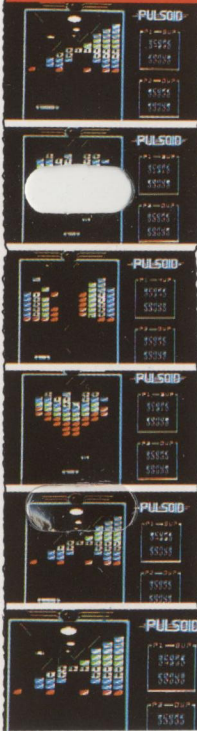


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MASTERTRONIC



Reflect and deflect laser pulses as they flash around the arena, breaking down barriers. Collect Bonus Batteries, clock up the points and you just might survive all 32 chambers of PULSOIDS.

Joystick only – a game for 1 or 2 players

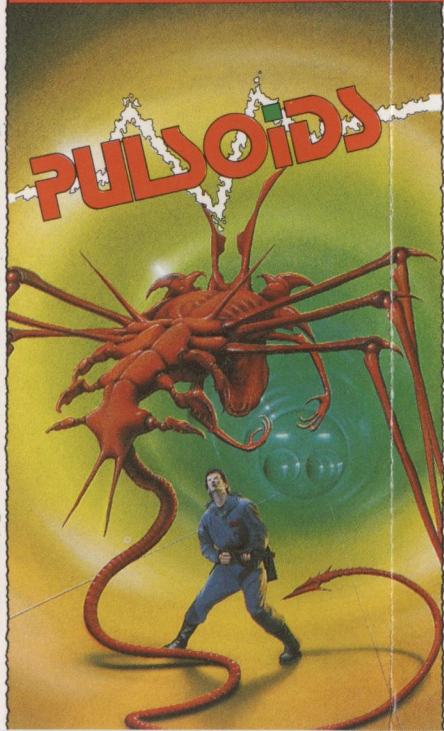
Designed and programmed by Silhouette Software



RECORDED ON
BASF
TAPE
TITLE
PULSOIDS
MACHINE TYPE COMMODORE · 64 · 128
IC 0270



MASTERTRONIC



PULSOIDS – The Prime-Time Techno Sport

Throughout the galaxy, as humanoid lifeforms evolved, activities that were once vital to survival were performed for recreation and exercise.

Competitive sports took the place of many tribal rituals as species attained Grade Two civilisation – on Planet Earth, for instance, a game called football allowed the mass of creatures to enjoy tribal allegiances under the conditions of a Grade Two civilisation. The thrill of watching the leading group of hunters in the social group compete on the hunting grounds with food-gatherers from other tribes was replaced by organised 'football' contests conducted in specially-designed arenas. Other areas of prowess, such as spear-throwing and killing prey with projectile devices, were tested in sports such as 'darts', 'archery', 'gun-shooting' and 'the javelin'.

Abstract forms of competitive exercise also evolved on most planets that supported lifeforms, including games that one or two players could enjoy as they exercised control over a projectile – commonly a spheroid of resilient material. On Earth, humanoids used special paddles to control the movement of spheroids known as 'balls' – games such as 'squash', 'rackets', and even 'tennis' and cricket absorbed the attention of the populus. (For further details, see Rando B Crophensentur's definitive history in the Plutos Holopaedia, 30546 edition.)

As lifeforms on the planets in the Galaxy evolved, their control of technology improved. Gradually, they learned to travel between planets and eventually the entire Galaxy became a unified territory. Several thousand years ago, when most lifeforms in the Galaxy had attained Grade Thirty civilisation status, the laser-based game that is now called Pulsoid first came into being. It quickly became the ultimate sporting challenge, adopted by all sentient species in the galaxy as the ultimate challenge. . .

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Made in Great Britain
Design: Words & Pictures Ltd., London.



A NOVICE'S GUIDE TO THE ART OF PULSOID

Use the Energy Mirror to deflect laserpulses back into the body of the arena, and to collect falling bonus batteries released after mirrorblocks are destroyed.

Bonus Batteries and Their Effects on Gameplay:

- L — warps the Energy Mirror, increasing its width
- D — timebomb: distorts the player's perception of time, apparently slowing down playspeed
- C — allows the Energy Mirror to absorb most of the energy contained in a laser pulse as it is deflected. Energy thus absorbed is added to player bonus score
- X — autoclones the Energy Mirror, increasing the player's stock of Energy Mirrors that may be called into play during the current game
- B — activates a temporary plasma barrier across the back wall of the arena. (The plasma barrier deflects a laser pulse if 'fire' is pressed on the player console.)
- N — temporarily deactivates the reflective powers of mirror blocks in the play arena, allowing pulses to pass through and destroy blocks rather than bounce off

Mirrorblocks and Their Properties when hit by a Laserpulse:

+

— increase/decrease length of laser pulse as it bounces off

RED blocks have to be hit twice before they are vapourised

GREY blocks are immune to laser vapourisation

Hitting a LIGHTNING block activates a time warp that distorts the player's perception of time, apparently increasing playspeed until a Bonus Battery is collected

The Activation of Dormant Pulses:

Pulse capsules are fed into the play area from a hopper at the top of the play area — an active laser pulse destroys a capsule on contact, activating a clone pulse in the process.

Dormat pulses are trapped between mirrorblocks in some chambers. They may be released by creating an exit in the wall of mirrorblocks, and are activated by contact with the Energy Mirror.

LOADING INSTRUCTIONS

Hold down SHIFT Key and press RUN/STOP

FRENCH

Faites réfléchir et dévier les vibrations laser qui fusent de tous les côtes de l'arène, démolissant les barrières. Ramassez les Batteries de Bonus, récoltez les points et vous pourriez tout juste survivre aux 32 chambres de PULSOID!

INSTRUCTIONS DE CHARGEMENT

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

GERMAN

Reflektieren und lenken Sie die Laserstrahlen ab, die wie Blitze durch die Arena rasen und dabei die Barrieren zerstören. Nehmen Sie Bonus-Batterien auf, sammeln Sie soviele Punkte wie möglich, und Sie überleben vielleicht alle 32 Räume von PULSOID!

LADEANWEISUNGEN

SHIFT-Taste gedrückt halten und RUN/STOP drücken.

ITALIAN

Non appena, abbattute le barriere, gli impulsi laser si diffondano nell'arena, rifletteteli e fateli deviare.

Risucotate le batterie premio, registrate il totale dei punti, e forse ce la farete a uscire incolume da tutte le 32 camere di PULSOID!

ISTRUZIONI DI CARICAMENTO

Tenendo schiacciato il tasto SHIFT premete RUN/STOP.