

C64/128



A long time ago, in a
galaxy far, far away...

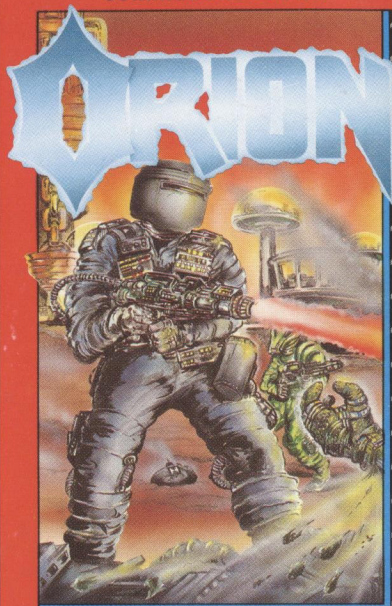


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C64/128



COMMODORE C64/128



RACK

HEWSON

THE AIM OF THE GAME

ORION
By Graftgold Ltd.

SCENARIO

A long time ago, in a galaxy far, far away...

LOADING

Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player. The game takes a few minutes to load.

CONTROLS

On the title screen:

- F1 — One player, one joystick, either port.
- F2 — Two players, sharing one joystick, either port.
- F3 — Two players, two joysticks, player one in port one.
- F5 — Music volume louder.
- F6 — Music volume quieter.

In game:

Joystick only

Pause = RUN/STOP (press fire to restart)

Quit = CLR/HOME (when in pause mode)

OVERALL OBJECTIVE

The objective is to collect chemicals that form specific formulae to save the constellation of Orion. This is achieved by destroying a certain type of enemy stormtrooper, which drop the chemicals they are carrying (if any).

MISSION ID ENTRY

At the start of each game, each player must enter their ID. Controls for this are:

- Joystick up — alter the flashing letter back through the alphabet.
- Joystick down — alter the flashing letter forward through the alphabet.
- Joystick left — select the previous letter.
- Joystick right — select the next letter.
- Fire — enter the current letter and select the next one. Entering the third letter completes your entry.

If a player has a sufficiently good score this ID is entered into the hi-scores.

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PLANET SELECTION

The planet selection screen gives information relating to each planet. The current formula is also shown as a chemical formula and its more common name.

To select each planet move the joystick either up or down. To see the information about each planet move the joystick either left or right. To return to the planet select move the joystick in any direction.

Once a planet has been selected press the fire button to beam down.

PLANET LAYOUT

There are four planets that can be visited — Auriga, Ara, Regulus and Deimos. Each planet is populated by enemy stormtroopers, which visit the planets in order to collect the same chemicals as you. In addition to these are the unfriendly inhabitants of each planet.

Each planet has varying radiation levels — the lower the radiation, the denser the population. Each planet has four zones which may be visited, the awareness of the enemy decreases as the distance from the beam-in position increases. The overall enemy awareness increases depending on the planet. Auriga has the lowest and Deimos the highest. The indicator on the status panel shows the current level.

STATUS PANEL

At the top left is the current player ID followed by a list of 5 chemical letters indicating which of the five chemicals are still required. If all the chemicals have been collected, a BEAM OUT message will be displayed instead.

The top right area is reserved for indicating how many bombs have been collected, up to a maximum of eight.

The second line consists of a shield indicator, showing the current and next to this a flashing radiation indicator. This flashes faster as the radiation increases. If the shield energy gets too low it will start to flash, accompanied by a warning sound.

The bottom line of the status panel shows the number of men left and the score.

GAMEPLAY

Each player is shown the planet name, average population, radiation and the amount of each chemical on the planet. You are beamed down to one of the beam-out points (some planets have more than one). Your task is to destroy as many stormtroopers as possible and pick up any chemicals they drop when shot. These chemicals will stay on screen for a limited time only. Neither chemicals or bombs can be picked up until they have bounced at least once — this enables you to avoid picking them up if you are very close to the alien they were dropped by.

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It is important to only pick up chemicals that are required to complete the current formula, since picking up more than one in the early stages will make the later levels harder to complete. If you get killed or beam out you will be returned to the planet select screen.

To pick up chemicals and bonus walk through them. When picking up chemicals an energy bomb is given. Energy is replenished at the start of each formula, but can also be gained by shooting certain aliens, which mutate into energy balls and are collected by walking through them.

A bonus is given for each bonus completed.

TWO PLAYER MODES

In either of the two player modes players play alternatively and independently, swapping when a stormtrooper is killed. The chemicals are available for both players, so co-operation will ensure easier chemical collection on later formulae.

CREDITS

Program designed and programmed by Gary J. Foreman.

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ORION Par Graftgold Ltd.

SCENARIO

Il y très longtemps, dans une galaxie très, très lointaine ...

CHARGEMENT

Branchez le magnétophone à cassettes sur la console, mettez la cassette dans le magnétophone et rembobinez-la si nécessaire. Appuyez sur les touches SHIFT et RUN/STOP du clavier de la console et appuyez sur la touche Play du magnétophone. Le jeu se chargera en quelques minutes.

CONTROLES

Sur l'écran de titre:

- F1 — Un joueur, un joystick, n'importe quel port.
- F2 — Deux joueurs, partageant un joystick, n'importe quel port.
- F3 — Deux joueurs, deux joysticks, joueur un dans port un.
- F5 — Augmentation du volume de musique.
- F6 — Diminution du volume de musique.

Pendant la partie: Joystick uniquement

Pause = RUN/STOP (appuyer sur fire pour recommencer)

Abandon de Partie = CLR/HOME (en mode pause)

BUT GLOBAL

Le but est de prendre les produits chimiques qui forment des formules spéciales pour sauver la constellation d'Orion. Ceci s'effectue en détruisant un certain type de guerriers de troupes d'assaut ennemies qui lâchent les produits chimiques qu'ils transportent (s'ils en transportent).

MISSION INTRODUCTION D'IDENTITE

Au début de chaque partie, chaque joueur doit introduire son identité. Les contrôles pour cette opération sont les suivants:

Joystick vers le haut — change la lettre clignotante en arrière le long de l'alphabet.

Joystick vers le bas — change la lettre clignotante en avant le long de l'alphabet.

Joystick à gauche — sélectionne la lettre précédente

Joystick à droite — sélectionne la lettre suivante.

Tir — introduit la lettre actuelle et sélectionne la suivante. En introduisant la troisième lettre vous complétez votre introduction.

Si un joueur a un score suffisamment élevé, cette identité est introduite au tableau des meilleurs scores.

GENERIQUE

Programme conçu et programmé par Gary J. Foreman.

Publié par Rack It/Hewson Consultants Ltd.

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ORION Von Graftgold Ltd.

SCENARIO

Vor langer, langer Zeit in einer sehr weit entfernten Galaxis ...

LADEN

Den Kassettenrecorder an den Computer anschließen, die Kassette einschieben und wenn nötig zurückspulen. Die Tasten SHIFT und RUN/STOP auf der Computertastatur drücken. Dann die PLAY-Taste des Kassettenrecorders drücken. Das Spiel benötigt einige Minuten für das Laden.

STEUERUNGEN

Auf dem Titelschirm:

- F1 — Ein Spieler, ein Joystick, egal welcher Port.
- F2 — Zwei Spieler, einen Joystick gemeinsam benutzen, egal welcher Port.

F3 — Zwei Spieler, zwei Joysticks, Spieler Eins in Port 1.

F5 — Zunahme der Musiklautstärke.

F6 — Abnahme der Musiklautstärke.

Im Spiel:

Nur Joystick

Pause = RUN/STOP (Feuer für Widerstand)

Abbrechen = CLR/HOME (wenn im Pausenmodus)

ZIEL DES SPIELS

Ihre Aufgabe besteht darin, bestimmte Chemikalien für besondere Formeln einzusammeln, um die Sternkonstellation von Orion vor dem Untergang zu bewahren. Dies wird erreicht, indem bestimmte feindliche Sturmtruppen vernichtet werden, die dann die Chemikalien, welche sie mit sich führen, fallen lassen (falls vorhanden).

IDENTITÄTSEINGABE ("ID") ZU BEGINN DER MISSION

Zu Anfang eines Spieles muß jeder Spieler sich mit einer "ID"-Eingabe identifizieren. Die Steuerungen dafür sind:

Joystick hoch — Aufleuchtende Buchstaben gehen rückwärts im Alphabet.

Joystick runter — Aufleuchtende Buchstaben gehen vorwärts im Alphabet.

Joystick links — Wählt vorhergehenden Buchstaben.

Joystick rechts — Wählt nächsten Buchstaben.

Feuer — Eingabe des gegenwärtigen Buchstabens; wählt den nächsten Buchstaben. Die Eingabe eines dritten Buchstabens beendet Ihre Identifizierung.

Sollte ein Spieler am Ende eine ausreichend hohe Punktzahl erzielt haben, wird sein Name in die Tabelle der höchsten Punktwertungen aufgenommen.

ANERKENNUNGEN

Design und Programm geschrieben von Garry J. Foreman.

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ORIONE della Graftgold Ltd.

SCENARIO

Tanto tempo fa, in una galassia lontanissima ...

CARICAMENTO

Connettere il registratore al computer, inserire la cassetta e riavvolgere se necessario. Premere SHIFT e RUN/STOP sulla tastiera e PLAY sul registratore. Il gioco impiega qualche minuto per caricarsi.

CONTROLLI

Sulla videata titolo:

F1 — Un giocatore, un joystick, in una delle porte.

F2 — Due giocatori, si dividono un joystick in una delle porte.

F3 — Due giocatori, due joystick, giocatore uno in porta 1.

F5 — Volume musica alto.

F6 — Volume musica basso.

Nel gioco: Solo joystick

Pausa = RUN/STOP (per riprendere, premere Fuoco)

Abbandona = CLR/HOME (quando in pausa)

OBIETTIVO

L'obiettivo è di raccogliere sostanze chimiche per una formula specifica diretta a salvare la costellazione di Orione. Questo lo si ottiene distruggendo un certo tipo di truppe d'assalto nemiche, che lasciano cadere le sostanze chimiche che portano (se ne hanno).

REGISTRAZIONE IDENTITÀ

All'inizio di ogni gioco, ogni giocatore deve registrare la propria identità (ID). I controlli per questo sono:

Joystick Su — altera la lettera lampeggiante andando indietro nell'alfabeta.

Joystick Giù — altera la lettera lampeggiante andando avanti nell'alfabeta.

Joystick a Sinistra — seleziona la lettera precedente.

Joystick a Destra — seleziona la prossima lettera.

Fuoco — registra la lettera corrente e seleziona la prossima. Registrando la terza lettera, l'operazione termina.

Se un giocatore dispone di un punteggio abbastanza buono, questa ID viene registrata nella tabella del punteggio elevato.

TITOLI

Disegnato e programmato da Gary J. Foreman.

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