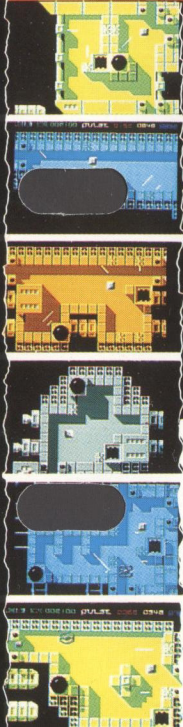


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MASTERTRON²

Defend the space platform by directing the pulses in an attempt to wipe out the alien attackers.

An addictive mixture of strategy and tactics.

Joystick or Keyboard. One player only.

PROGRAM BY SIMON PRICE

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RECORDED ON
BASF
TAPE

TITLE

PULSE WARRIOR

MACHINE TYPE COMMODORE 64 · 128

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MASTERTRON²

PULSE WARRIOR



You are the Pulse Warrior. In a hastily converted craft, you must keep the space platform free of the alien presence. You must gather the energy pulses, and build them up into deadly weapons, so that you can destroy the aliens. An absorbing game, requiring subtle strategies and sudden reflexes, with just enough uncertainty that ensures continuing interest as no matter how hard you try, you can never be perfect.

In the twenty second century, all the Earth's power needs are supplied from space, giant space platforms, orbit the Sun, relaying power down via satellites to collectors on Earth. The platforms have also become giant colonies, with the vacuum of space and the lack of gravity making them the workshops of the world.

So when the Earth was threatened by attack from the Darak, hideous reptilian beings from Cirrus Major, the space platforms were an early target.

Being designed for peaceful purposes the platforms had no defences. So when they were threatened emergency measures needed to be taken.

The platforms' defences were created out of the power collectors themselves. Pulses of energy are collected from the Sun by generators, you need to shepherd them into the lens to create pulses powerful enough to destroy the aliens as they land. Your craft has no weapons of its own, it just has enough shielding to enable it to reflect the pulses.

You must try and deflect the pulses into the lenses. The lenses will absorb pulses, and after it has absorbed a number, it will re-emit them as one larger pulse. The generators will maintain the number of pulses on the screen, so if you lose a pulse, or a pulse is shepherded into the lens the generators will spit out another pulse.

When you have garnered a large enough pulse you must aim it at the aliens to destroy them.

Your ship is hastily made, so the shielding is not perfect, if you reflect too many pulses, or pulses that are too large your craft will overheat.

MASTERTRONIC IS A MEMBER OF THE MASTERTRONIC GROUP OF COMPANIES

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Made in Great Britain

Design: Words & Pictures Ltd., London.



MASTERBRONZO

If you collide with any of the droids that move about the surface of the ship you will be destroyed, these droids will continue about their normal business and will ignore you, however they will not get out of your way either.

The surface of the ship is divided into sectors which are grouped together into zones, the factories are busy creating more of the Pulse Warrior craft, however they are at full stretch, especially as the power is being diverted to destroy the aliens. You will be rewarded with a new craft each time you successfully clear a complete zone of aliens.

There are two screens that you will see, there is the sector map of the craft, this shows you the zones and the degree of difficulty of each sector, and the sectors themselves. Each time you leave a sector, whether you have cleared it of aliens or not you will move to the sector map, sectors that have successfully cleared are shown as dark on the map, other sectors are coloured by zone. You can move from any zone to any adjacent zone, provided that there is an exit linking the two, you can leave a screen at any time by any exit, provided that you can reach it and avoid the obstacles on screen.

GAMEPLAY

You can move your ship in any of eight directions, N, NE, E, etc., using either the joystick or keys, listed in the controls section. Your ship has momentum, and it will take a while to accelerate or decelerate. The pulses will cause your ship to rebound when they bounce off it. The amount that a pulse moves the ship will depend on the size of the pulse.

Clearing all the sectors in a zone earns a new ship.

Clear all the sectors to complete the game.

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP.

CONTROLS

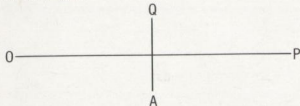
Joystick in port two or Q up, A down, O left, P right.

FRENCH

Tenez la touche SHIFT enfoncée et appuyez sur RUN/STOP.

Manche à balai sur entrée 2 ou.

COMMANDES

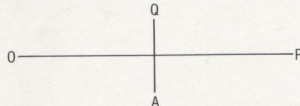


GERMAN

Halten Sie die SHIFT Taste unten und drücken RUN/STOP.

Joystick in port 2.

KONTROLLEN



ITALIAN

Tenere premuto il tasto SHIFT et premere RUN/STOP.

Joystick nella fessura 2 solo.

CONTROLLI

