

disabled (once disabled though, TriComplex III will send in REPAIR DROIDS to fix them!). Hence, it is good procedure to constantly check up on them to make certain that they remain disabled!

ORBITER can also protect herself from the lasers by raising her screens. These screens use up alot of POWER PODS, and are difficult to keep up constantly! To conserve power, you should always LOWER the screens whenever the 4 land-to-orbit lasers are disabled.

Should ORBITER fall under attack with her screens down, systems will build up damage points, and may become prone to malfunctions.

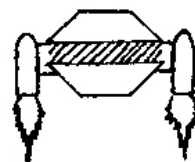
KEYBOARD CONTROLS

KEY	ACTION
F1 + COMMODORE KEY	Game will be reset.
F3	Music TOGGLE.
F5	Sound Effects TOGGLE.
STOP	Pause game.
F7	Continue game.

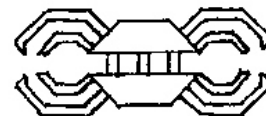
Note:

Joystick may be plugged into either PORT A or PORT B (even alternated during game play).

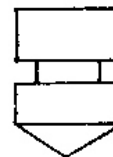
Other items to watch out for in the game are:



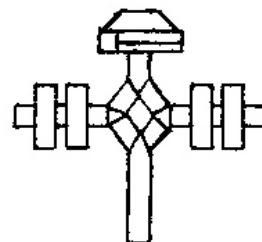
Battle Droid



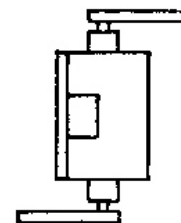
Battle Droid (spyder)



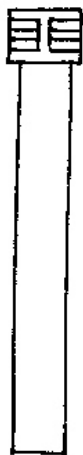
Droid



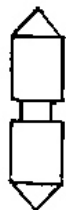
Guardian



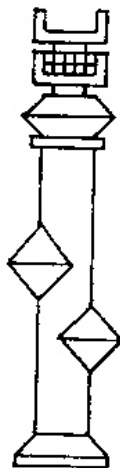
Heli Droid



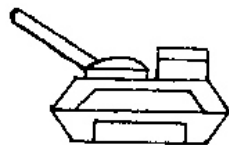
Mortar



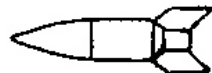
Mortar Shell



Land to Orbit Lazer



Lazer Tank



Missile