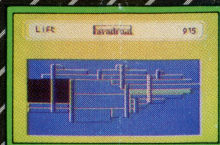
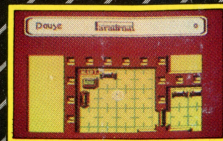
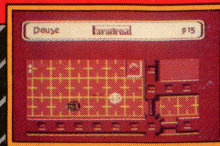


C64/128

C64/128

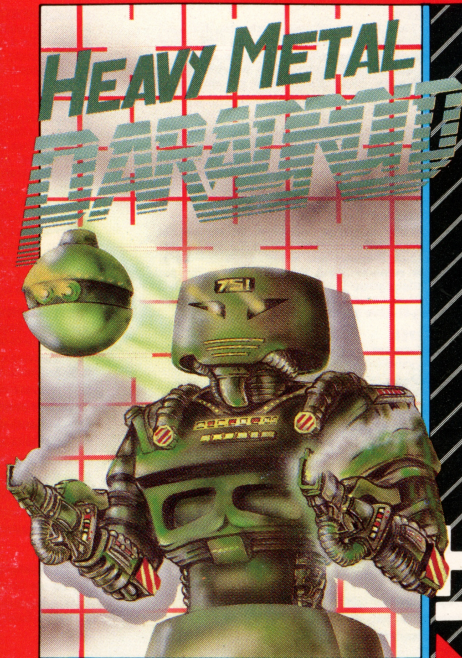


It is reported that the Droid crew of a galactic space freighter have turned against their masters. A Droid 'Influence Device' has been beamed aboard the freighter and you have been ordered to use it to destroy the mutinous crew.



HEAVY METAL
PARADROID

COMMODORE 64/128



RACK
HEWSON

THE AIM OF THE GAME

PARADROID for the Commodore 64 and 128 (Joystick only)

It is reported that the Droid crew of a galactic space freighter have turned against their masters. A Droid 'Influence Device' has been beamed aboard the freighter and you have been ordered to use it to destroy the mutinous crew.

With the Influence Device you can shoot or ram Droids or transfer temporarily to an individual Droid and direct its energy and armaments. Occasionally the presence of your Influence Device may sufficiently disturb groups of Droids to cause them to attack one another.

The power of a Droid is reflected in its group serial number. The higher the number the greater the power. The Influence Device is numbered 001 reflecting its very low power. If it is destroyed you lose the game.

LOADING THE TAPE

Plug your joystick into Port 2 and press shift and run/stop together. Make sure the shift lock key is not depressed. Insert the rewound tape into your cassette player and press play. The game will turbo load in under two minutes. Press fire to begin.

WEAPON SYSTEMS

The Influence Device fires low power twin lasers. Lower classes of Droids have no additional weapons but the higher classes have single or twin high power lasers. Two types of Battle Droid are fitted with Disrupters which damage all Droids in the vicinity when fired.

To fire without moving fast, enter laser mode by firing a shot in any direction and keep the button pressed so that you remain white. Leave the joystick centred. The gun cannot fire, but will not be discharged. At the required moment, jab the joystick in the required direction to fire.

Similarly you can fire behind you whilst running away by pressing the button down and quickly jerking the joystick backwards, your momentum will keep you moving forwards.

TRANSFERRING TO A DROID

Decide on your target Droid, centre your joystick and hold down the fire button. Your screen representation will change colour. Continue to hold fire and ram the target.

To transfer you must gain control of the micro-circuit of your target by using your Pulsers to set at least 7 of the 12 rectangles on the central bar to your colour. You have a few seconds to move your joystick Left or Right to select which side of the circuit to use. Your target uses the opposite side to fight back.

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THE AIM OF THE GAME

Move your Pulsers up and down the wires and activate them using the fire button. Try to avoid Terminators, Joiners and Colour Switchers. Aim instead for Splitters and Auto-pulsers.

Transfer will result in the destruction of your current host. If unsuccessful, you return to the 001 Influence Device, unless you had no host in which case you lose the game.

CHANGING DECKS

Find a lift shown as a coloured circle on the deck. Hold fire to select the ship side view and then move Up or Down. Press fire to leave.

CONSOLE ACCESS

Find a console and hold fire. Use Up/Down to move to an option and press fire to select it:

- | | |
|-------------------|------------------------------------|
| Your robot symbol | —Return to game |
| Query robot | —Gain access to Droid Data Library |
| Deck Plan | —View entire deck plan |
| Side View | —View side elevation of ship |

DROID DATA LIBRARY

There are 24 different Droid types grouped into 9 classes on the ship and you may view data about any that are of lower rank than your current host. Use Up or Down to view each Droid in sequence. For further information on a particular type use Left or Right.

SMALL SCALE DECK PLANS

This screen shows the whole of the current deck and your position on it. Lifts, consoles and energise points are all shown.

ENERGY STATUS

Your energy status is shown by your rotation speed. When it falls low your symbol starts to flash and you should then seek to transfer to another Droid. Energy loss due to damage can be restored on an Energiser shown by flashing lights on the deck but your score falls whilst you do so.

ALERT STATUS

The alert status is shown on most decks and is normally green. If you destroy Droids quickly the status rises and you score more quickly.

POWER DOWN

When the last Droid on a deck is eliminated the ship's computer shuts down the deck lights and you score bonus points.

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SCORING

Ramming	10 × Droid class (1 to 8) 100 (class 9 only)
Shooting/ Transferring	25 × Droid class (1 to 8) 250 (class 9 only)
Yellow/Amber/Red alert	5/10/25 points per second
Deck/Ship clearance bonus	500/2000 points
Transfer failure	— 10 × Droid class (1 to 8) — 100 (class 9 only)
Energise penalty	— 5 points per second

CONVENIENCE KEYS

During Titles Sequence:

- f1 — Colour mode (default)
- f2 — Black and white mode
- f5 — Increase music volume
- f6 — Decrease music volume

After pressing run/stop to pause

- f1 — Colour mode
- f2 — Black and white mode
- f7 — Animation ceases
- f8 — Animation restarts

Cir/Home — abandon game

Run/Stop or Fire — resume game

Pause mode is not selectable during transfer

CREDITS

Written and designed by Andrew Braybrook.

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PARADROID

Pour Commodore 64 et 128
(joystick uniquement)

POUR CHARGER LA CASSETTE

Branchez votre joystick dans le Port 2 et appuyez sur shift et run/stop en même temps. Assurez-vous que la touche shift lock n'est pas enfoncée. Insérez la cassette rembobinée dans le magnétophone à cassettes et appuyez sur play. Le jeu se chargera en mode turbo en moins de deux minutes. Appuyez sur fire pour commencer.

SYSTÈMES D'ARMEMENT

Le Dispositif d'Influence tire des lasers doubles à puissance faible. Les classes inférieures de Droids n'ont pas d'armes supplémentaires mais les classes supérieures ont des lasers simples ou doubles à haute puissance. Deux types de Droid de Bataille sont équipés de Perturbateurs qui endommagent tous les Droids du voisinage quand ils sont lâchés.

Pour tirer sans vous déplacer vite, entrez en mode laser en tirant une fois dans n'importe quelle direction et maintenez le bouton de tir enfoncé de façon à rester blanc. Laissez le joystick en position centrale. La mitrailleuse ne peut pas tirer mais ne sera pas déchargée. Au moment voulu, poussez le joystick dans la direction désirée pour tirer.

De même, vous pouvez tirer derrière vous tout en vous échappant en courant si vous appuyez sur le bouton de tir tout en tirant le joystick en arrière d'un mouvement rapide. Votre élan vous permettra de continuer à avancer.

TOUCHES DE COMMODITÉ

Pendant les Séquences de Titres:

- f1 — mode Couleur (par défaut)
- f2 — mode noir et blanc
- f5 — augmente le volume de la musique
- f6 — diminue le volume de la musique

Après avoir appuyé sur run/stop pour mettre le jeu sur pause:

- f1 — mode couleur
- f2 — mode noir et blanc
- f7 — arrêt de l'animation
- f8 — reprise de l'animation

Cir/Home — abandon de partie

Run/Stop or Fire — reprend la partie

Le mode Pause ne peut pas être sélectionné pendant un transfert.

GENERIQUE

Écrit et conçu par Andrew Braybrook.

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PARADROID

Für den Commodore 64 und 128
(Nur für Joystick)

LADEN DER KASSETTE

Den Joystick an Port 2 anschließen und dann gleichzeitig SHIFT und RUN/STOP drücken. Vergewissern Sie sich zuerst, daß SHIFT-LOCK nicht gedrückt ist. Die zurückgespulte Kassette in Ihren Kassettenrecorder einschieben und die PLAY-Taste drücken. Das Spiel lädt in weniger als zwei Minuten. Feuer drücken, um mit dem Spiel anzufangen.

WAFFENSYSTEME

Das "Influence Device"-Gerät benutzt als Waffe einen Doppellaser mit niedriger Energie. Die niedrigeren Rangstufen der Roboter verfügen über keine weiteren Waffensysteme, während die höheren Ränge der Roboter einen oder zwei Hochenergie-Laser besitzen. Zwei verschiedene Modelle von Kampfrobotern sind mit sogenannten "Disrupters" ausgestattet, die alle Roboter in ihrer Nähe vernichten, wenn diese abgefeuert werden.

Wenn Sie bei langsamen Bewegungen feuern wollen, müssen Sie sich zuerst in den Laser-Modus begeben. Feuern Sie dafür einen Schuß in eine beliebige Richtung und behalten Sie den Knopf gedrückt, so daß Sie weiterhin weiß bleiben. Belassen Sie den Joystick in seiner Mittelposition. Die Laserkanone ist jetzt geladen, feuert aber noch nicht ab. Im richtigen Moment den Joystick in die gewünschte Richtung drücken um abzufeuern.

BRAUCHBARE TASTEN

Während der Titel-Sequenz:

- f1 — Farbmodus (Vorgabe)
- f2 — Schwarzweiß-Modus
- f5 — Zunahme der Musikkautstärke
- f6 — Abnahme der Musikkautstärke

Nach Drücken der RUN/STOP-Taste für Pause:

- f1 — Farbmodus (Vorgabe)
- f2 — Schwarzweiß-Modus
- f7 — Grafiken enden

f8 — Grafiken starten von neuem

Cir/Home — Spielabbruch

Run/Stop oder Feuer — Spielwiederaufnehmen

Der Pausenmodus steht während eines "Transfers" nicht zur Verfügung.

ANERKENNUNGEN

Design und Programm geschrieben von Andrew Braybrook.

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PARADROID

per Commodore 64 e 128
(solo joystick)

CARICAMENTO DEL NASTRO

Inserisci il joystick nella Porta 2 e premi contemporaneamente SHIFT e RUN/STOP. Accertati, però, che il tasto di bloccaggio di SHIFT non sia schiacciato. Inserisci il nastro riavvolto nel registratore e premi PLAY. Il gioco si turbo-carica in meno di due minuti. Per iniziare, premi FUOCO.

SISTEMI D'ARMA

Il Dispositivo di Influenza emette due raggi laser paralleli a bassa frequenza. I Droidi di classe inferiore non dispongono di altre armi, ma quelli di classe superiore sono dotati di laser singolo o parallelo. Due tipi di Droidi da Guerra dispongono di Disgregatori che, quando vengono attivati, danneggiano tutti i Droidi nelle vicinanze.

Per sparare senza muoverti velocemente, entra in modalità laser, sparando un colpo in qualsiasi direzione tenendo schiacciato il bottone, in modo da rimanere in bianco. Il joystick deve rimanere al centro. In questo modo l'arma spara ma non si scarica. Per sparare davvero, al momento giusto spingi il joystick nella direzione richiesta.

Allo stesso modo, puoi sparare all'indietro mentre corri, premendo il bottone e tirando rapidamente all'indietro il joystick. L'abbrivio ti fa continuare ad andare avanti.

TASTI DI CONVENIENZA

Durante la Sequenza Titolo:

- f1 — Modalità colore (default)
- f2 — Modalità bianco e nero
- f5 — Aumenta volume musica
- f6 — Abbassa volume musica

Dopo aver premuto RUN/STOP per fare pausa:

- f1 — Modalità colore
- f2 — Modalità bianco e nero
- f7 — Cessa animazione
- f8 — Riprende animazione

Cir/Home — Abbandona il gioco

Run/Stop o Fuoco — Riprende il gioco

Durante i trasferimenti non è permesso selezionare la pausa.

TITOLI

Scritto e disegnato da Andrew Braybrook.

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