

Paradroid

For the
Commodore 64



FOR
CBM 64

THE ULTIMATE BRAIN DRAIN!

Paradroid



HEWSON CONSULTANTS

PARADROID for the Commodore 64

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.

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.

- ★ Ultra smooth multi-directional multi-speed scroll
- ★ Full hi-res graphics, with colour
- ★ Over 400 screens of playing area spread over 20 decks



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.

Scoring

Ramming	10 x Droid class (1 to 8) 100 (class 9 only)
Shooting/Transferring	25 x 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 x 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

Clr/Home - abandon game

run/stop or fire - resume game

Pause mode is not selectable during transfer.

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