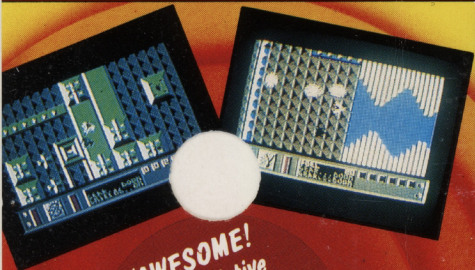


COMMODORE 64/128

CBM

COMMODORE 64/128

COMMODORE 64/128



**FAST
FURIOUS
ACTION**

"AWESOME!
Highly addictive
and tough on the
joystick...
destined to be
a chart-topper"
CCI.

**STUNNING
GRAPHICS!**



Screen
shots taken from
various computer formats



ENGLISH



DEUTSCH



ITALIANO



PARALLAX



JOYSTICK
ONLY

LOADING

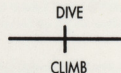
Press the SHIFT key and the RUN/STOP key simultaneously. A space probe has landed you, and four of the world's most experienced astronauts on an artificial world divided into five broad horizontal zones; Alpha, Beta, Gamma, Delta and Epsilon. The inhabitants seem hospitable and friendly until you stumble 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 Intergalactic Teleport at the exit in Epsilon zone.

CONTROLS

In Flight

Joystick

TURN
ANTI-CLOCKWISE



TURN
CLOCKWISE

Keyboard

Space - Landing Gear Up/Down

F7 - Shields on/off

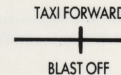
Return - Display datacards and passwords

Fire - Shoot Lasers

On Ground

Joystick

TURN
ANTI-CLOCKWISE



TURN
CLOCKWISE

Fire - Initiate leaving sequence



5 013156 411052

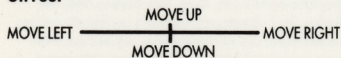
Keyboard

Space – Landing Gear Up/Down

F7 – Shields on/off

Return – Display datacards and passwords

On Foot



Fire – Shoot Stun Gun (if carried)

Operate on board computer

Use joystick to move cursor over required option – press fire to select.

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 itself.

N.B. Pause Game – Run/Stop key (except in hanger).

SHIELDS AND LAZERS

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 of 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), i.e. 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 its 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. 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' who is then considered rescued. This allows progression to the next level.

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 necessity on later levels as speed will be crucial to fly through traps.



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.

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