

COMMODORE 64/128

CBM 64/128

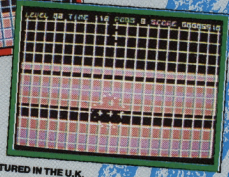
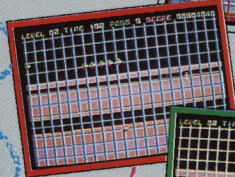
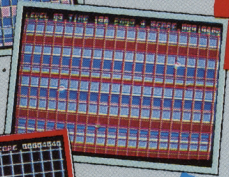
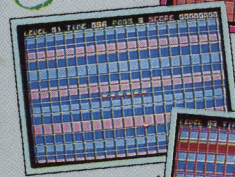
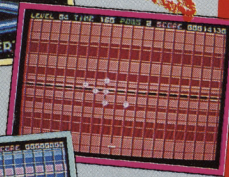
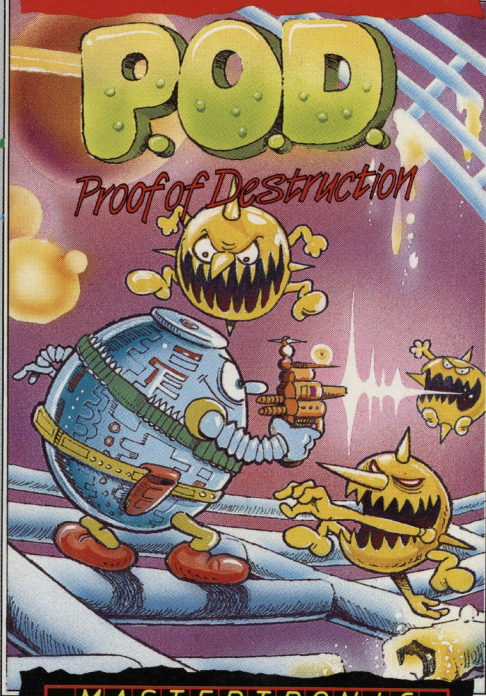
POD

Proof of Destruction

IC 0133

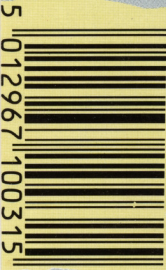
P.O.D. has no pretnetious storyline and no planets to be saved! It is quite simply the most exciting and addictive shoot-em-up EVER! Each level is superbly balanced for playability and challenging action.

It may be too much for you.
JOYSTICK AND KEYBOARD
WRITTEN BY SHAUN
SOTHERN



SCREEN SHOTS

MANUFACTURED IN THE U.K.



THE GAME

P.O.D. — Proof of Destruction

P.O.D has no pretentious storyline and no mega-reality to justify its existence. It is simply an exciting and addictive shoot-em-up! There are 25 difficult levels to survive, each more difficult than the last and all superbly balanced for playability and action.

You play across an interconnecting grid of wire, along which your P.O.D may be moved. The aliens arrive (usually) from the top and descend rapidly in orderly fashion, intent on causing P.O.D actual physical pain. Blowing them away causes an explosion, which will damage the grid. Neither you nor the Bad Guys can move over the damage until it heals (A few seconds).

It is all too easy, therefore, to get yourself trapped in a corner with nowhere to go and the sky raining aliens! If the Bad Guys hit a break, they fall down the grid toward you and will cheerfully take you out on the way off the screen.

Every fourth level is a bonus screen or high scoring level which gives you the chance to increase your score. Each level is timed, as shown on the screen (top left) and to win through all you have to do is stay in one place. Should you succeed a bonus is awarded (Nos. of P.O.D.s remaining x Level x 1000) and an extra life granted (max. no. 5). You will need them all!

In the unlikely event of your achieving a good score, the high score table records the event. To put in your name, rack up the letters with the joystick and firebutton. Move to the far right for Rubout (R) and Enter (E) once you've finished. Pressing the fire button and "up" simultaneously moves you back to the game.

CONTROLS

JOYSTICK: PORT ONE

OR

1	= Up
-	= Down
CTRL	= Left
2	= Right
Space Bar	= Fire

STRATEGY

There is none! Keep moving and KEEP FIRING. Blowing up aliens attracts fire in response and on the higher levels they will "hunt" you across the grid. On some screens (you'll soon see which) it is more sensible to concentrate on staying alive rather than trying to inflict mass death on the Bad Guys. Going into the corners of the screen is not a smart move, and staying there more than a second is definitely *dumb*.

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP

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Made in Great Britain

Design: Words & Pictures Ltd., London

