

BEYOND

CHALLENGING SOFTWARE

*Great graphic
action on the
Commodore 64*

PSYTRON



By Tayo Olowu and Paul Voysey

Psytron was produced for Beyond by Psy-Sci

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How to use this booklet

The last thing you probably want to do on opening up Psytron, is read a 20 page booklet and we don't expect you to.

The first thing you should do is load the game up and find out what's in store for you by reading about The Psytron on the page opposite. The service record on page 7 should be read and then you can find the controls for the Pursuit Droid in the level 1 chapter. The tape should have loaded by now so take a glance at the marvellous graphics, the realistic spinning spacecraft and the sophisticated control display.

You can start fingering the controls already and begin to understand what's required on Level 1. More information about that level can be found on pages 7 and 8. We suggest you tackle the reading for each new level as you achieve it. Slowly the experience that is Psytron will unfold before you and the book will help you to discover some of the new possibilities and how to make the most of the resources of the Betula 5 installation. The important pages are marked by **bold** type in this index.

PSYTRON

The Psytron

The Psytron is in sole charge of the Betula 5 Installation.

Its defence circuits are on the alert for intruders, its pursuit droid tracks down enemy saboteurs which infiltrate the base. It assesses the personnel's oxygen needs, it allocates food and work duties.

Every aspect of the installation and the colony which supports it, is constantly monitored. Every need of its operatives ordered and catered for. Every sector visually scanned and the nitrogen-rich skies of Betula 5 eternally probed and warded.

When the attack comes, the Psytron will cope with defensive demands and details which would leave a human brain unhinged, computer circuits scrambled. It must analyse every scrap of data which pours into it, for every aspect of the installation is interconnected. A failure in any department must be reported and its effect on the fabric of the base assessed immediately.

Human lives will be expended as necessary but if the Psytron ever goes down...

The objective

You will become the Psytron – less than human, far more than mere computer – and your mission is to survive the attack. Gradually your abilities will be built up level-by-level until you are ready for The Final Conflict.

Arcade style co-ordination and quick-wittedness combine with strategic understanding and tactical cunning in the Psytron.

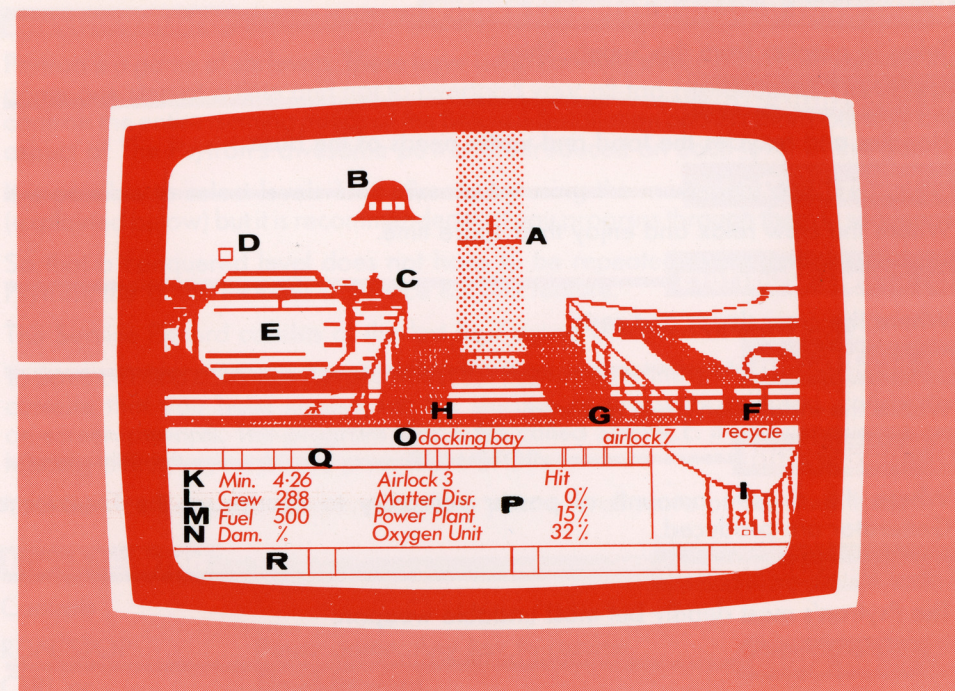
Each level has its own objectives but your ultimate aim is to process information as the Psytron would. To know the base as intimately, which areas must be defended at all costs and which can be sacrificed when the going gets tough. To spot the dangerous alien craft early, to use the Freezetime sparingly and to empty your circuits of everything but the survival of the Installation.

Loading instructions

To load press SHIFT and RUN then press PLAY on the tape recorder.

Guide to the screen display

- A** Gun sights.
- B** An alien craft having just dropped a bomb at **C**.
- C** An explosion.
- D** A ship in the distance and almost out of sight and range.
- E** The outer buildings of the Oxygen Unit.
- F** Airlock 7 leading to the Recycling Unit.
- G** A saboteur beamed down into the airlock supply tunnel by the alien craft. It is heading for airlock **F** where it will explode to cause maximum damage.
- H** A pursuit droid in the top airlock tunnel.
- I** The pursuit droid's view down the tunnel with a saboteur shown running away from the droid.
- J** The droid sight. Fire when the saboteur moves into it.
- K** Time elapsed so far (on final level). On all other levels, this reading shows the time left before the game ends.
- L** Crew scanner showing the number of crew.
- M** Fuel scanner showing the amount of fuel left.
- N** Damage indicator showing the amount of damage done on a successful hit on an alien spacecraft.
- O** Description of building and number of airlock shown on screen.
- P** A display of hits and damage referring to different sections of the base and its airlocks.
- Q** Screen Report: showing the position of the current screen view through white bars. A green square shows the presence of a ship and this will become red when that craft goes into attack mode.
- R** Droid screen report. A white square shows the location of the pursuit droid. A red square shows the position of a saboteur.



Geography of the Betula 5 installation

The centre of this picture shows the position of the Psytron monitors which look out on the Betula 5 Installation.

The Psytron itself is buried far below the unforgiving Betula 5 surface at this point. From here it keeps in constant touch with the personnel which make up the colony and the buildings and airlocks which make up the installation.

The Central Corridor which is the main supply route to the buildings, is shown in the ring around the centre of the plan.

The airlocks from which radiate out the tunnels connecting the outer buildings are labelled 1 to 8.

The buildings featured are:

A) Medical Unit

Where the medical supplies are kept and the injured treated.

B) Freezetime Generator

Which is the source of much of the Psytron's power.

C) Oxygen Unit

Supplies oxygen needs for the colony.

D) Docking Bay and Teleport centre

Takes in supplies from the Supply Ships

E) Recycling Unit

Handles and recycles the food and water needs of the base.

F) Pleasure Dome

Where the crew relax and enjoy their spare time.

G) Crews Quarters

Where the crew sleeps and rests.

H) Fuel Dump

Where the installation's fuel is stored.

I) Power Plant

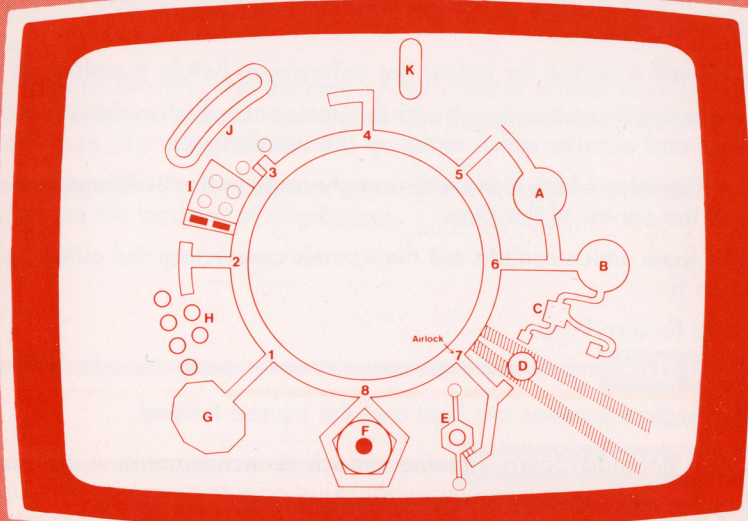
Where the massive amounts of power necessary to charge up the Freezetime Generator are produced.

J) Matter Disruptor

The Psytron's most deadly but most unstable weapon.

K) Food Store

Where the food requirements of the colony are stocked.



Service Record

Psytron is a game of six levels. These have been carefully designed to take you into the game one step at a time and not to overload your all-too-human mind. The Psytron controls the entire running needs of the Betula 5 Installation and its colony but only one aspect of The Psytron's awesome power is introduced on each level of the game.

It is possible to select levels 1–5 directly by using the movement and fire controls (explained below) but it is recommended that you progress through them in sequence.

So that a conquered level does not have to be repeated every time you load up Psytron, the game includes a Service Record feature.

The Service Record consists of the last four scores achieved at each level.

To Save or Load a Service Record select the appropriate line and insert the diskette or cassette that you have chosen for the storage of the service record. Follow the on-screen prompts. The program uses a file called SERVICE. If you experience any loading difficulty you should press RUN/STOP.

Your Service Record is used in compiling your overall score on the final level.

Level 1: Droid

Controls

RUN/STOP	Pause game. Any key to resume.
CTRL or joystick up	Droid forward.
LEFT SHIFT or joystick down	Droid turn around.
RIGHT SHIFT or fire button	Droid fire.
SPACE BAR	Droid Warp, rapid movement.
@	Abandon this game and start again.

Mission

The alien craft are beaming saboteurs down into the installation's airlock service tunnels. They will aim to race to an airlock and explode where they can cause most damage. Psytron will aim to keep the airlocks free from saboteurs by hunting them down with its Pursuit Droid and destroying them before they can explode in a vital area.

Saboteurs

Also known as Tri-pedroids (because of their three-legged nature), these mechanical creatures are beamed down into the airlock service tunnels. A random airlock co-ordinate is locked into their memory banks just prior to them being dropped by the alien craft. On materialisation in the tunnels, the saboteur will take the shortest route to the target airlock where it will explode.

Airlocks

Each of the base's eight airlocks is connected to a vital part of the installation. They are used by the repair crews as access to each location. The rate of repair of a particular building is dictated by the amount of damage sustained by the airlock or airlocks which service it.

The airlocks themselves must be repaired when damaged. The difficulty of repairing a particular airlock depends on the amount of damage sustained by the airlocks on either side of it.

On this level you will not be able to send in repair crews but a full rundown of which airlocks are connected to which installation sites can be found on the instructions for Level 4.

Pursuit Droid

A 3D view of the tunnel is shown in a display on the bottom right corner of the screen. As the Pursuit Droid moves, the view of the tunnel curves around in front of it. If it is turned around the tunnel view will curve the other way.

Any Saboteur which is loose in the tunnels can be pursued until it is seen either pounding down the corridor away from the Pursuit Droid or racing towards it. A small sight at the bottom of the droid view shows where its fire will be concentrated.

To destroy the Saboteur, chase it until it is within the sights and then fire. If you miss the Saboteur the droid gun will take a split second to re-charge.

Droid Screen Reports

A white square at the bottom of the screen shows the location of the droid. Any saboteur appears as a red square.

Level 1: Goal

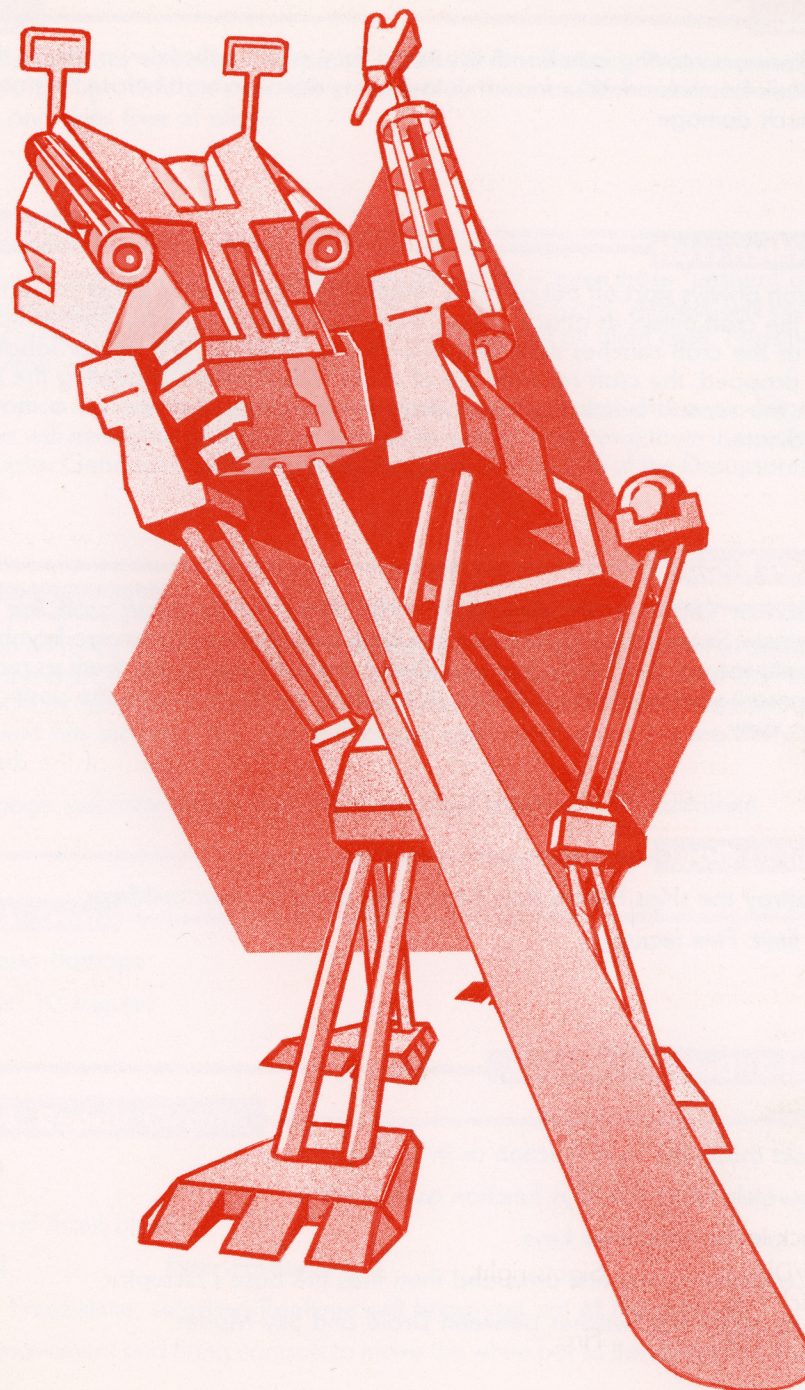
To minimise damage.

Time limit: Five minutes.

Level 2: Skywatch

Controls

CTRL or joystick up	Sights up.
LEFT SHIFT or joystick down	Sights down.
CLR/HOME or joystick left	Sights left.
INST/DEL or joystick right	Sights right.
RIGHT SHIFT or fire button	Fire.
SPACE BAR in conjunction with left or right — fast scan.	



Mission

The aliens are moving in to bomb the base. They must be shot down before they can drop their bomb-load. Your mission is to destroy the alien craft before they can cause too much damage.

The alien craft

The craft always start off out of visual range and home in on a target position. Once there the craft enters its attack phase. Two attack runs are made, the first starting as soon as the craft reaches its target co-ordinate. After the first bomb/Saboteur has been dropped, the craft recedes out of visual range before repeating the process. When the second bomb has been dropped the craft can take on a new target co-ordinate.

Screen Report

The Screen Report is the way the Psytron shows which alien craft are looking dangerous. Some craft will soar over the base without ever dropping a bomb. Others lock onto targets and the Psytron can detect these, by displaying them as red (rather than green) squares on the blue bar. White strips on this bar show the position of the screen view.

Level 2: Goal

To destroy the ships before they bomb and damage your buildings.

Time limit: Five minutes.

Level 3: Defence Circuits

Controls

In droid mode the keys function as in level 1.

In skywatch mode the keys function as in level 2.

These are the additional keys:

The Commodore key first arms and then fires the base's disruptor.

The Up arrow key switches between Droid and Sky Modes.

Mission

The alien craft are attacking, dropping bombs and saboteurs. Psytron pursues the saboteurs through the base's corridors and patrols the skies. Your mission is to keep the airlocks and skies free of aliens.

Disruptors

The Disruptor will clear any one screen of all alien craft – even those “unseen” ones in the distance. To use it press the Commodore key and the word “Armed” will come up on the screen. Press it a second time and it will wipe-out all alien craft. Pressing any other button will dis-arm the disruptor.

The Disruptor is somewhat unstable and there is a 10% chance of it exploding when used. This will neutralise all the other stored Disruptors, rendering them inoperative. If the Disruptor Generator is damaged this increases the chance of the Disruptors being unstable.

Damage Indicator

Each time a craft is hit by the Psytron's defensive fire, a random amount of damage is done to the craft. It varies from 0-100% in increments of 10%. A winged craft carries this amount of damage around with it, regardless of whether it is on the screen or not. Subsequent hits increase this stored damage again and make it more likely to be destroyed.

The damage indicator shows how much damage a hit craft has sustained.

Level 3: Goal

To minimise damage

Time limit: 10 minutes

Level 4: Repair Circuits

Controls

As on level three plus:

RETURN Enter Freezetime.

Once in Freezetime, selecting Realtime will bring you out of Freezetime.

Use the movement and firing controls to move the white bar to the desired option and select it.

Mission

The alien craft are bombing the strategically vital areas of the base and dropping saboteurs on their kamikaze missions. Psytron must allocate repair crews to keep the damage down to reasonable levels and keep the aliens at bay.

Freezetime

Freezetime takes you into the realms of instant processing of data. While you take in the details of damage reported around the base and allocate repair crews where necessary, the action is literally frozen.

It is the means by which vast quantities of information can be processed in zero time. This process is very fuel intensive. Two factors are of direct importance to Freezetime:

- i) Damage to power plant, which determines the rate of fuel consumption.
- ii) Damage to the Freeze Generator, which determines your ability to evoke Freezetime.

Status

Status is accessible through Freezetime. It gives a complete rundown on the levels of vital supplies and how many crew are dead or injured. Obviously you should find out your status before ordering supplies or to discover the cause of crew death.

Damage

Damage done to the different buildings in the installation can be repaired by allotting crew to the task.

The crew can be allotted to repair duties during Freezetime Damage reports.

Move the white bar to the area you wish to repair. Select it with the Fire control. You are then able to alter the number of crew working there to a maximum of 100 crew.

Repair to a particular building is slowed down if the airlocks leading to it are damaged.

The locations are serviced by the airlocks as follows:

Pleasure Dome	Airlock 8	Medical Unit	Airlocks 6 & 5
Recycling Unit	Airlock 7	Docking Bay	Airlock 7
Crews Quarters	Airlock 1	Oxygen Unit	Airlock 6
Freeze Generator	Airlock 6	Food Store	Airlock 5
Power Plant	Airlocks 2 & 3	Matter Disruptor	Airlocks 3 & 4
Fuel Dump	Airlock 2		

Crews sent to repair an airlock will be less effective if the airlocks on either side of it have been damaged.

The Crew

The installation begins with a crew of 98 in the crew quarters and 190 personnel spread elsewhere.

Crew working consume more oxygen than those not active. The Oxygen Unit when fully operational can support a few hundred men without excess oxygen, brought in by the supply ship (see the instructions to level 5).

Damage to the Pleasure Dome reduces the crew's work-rate! Damage to the Medical Unit increases casualties and so does a lack of medicine.

The Locations

Every location on the base has some effect on the working of the overall installation. In the heat of battle, the Psytron must assess all damage and deduce how much it will increase the installation's vulnerability.

Here is a rundown of each location and its importance to the base. The Docking Bay is detailed in the instructions to Level 5.

Recycling Unit

Undamaged the Recycling Unit can sustain 1500 inactive people or around 500 active workers. A working person will consume three times as much food and water as an inactive one.

If the Recycling Unit is 50% damaged, these values are halved, and at 100% damage the unit cannot support any life. To check on the food and water supplies see the Status read-out.

Food and water supplies go down proportionally to the over-stretching of resources, as more crew are brought to the base and more are despatched to work.

Once the stores are exhausted, people start to die.

Pleasure Dome

Damage to the Pleasure Dome reduces the rate at which personnel will effect repairs.

Crews Quarters

The Crews Quarters is capable of providing accommodation for approximately 100 inactive personnel when undamaged. If it is 50% damaged it can only accommodate 50 crew.

Any attempt to sustain more inactive personnel than the Crews Quarters will accommodate will result in the excess personnel being teleported back to home base.

Fuel Dump

The Fuel Dump has a maximum capacity of 500 units. Damage to the Fuel Dump reduces this capacity proportionally to the amount of damage sustained. A bomb exploding on the fuel dump also results in a loss of fuel. Fuel is vital to maintaining Freezetime. Without fuel you cannot unload supplies or fire into the sky.

Power Plant

Damage to the Power Plant results in an increase in the amount of fuel needed to maintain Freezetime. All other power consumption is negligible compared to this.

Matter Disruptor

The Matter Disruptor Generates the massive charges of energy needed to clear the skies of an entire screen sector. The unstable Disruptors become more likely to explode as the Disruptor becomes more damaged.

Undamaged there is still a 10% chance of a Disruptor exploding. As the damage increases so does the chance of an explosion when the Disruptors are used.

At 100% damage any Disruptor will always explode.

An explosion neutralises all stored Disruptors and renders the Matter Disruptor 100% damaged.

Medical Unit

Damage to the Medical Unit increases the proportion of the injured that die. Medical supplies are crucial to its effectiveness.

Freeze Generator

Damage to the Freeze Generator strikes at the very heart of the Psytron, robbing it of its ability to evoke Freezetime. Any damage reduces the rate at which the high-tension plates recharge. Once the charge drops below a certain level, Freezetime cannot be entered.

Over-use of Freezetime may also result in the power being drained and Freezetime being inaccessible.

Oxygen Unit

Undamaged the Oxygen Unit can sustain 1500 inactive people, but like the Recycling Unit, active people consume three times as much oxygen.

As damage increases so the oxygen level is drained until the supply reaches zero. Rate of death from lack of oxygen is greater than from lack of water and water is more important to the base than food.

Docking Bay

This is covered in the Level 5 instructions.

Level 4: Goal

To minimise damage at all costs.

Time limit: 10 minutes.

Level 5: Supplies

Controls

The same for Level 4 plus an extra option of communication exists in freezetime.

Mission

The Psytron has got through to the Supply Ship and is communicating the needs of the base to its captain. As Status reports show the supplies of the base being run-down by the ravages of the attack, new weapons, supplies and crew can be ordered. To preserve personnel and keep the installation operative, Psytron must ensure that supplies are kept up to the correct levels.

The Docking Bay

The Docking Bay requires fuel to operate. It will receive supplies from the Supply ship when connected via the vital Supply Beam. If the bay is damaged the supplies take far longer to be beamed down.

The Supply Beam

You will first notice the beam on Level 5. It transports all ordered supplies to the base. If the Docking Bay is undamaged the beam can unload an order in 30 seconds, this time increases as the damage increases and at 100% damage it will take over 4 minutes to unload an order.

The Supply Ship

The Supply Ship will stay out of the range of the alien craft and beam supplies down the Supply Beam. This beam is activated at one minute intervals. Strong magnetic fluctuation emanating from the teleport beam prevent communication with the ship while the beam is active.

The maximum weight which can be teleported at one time is 1,000 tonnes.

Communications

To communicate with the ship, you must first enter Freezetime.

The ordering of supplies is controlled in much the same way as repair crew allocation. Use the white bar to indicate which item you wish to order. You cannot order more than the ship can carry.

Goal

To minimise damage

Time limit: 10 minutes.

The Final Conflict

Controls

As on Level 5. You will be informed when you are eligible to play at this level.

Mission

To keep the base running for as long as possible. 200 crew are needed to keep the base operational.

On this level time is added on rather than counted down.

The Final Conflict Goal

To survive for an hour.

Time Limit: One hour.

Hints and Tips

Level 1

Try to keep the droid in the screen with the most dangerous-looking attacking ship as this will enable you to be in position ready to annihilate the Saboteur as soon as he drops into the central corridor.

Remember that you cannot shoot the Saboteur while your gun is recharging. Avoid firing until the Saboteur is in the centre of your sights.

Level 2

Ignore ships that are not locked onto a relevant target. Bombs which fall on the surface without damaging the buildings are not dangerous.

Level 3

Protect buildings before the airlocks. At this level the airlocks will not affect the repairs as none can be undertaken.

Level 4

Damage suffered in the early stages of play can be repaired in time for it not to affect the final score. Damage from explosions in the final minutes is therefore the most telling.

Level 5

People can be ordered early so more repairs can be made. It is a mistake to stock up on too many disrupters in case an unstable one destroys the entire batch, when you could have used the supply ship more profitably.

Final Level

Strategy is as crucial as your skill at shooting in this final level.

The successful player will react quickly to situations.

Learn which buildings deserve the most protection and which can be given up to the alien attack.

Remember to protect the docking bay as its influx of supplies is vital to the preservation of the base. This is especially true when an active transmission is being beamed down to the bay.

Mastery of the fast scan technique is a possible key to success on the final level. Learn the meaning of the sound effects which come when you fire, when a bomb or saboteur is dropped, and when a bomb explodes.

There is one final point about the final level – so far you have had things easy. There are only five ships on the screen at any one time during the early levels, on the final level extra ships are soon added to the initial five.

You have been warned!





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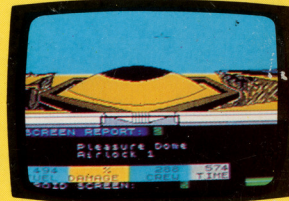
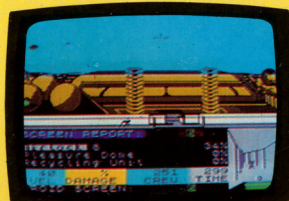
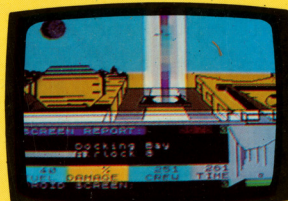
Comments: _____

Best score so far: _____

If you want to Enter the **Beyond** but still have not finished your scoring on Psytron, then take a photocopy of this page and fill it in.

BEYOND

CHALLENGING SOFTWARE



Less than human, far more than mere computer

The *Psytron* controls the massive Betula 5 Installation. When the attack comes, it will cope with defensive demands which would leave a human brain unhinged, computer circuits scrambled. Damage in any sector of the base must be assessed and its effect on the fabric of the installation calculated immediately. Human lives will be expended as necessary but if the *Psytron* ever goes down.

*The Spectrum top-seller now converted to the Commodore 64 and better than ever *Psytron* offers...*

Stunning graphics, animation which makes other programmers gasp, a 20 page booklet of hints, tips and help with the discovery of each of six levels of play.

By Tayo Olowu and Paul Voysey

Commodore 64 translation by Hadley Voysey