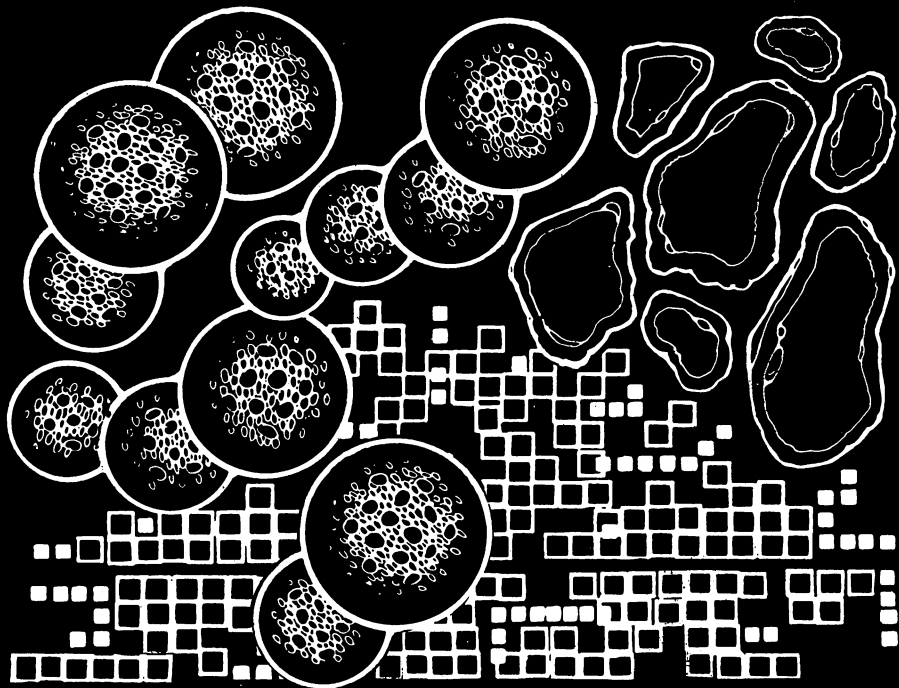
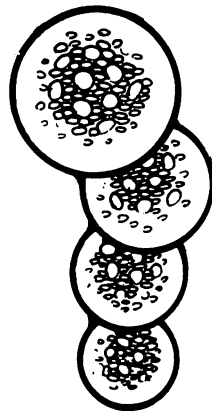


MUTANTS



MUTANTS



Getting Started

What You Need

- Your Commodore 64™ or 128™ computer
- A disk drive
- A joystick (optional) plugged into port 2
- A monitor or TV (color recommended)

Loading

- 1) Turn on the monitor, disk drive, and computer.
- 2) Insert the *Mutants* program disk into the disk drive.
- 3) Type: **LOAD "*"8,1**
and press **RETURN**.

The title screen will appear and then the program will load.

Zone Status Displays

While in the Test and Control Zones, the screen displays the following.

- A chemical analysis of the Mutant components.
- The score so far.
- The high score since loading.
- The number of lives remaining.
- The direction of the center of the Mutant colony.
- Your shield energy level.
- The size and energy level of the colony.
- The status of the self-destruct components.

Circle —still in the Test Zone

Square —being carried

Triangle—assembled in the Control Zone

Hints and Tips

- Certain screens can only be completed by using certain weapons.
- Collect as many components as you can until you have one life left. Then return them to the Control Zone for more lives.

Test Zones

The ship materializes in the center of the zone on the telepad. An energy barrier surrounds the zone and keeps the MGMs (and you) inside the area. Contact with the barrier will overwhelm your shields and destroy your ship.

You must battle your way through the MGM hordes to collect the self-destruct component. Some weapons are more effective than others in certain zones, so learn to choose weapons wisely. Fly over the component to collect it and then return to the center of the helipad and stop. Press fire to beam back to the mothership.

Once you have collected as many components as you can, use the Zone Map to beam into the Control Zone.

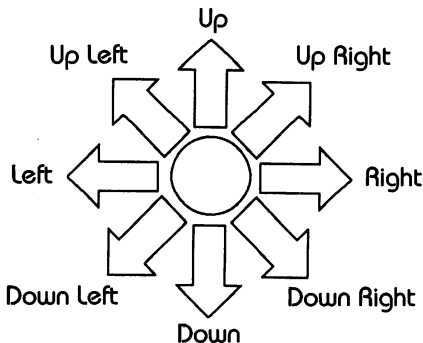
Control Zone

The ship appears inside a maze of corridors. If you look carefully, the assembly point for the destruct device is visible. Find your way through the maze and deposit the component(s) at the assembly site by flying over it. You will see the component lock in place and you will be awarded an extra life for each component up to a maximum of three lives.

Controls

Joystick

The joystick must be plugged into Port 2.



Activates weapon
(fire button)

Keyboard

FIRE — Any key in the top row.

UP — Any key in the second row from the top.

DOWN — Any key in the third row from the top.

LEFT — < and alternate keys in the bottom row.

RIGHT — > and alternate keys in the bottom row.

PAUSE — Space. Press any key to continue.

Your Mission

In the war-torn world of the far future, the nefarious Zero Survivor Corp. supplies both sides with everyday, ordinary weapons. Until now. The rebellious peace faction has learned of a horrible new weapon with the potential to utterly destroy mankind. The Macro-Genetic-Mutoids

are bio-engineered organisms with the ability to mutate into ever-more deadly strains. Your job is to eliminate the threat of the MGM's forever. Alone in your small scout ship, you will face 15 different varieties of MGM's in a contest to the finish. The prize for success is nothing less than the survival of humanity.

The Game

You control the Rainbow Warrior, a small patrol ship.

Your task is to enter each of the fifteen Test Zones and avoid or destroy the MGMs which guard the secret self-destruct device components.

Once found, all fifteen components must be returned to the Control Zone and assembled to destroy the Survivor Zero system and thus gain access to level 2 of the game.

You have four lives and unlimited time to complete your mission, though extra lives can be won by returning components to the Control Zone.

The game begins with your ship attached to the Mother Ship waiting to be teleported to the Test Zone of your choice.

Mothership Menu

The menu at the left of the screen displays six icons which are accessed by moving the arrow cursor with the joystick and pressing the fire button.

The top two icons select music or sound effects.

The next three icons select which weapons you wish to mount on your ship.

Missiles

These are high-yield explosive devices that have an effect over a wide area, but can only be fired one at a time.

Barriers

These are degradable defensive weapons that can be used to erect a temporary shield against the mutants. The ship can pass through the barriers unaffected.

Photon Torpedos

These are rapid-fire, low-yield, optical bursts. They are the default weapon system.

The bottom icon activates the teleport device and allows you to access the Zone Map.

Zone Map

The Zone Map is a 4 x 4 grid representing the sixteen zones of the research center. The top left zone is the Control Zone. The other fifteen zones are the Test Zones, which contain MGMs. Point to a zone and press fire to teleport to that zone.

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