

ocean

PARALLAX



MINDSCAPE

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Introduction

You and four other astronauts have just landed on an alien planet on what is supposed to be a routine exploratory mission. Upon landing, you learn that the planet is divided into five broad horizontal zones—Alpha, Beta, Gamma, Delta, and Epsilon—and inhabited by aliens. Then you discover that an all-powerful computer intelligence is sending vital information across the zones and that the aliens, under the direction of the computer intelligence, plan an imminent attack on Earth!

Your mission is to contact your four allies in the other zones and destroy the Central Intelligence Unit (C.I.U.), or central computer, before it launches the attack on Earth. Starting in Alpha zone, you must travel through each zone to locate each of your colleagues, you must destroy the central computer, and finally you must reach the Intergalactic Teleport at the exit in Epsilon zone to escape safely.

Success depends on access to the central computer (C.I.U.). There are several C.I.U. terminals in each zone. To move from one zone to the next, you must decode a password for that zone and then enter it into the one C.I.U. on that level that requires a scientist to access it. When you decode a password for the fifth zone (Epsilon) and enter it into the correct C.I.U. terminal, the C.I.U. is destroyed.

You decode a password by finding scientists, taking their data cards, and entering them into a C.I.U. terminal. When entered into a C.I.U., each valid data card will give you one letter of the password. When you have found five letters in a given zone, put them together and you have the password for that zone.

Hostile aliens, mad scientists, and challenging puzzles await you. Good luck!

Playing the Game

As the game begins, you see your IBIS spacecraft sitting on a runway in the Alpha Zone. You can explore Alpha in your spacecraft or on foot. Flying the IBIS will allow you to shoot turrets and flying aliens and to locate hangars. Hangars (described below) are important because they house the computers and the scientists. To go into the hangars, though, you will need to be on foot. To fly the spacecraft or explore on foot, see the instructions on the Reference Card.

Before you leave the spacecraft to explore on foot, the on-board computer will display a list of things you can take with you. Your inventory will look like this at the beginning of the game:

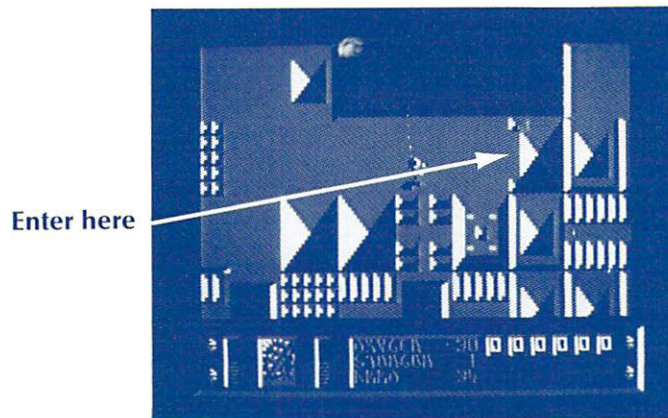
SHIP SUPPLY		TAKE AWAY
Oxygen	50	Oxygen
Gun	1	Gun
Ammunition	50	Ammunition
Drugs	0	Drugs
Scientists	0	Scientists
Standard Kit		
Stay aboard		Exit ship

The left-hand column shows the potential inventory. Use the cursor to select those items that you want to take with you when you leave the ship. Guide the cursor over the items in the left-hand column to transfer your selection to the right hand column. You may also select the **Standard Kit**, which gives you a stun gun and a supply of oxygen and ammunition. You should not leave the ship without provisions. *Note:* The gun enables you to stun (one shot) or kill (two shots) the alien scientists or eliminate (one shot) the robots in the hangars.

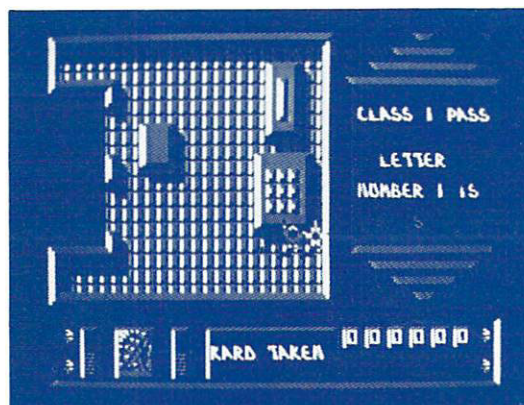
After you have selected your inventory or chosen the **Standard Kit**, choose **Exit ship** from the menu. Now you are free to explore on foot (see instructions on Reference Card). When moving around on foot, you consume oxygen more rapidly than when flying the IBIS spacecraft. *Note:* If you run out of oxygen, you die, and the game ends.

Hangars

Hangars look like the drawing below. They can be distinguished from other rectangular surface features by the cut-out area on one side. You can enter any hangar at any time.



Hangars are strategically important because they are the principal areas for locating computer data vital to the mission's success. Scientists, robots, and computers can be found in hangars. However, not all hangars have scientists or robots. The inside of a hangar looks something like this, although the contents of each hangar varies:



Computers

There are several types of computers inside hangars. You can only gain access to the computers with scientists' data cards (see "Scientists" below). To enter a data card into a computer, stand next to one end or side of the computer until you see the "Insert your data card" message. Then press the joystick fire button. If you don't see the message when standing on one side of a computer, move to another side.

Computer Bank Draw credits from the computer bank using data cards obtained from stunned scientists. Credits will allow you to buy items at the Computer Shop.

Computer Shop Purchase items at the Computer Shop with credits. The inventory will be automatically transported to the IBIS for later use. When you purchase a Bonanza Pack, for example, you get additional fuel for your IBIS spacecraft.

Central Intelligence Unit (C.I.U. or the "Big One") This computer is the main alien control mechanism planning the invasion of Earth. To extract information from the C.I.U.s, you must obtain one data card from each grade of scientist on each level. When you insert the relevant card into one of the C.I.U. terminals, the computer gives you a letter of the password that will enable you to progress to the next level. The letter it gives corresponds to the grading of the card and the scientist it is obtained from. For example, if you find a scientist with a data card numbered 4-115, it means that it comes from a grade 4 scientist and when entered into the central computer it will give you the fourth letter of the password. After entering the card into the computer, it is automatically returned to you. You can then use it to extract credits from the Computer Bank or supplies from the Computer Shop.

Not every card you take from scientists will be accepted by the C.I.U. If the C.I.U. gives you an "invalid card" message, leave the hangar and search for another hangar.

There is one C.I.U. on each level which cannot be accessed without having a scientist with you. This is the computer that requires the complete password. If encountered early on, take note of its position and return to it when you've decoded the password!

Scientists

The scientists hold the key to the C.I.U.s in the form of data cards. These provide information for passwords and enable you to gain credits from the Computer Bank. Cards can be extracted from stunned scientists, and are of five different grades (denoted by the first digit). The card number will appear on the lower portion of the screen. Up to 2 cards can be held at any one time.

To extract a data card from a scientist, you must first stun him (with one shot) and walk over him. Be careful not to shoot a scientist twice. If you do, you will kill him, and you won't

be able to get the data card. Once you stun a scientist, you are given the option of taking his card. The first scientist whose card you do take will automatically accompany you when you return to your ship. He will be useful later on when you need to enter your password into the main computer. If you do not need the scientist (because you have already kidnapped one, and only one is necessary to access the C.I.U.), you may want to shoot him again to destroy him.

When you do achieve the complete password, you must have the kidnapped scientist with you when you enter the password into the main computer. And you must drug the scientist to make him cooperate. (Check the inventory on the spacecraft for a supply of drugs.) After you get the correct password and enter it into the computer, the scientist is transformed into one of your "Allies," who is then considered rescued. This allows you to progress to the next level or zone. From Alpha you go next to Beta, and so on.

Robots

Some hangars contain robots. Shoot all robots on sight!

Aliens

Aliens will impede your progress and shoot at you, causing damage to the IBIS. They must be avoided, or eliminated with your laser.

Black Holes

On the landscape you will see pairs of square black openings with an arrow between them. If you pass over a black hole in the direction of the arrow, you will be sucked in and shot out of the adjacent one, at a faster velocity. Black holes help you build up extra speed throughout the game—a necessity on later levels since high speeds are necessary to fly through traps. Passing through black holes against the arrow cuts your speed in half.

Hyperspace Ports

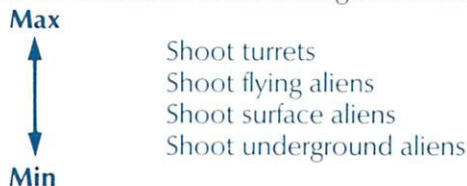
Hyperspace ports look like black holes, but have flashing centers. If you pass over one of these, you will be randomly transported to a different location on the same level.

Shields and Lasers

Turn your shield on to protect you from alien fire. (See instructions on Reference Card.) With the shield turned on in flight, fuel is used more quickly. When on the ground, no fuel is used at all.

Scoring

Points are awarded for eliminating aliens and shooting turrets, according to the scale below.



Hints and Tips

1. Ensure landing gear is up when not required. Once you lift off in your ship, pull the landing gear up. If you leave the landing gear down, you will have difficulty gaining altitude.
2. When landing your spacecraft, make sure you put the landing gear down first.
3. Land the spacecraft on a runway or on a flat surface. If you attempt to land on anything other than a flat surface, your ship will crash, and the game will end.
4. When on foot, if you get shot by an alien, you will be stunned and your oxygen level will decrease.
5. When entering your four-digit code into the central computer, ignore the hyphen and do not press RETURN. For example, if your data card reads 1-115, type: 1115. Then wait for a response.
6. You will be destroyed if you enter the next level without having fulfilled certain conditions on the current level. That is, you must solve the password, drug a scientist, and take him with you when you enter the password into the central computer.
7. A scientist will not help you access the central computer unless drugged.
8. You can fly below the planet surface to avoid fire from alien fighter ships.
9. You'll know when you move from one zone to the next because the color of the landscape will change.



Mindscape, Inc.
3444 Dundee Rd.
Northbrook, IL 60062

Software that challenges the mind.