

PARALLAX

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Français



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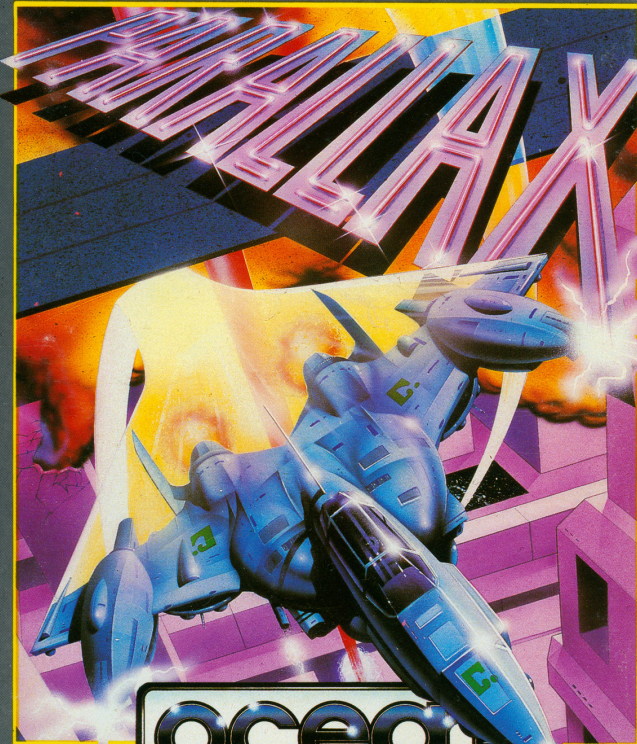


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PARALLAX

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COMMODORE 64



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PARALLAX

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The deadly game of rescue and escape the zones of an alien world — a Deathstar, intent upon destruction of Earth and controlled by an all-powerful Computer Intelligence.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions. When loading is complete press FIRE BUTTON to start.

THE GAME

A space probe has landed you, and four of the world's most experienced astronauts on an artificial world divided into five broad horizontal zones; Alpha, Beta, Gamma, Delta and Epsilon. The inhabitants seem hospitable and friendly until you stumble across vital information being switched across the zones by a controlling computer intelligence, Information revealing an imminent attack upon Earth!

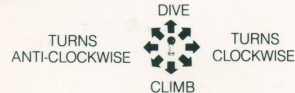
Contact your four allies in the other zones in an attempt to break free and destroy the computer, in your spacecraft IBIS. You begin in Alpha zone and must proceed through each area locating your colleagues and finally reaching the Intergalactic Teleport at the exit in Epsilon zone.

The way is fraught with many hazards — Good Luck!

CONTROLS

In Flight

Joystick



Keyboard

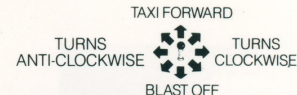
Space — Landing Gear Up/Down

F7 — Shields on/off

Return — Display datacards and passwords.

Fire — Shoot Lasers

On Ground Joystick



Fire — Initiate leaving sequence

Keyboard

Space — Landing Gear Up/Down

F7 — Shields on/off

Return — Display datacards and passwords

On Foot Joystick



Fire — Shoot Stun Gun (if carried)

Operate on board computer

Use Joystick to move cursor over required option — press fire to select.

Follow on-screen instructions for other operations.

Warning — IBIS can only land on a clear surface with the Landing Gear down. Any other circumstances will incur damage to the engines or the landing gear itself.

N.B. Pause Game — Run/Stop key (except in hangar).

SCORING

Points are scored for eliminating aliens, shooting Turrets.

Max

Shoot Turrets
Shoot Flying Aliens
Shoot Surface Aliens
Shoot Underground Aliens

Min

GAME PLAY AND FEATURES

Shields and Lasers

Press F7 to operate shields — with these in operation the fuel is used more quickly (when on the ground no fuel is used at all).

EXPLORING

Activating the fire button when landed indicates to the on-board computer that you wish to leave the ship. You will be asked what you want to take with you — the left hand column shows the potential inventory; guiding the cursor over this will transfer your selection to the right hand column for exit. Underneath are 3 standard options:

- (a) Standard Kit; supply of oxygen, stun gun and ammunition.
- (b) Stay aboard.
- (c) Exit craft.

N.B. The gun enables you to stun (one shot) or kill (two shots) the alien scientists or eliminate (one shot) the robots in the hangars.

Hangars



You can enter any hangar at any time. To re-enter the ship, stand beneath and press fire; you will materialise inside IBIS.

Hangars are strategically important — they are the principal areas for locating computer data vital to the mission's success. Scientists can often be found in hangars (see below), as can robots who must be shot on sight!

Several computers are situated inside these Hangars.

Computer Bank — Credits are drawn from the computer bank using datacards obtained from stunned scientists.

Computer Shop — From which items may be purchased with credits. The inventory will be automatically transported to the IBIS for later use.

Central Intelligence Unit (C.I.U. or 'Big One') — The main alien control mechanism planning the invasion of Earth. To extract information from these computers, you must obtain one datacard from each grade of scientist on each level. When you insert the relevant card, the computer gives you a letter of the password to 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), ie. if a 3rd grade card is inserted then you will be given the 3rd letter of the password. The card is automatically returned to you as it can then be used to extract credits from the Computer Bank.

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 it's position!

Data Cards — These gather information for passwords and enable you to gain credits from the Computer Bank. They are extracted from stunned scientists, and are of five different grades (denoted by the first digit, as shown in the lower information screen). Up to 2 cards can be held at any one time.

SCIENTISTS

The Scientists hold the key to the C.I.U.'s, in the form of datacards. To extract a datacard from a scientist, you must first stun him (with one shot) and walk over him. You are then given the option of taking his card. The first scientist whose card you do take will be automatically taken with you when you return to your ship (kidnapped). He will be useful later on when you need to enter your password into the main computer. If you do not need the scientist you may shoot him again to destroy him.

IMPORTANT — When you do achieve the complete password (with the kidnapped scientist accompanying you) and you enter this into the main computer, the scientist is transformed into one of your 'Allies' whom is then considered rescued. This allows progression to the next level.

ALIENS

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

BLACK HOLES

These take the form of pairs of square black openings with an arrow between them on the surface. Passing 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. These help you build up extra speed throughout the game; a neccessity on later levels as speed will be crucial to fly through traps. N.B. Passing through against the arrow results in your speed being halved.

HYPERSPACE PORTS

Appears similar to a black hole, but has a flashing centre. If you pass over one of these, you will be randomly transported to a different location on the same level.

HINTS AND TIPS

1. Ensure landing gear is up when not required.
2. When on foot, if man gets shot by an alien, he is stunned and his oxygen level decreases.
3. When entering your four-digit code into computer, ignore the hyphen and do not press RETURN — wait for response.
4. You will be destroyed if you enter the next level without having fulfilled certain conditions — see 'SCIENTISTS'.
5. Scientist will not co-operate in accessing main computer unless drugged.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

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Produced by D. C. Ward.
Music by Martin Galway

This product contains only one cassette tape. The larger packaging has been introduced as a standard for this and future products. We may from time to time incorporate two tapes or possibly a disk.