

Quake MINUS 1

MONOLITH

Leading Edge Software

**"With Actionscaping and
animated landscaping,,
IT'S FANTASTIC VALUE"**

INTRODUCTION

Deep beneath the Atlantic ocean, where the earth's crust is thinnest, lies the Titan power station. This massive, automated, complex draws energy direct from the earth's core to feed the world's industrial nations. It's also the target for a crank terror organisation called the Robot Liberation Front. The RLF intend to sabotage the Titan's computers to trigger a massive earthquake. The computers will be destroyed, tidal waves will swamp the atlantic coasts of America and Europe, and an energy crisis will paralyse the industrial nations. The game opens on the day the RLF sabotage the Titan complex – Quake minus one.

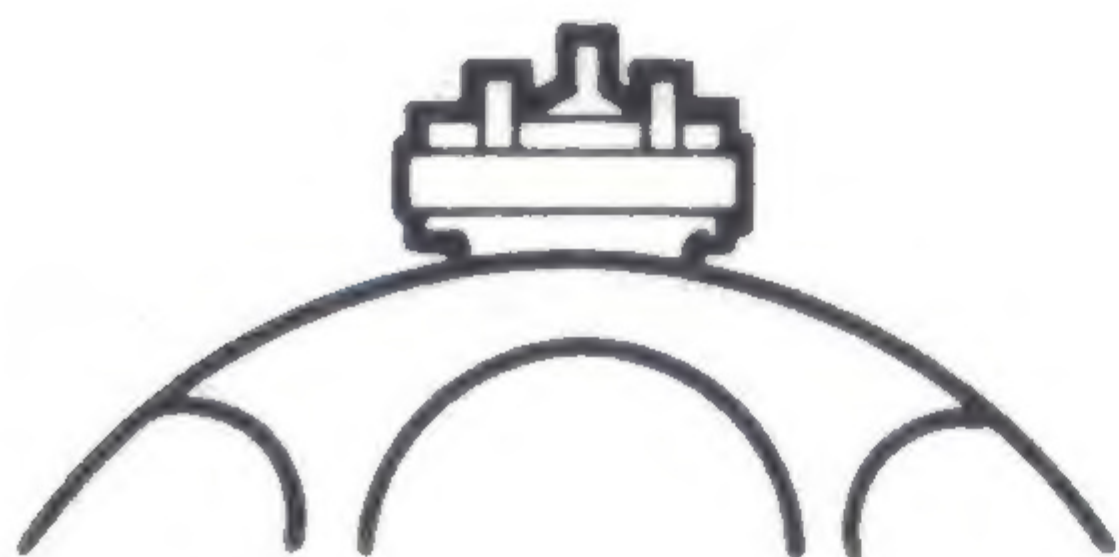
OBJECTIVE & MISSION BRIEFING

Government scientists have managed to re-establish communications with one of the computers which control Titan – The Hermes. Your mission is to capture or destroy the four remaining Titan computers: Zeus, Poseidon, Vulcan and Ares. Less than ten hours remain before the earthquake. Beware, the other Titans may attempt to recapture or destroy the Hermes. (If that happens your mission will fail.) Finally, the scientists have managed to patch in a facility to interrupt the real-time operation of the complex: INTERRUPT TIME. This facility operates during COMMAND MODE, but be sparing in its use. Total interrupt time is, our experts estimate, just one hour.

LOADING

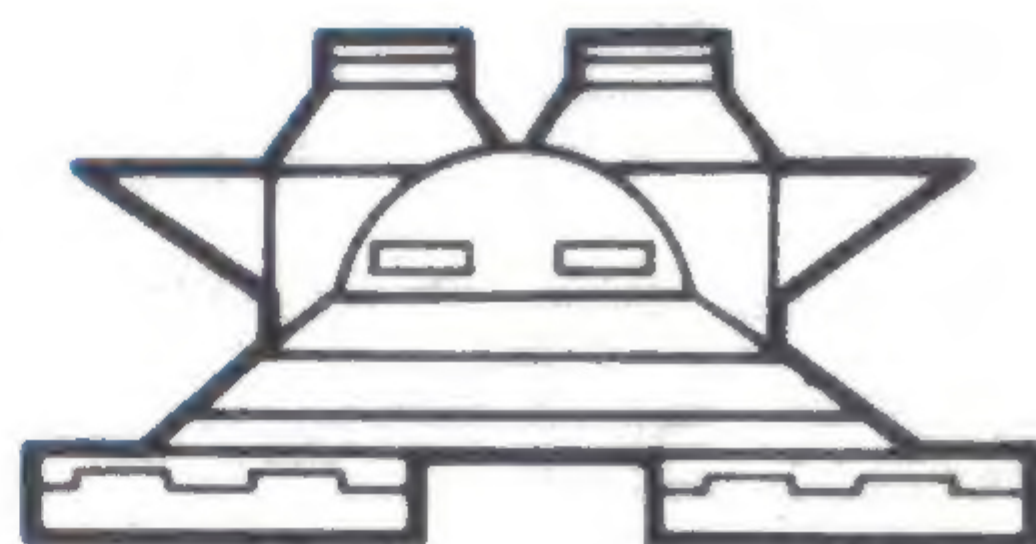
Ensure your joystick is inserted in port 2. CBM 64 Cassette: Press SHIFT & RUN/STOP. CBM 64 Disc: Type LOAD "*", 8, 1

THE TITANS

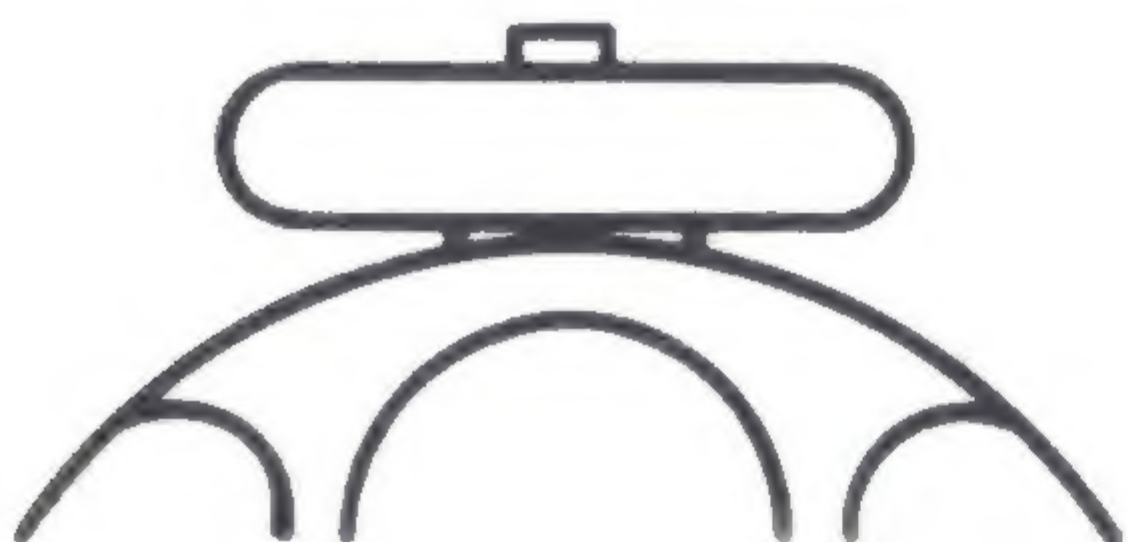


ZEUS

The command computer directing renegade strategy.

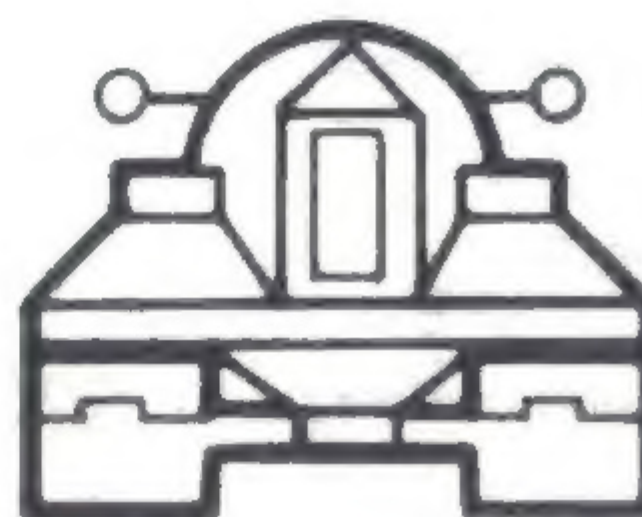


ZEUS MOBILE

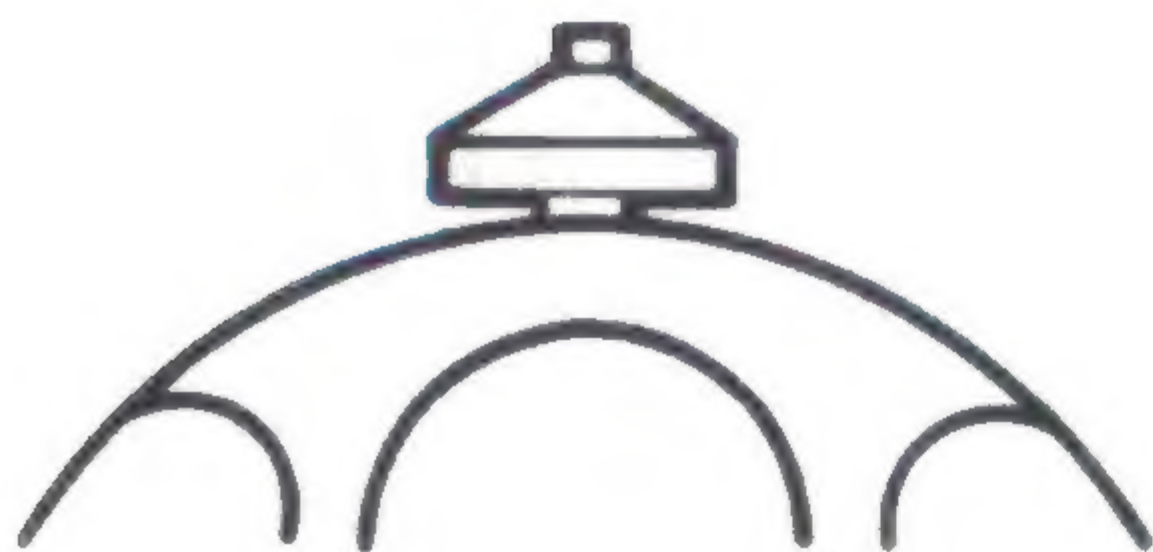


POSEIDON

The defence computer.

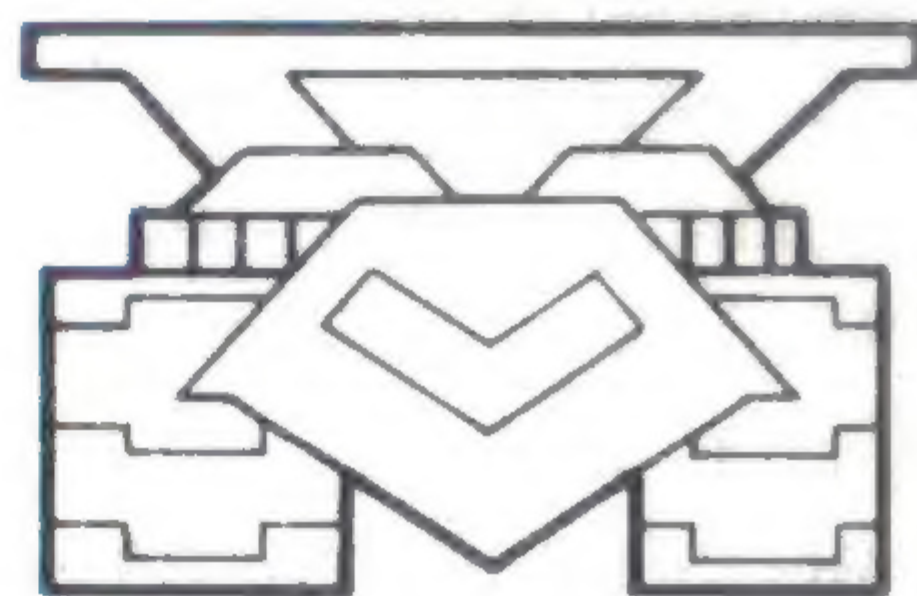


POSEIDON MOBILE



VULCAN

Monitors the
installaton's operation.

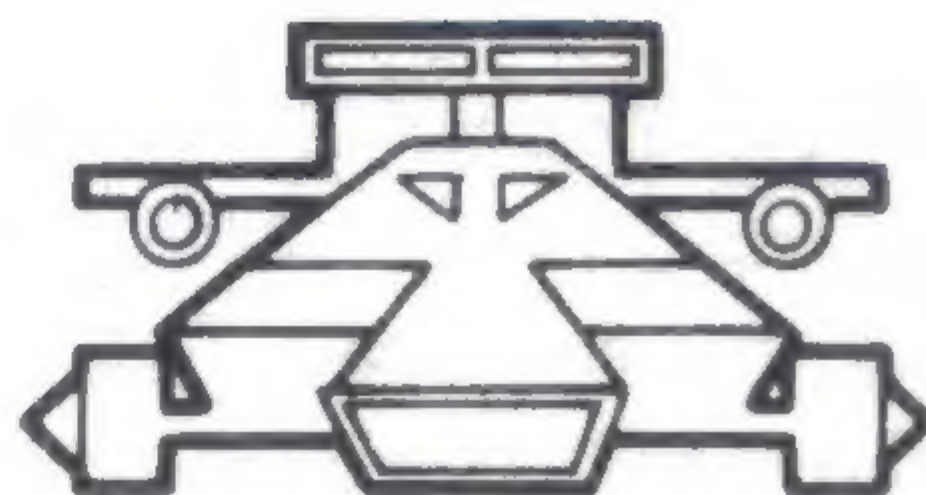


VULCAN MOBILE

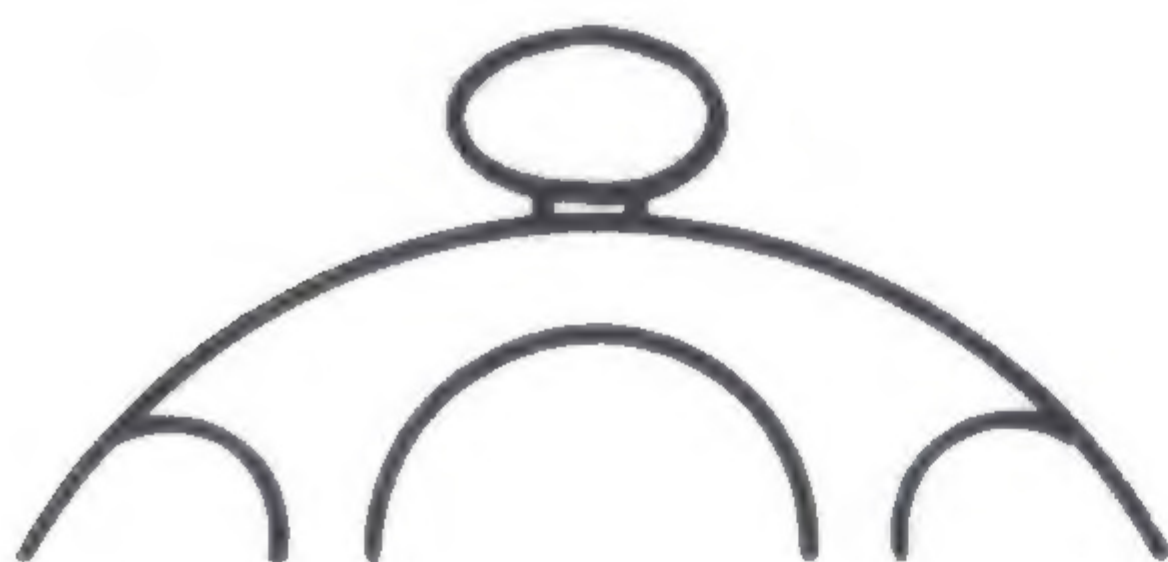


ARES

The attack computer. Reacts
to your intrusion and
develops counter-attacks.

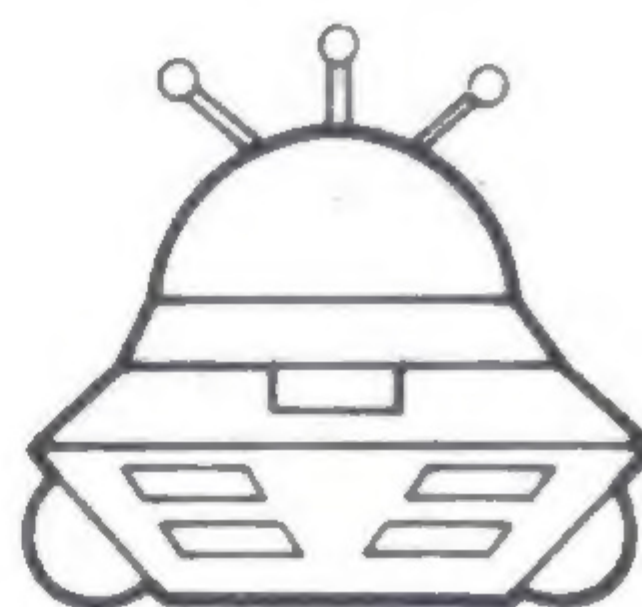


ARES MOBILE



HERMES

The only Titan you control at
the start of the mission.
Oversees communications.



HERMES MOBILE

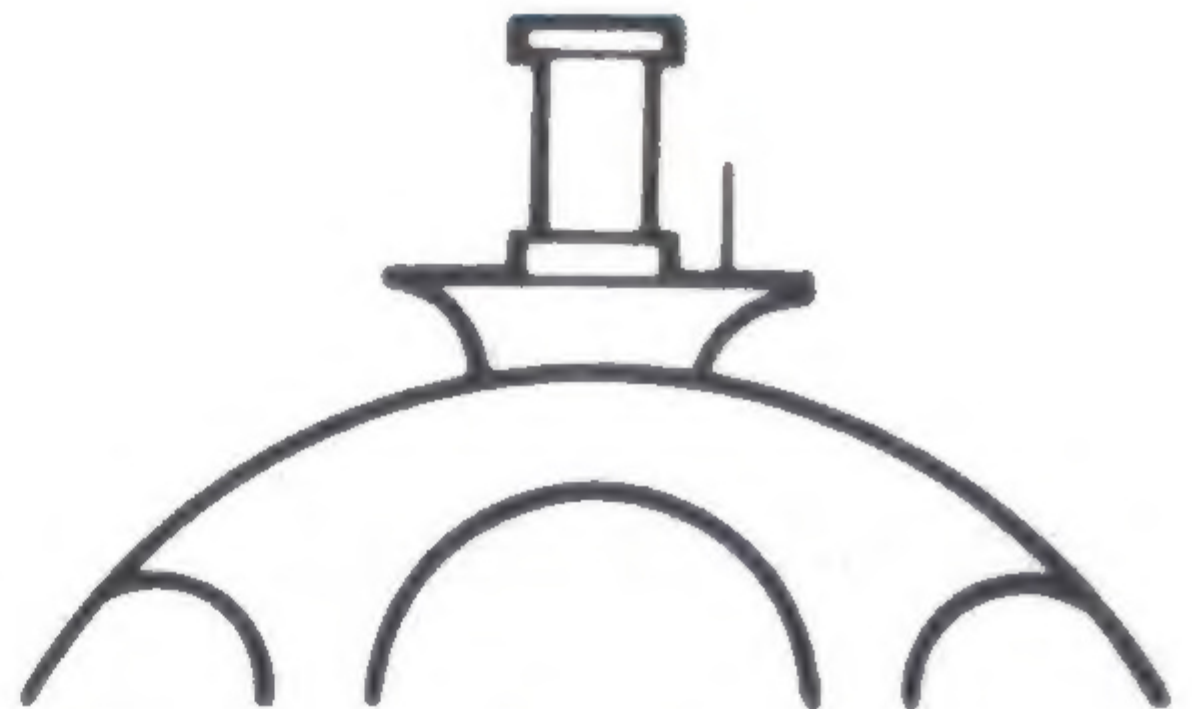
Titans are located at junctions and may be captured or destroyed. Each has its own fleet of mobiles. Destroy a Titan and its mobiles become inactive (and may block roads.) Capture a Titan and you gain control of its mobiles.

QUAKE INSTALLATIONS THE ROADS

Yellow = Under your control. Orange = Under renegade control.



OWN JUNCTION



RENEGADE JUNCTION

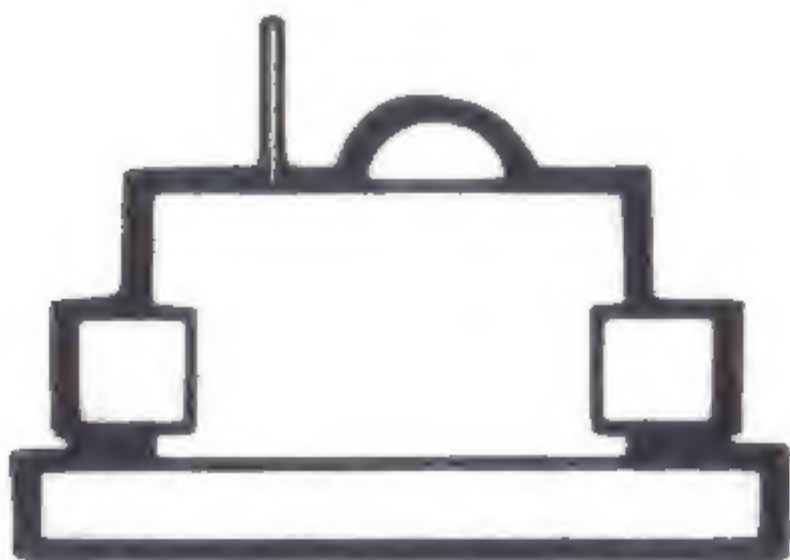
JUNCTIONS

Enable you to switch from road to road. Renegade junctions have black doorways and must be captured. Destroy mobiles then use IONIC BLASTER.

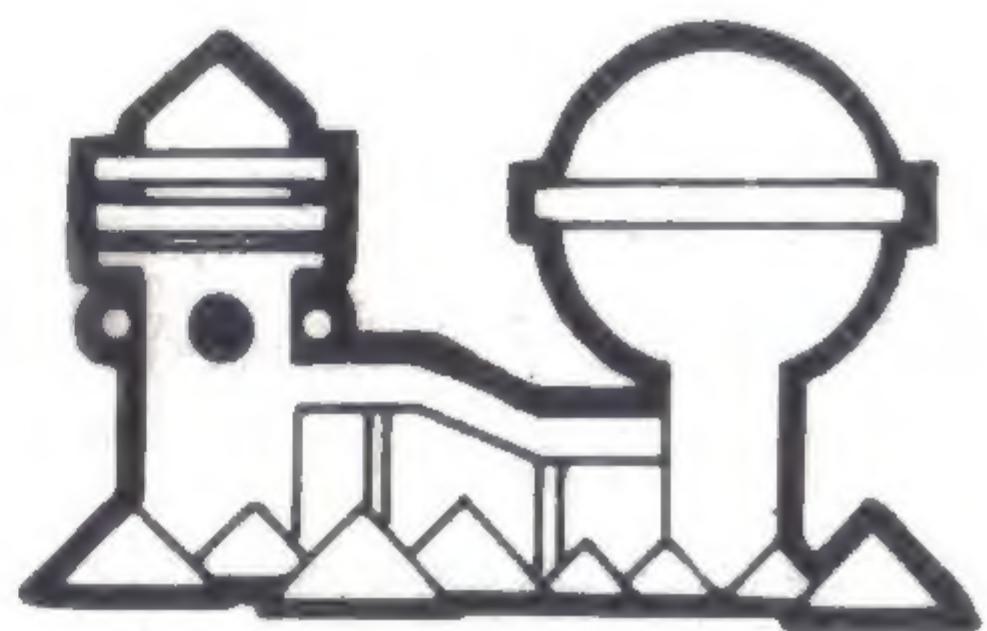


CONTROL TOWER

Control road sections. Capture them using the IONIC BLASTER, then you control the road section and its installations.



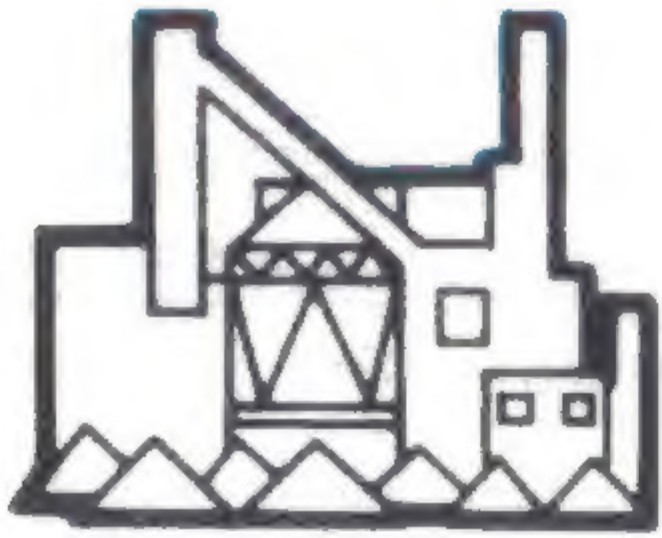
FUEL TANK



ENERGIZER

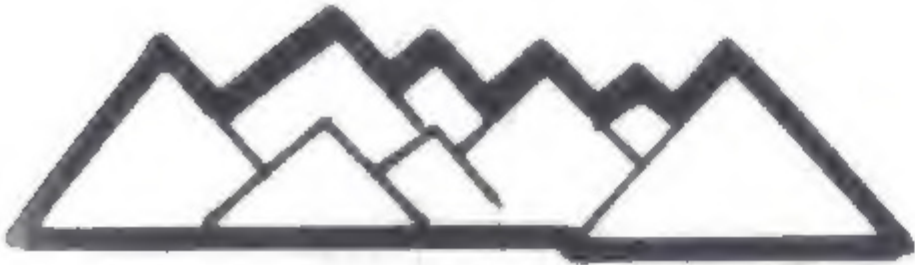
FUEL TANK AND ENERGIZER

Get as close as possible before you attempt to refuel or energize.



FACTORY

Stop next to a factory & enter REPAIR MODE. The mobile and its weapons will be repaired, but it takes time.



ROCKS

May block roads. Not all weapons can blast them away.



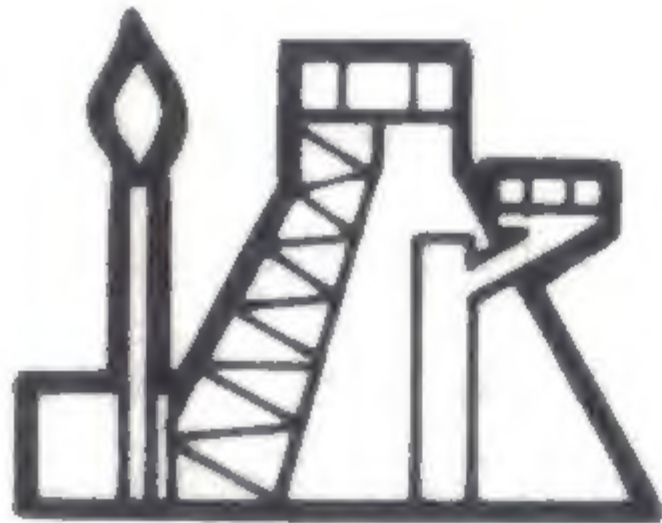
QUAKE SUPPRESSOR

Controls earth tremors. Destroy one and the real time clock jumps closer to zero hour.



COOLING DOME

Devastate surrounding installations if destroyed.



RIG

Have some fire-power. Beware.



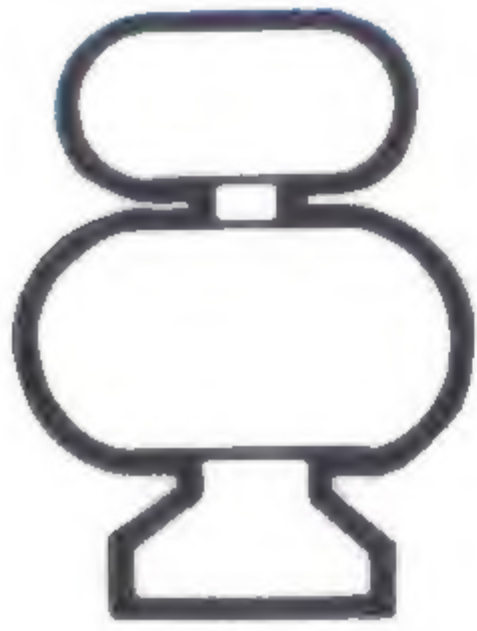
CONDUCTING COLUMN

Neutralises the effect of IONIC BLASTERS. Your own or the renegades – depending on who owns the road.



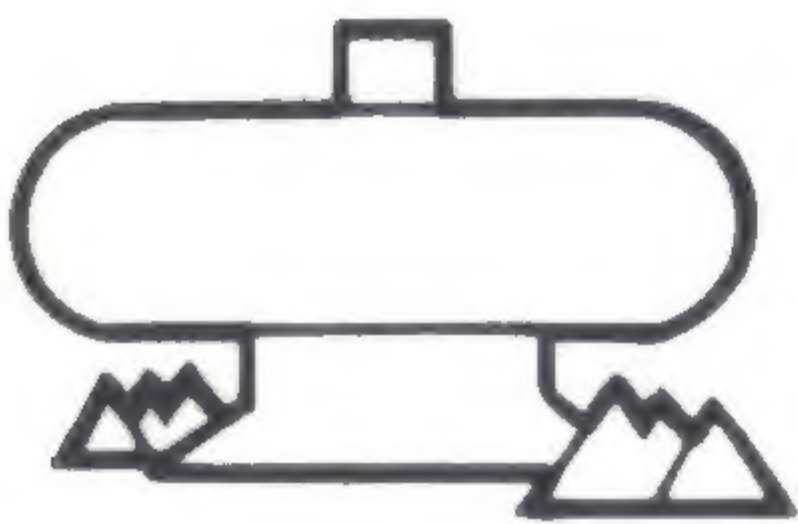
BUNKER

Heavily armed and very difficult to destroy.



SONAR BEACONS

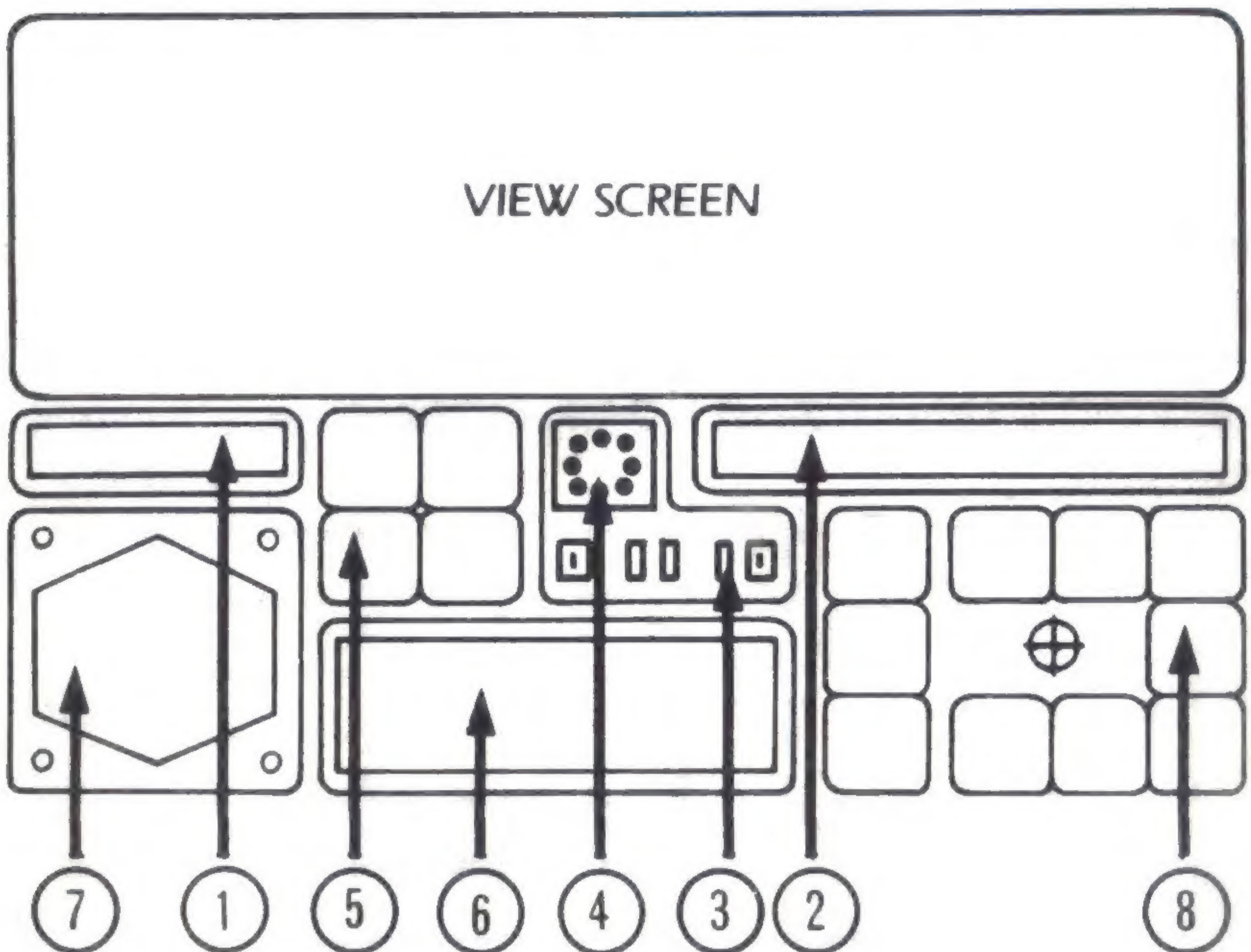
Sensors linked to the Titans. Beacons on your roads will warn you of a renegade attack. Renegade beacons will trigger ambushes.



MAGNETRON

Renegade controlled magnetrons will sap your weapons energy and possibly damage your mobile.

THE CONTROL PANEL



① **FUEL GAUGE**

Lack of fuel renders a mobile static.

② **ENERGY GAUGE**

Your weapons require energy to function.

③ **REAL-TIME CLOCK**

During INTERRUPT-TIME the clock stops.

④ **INTERRUPT CLOCK**

Blue dots = Interrupt time available.

Red dots = Interrupt time used.

⑤ **SYSTEM KEYS**

The four systems are: Engines, Pumps (for re-fuelling & re-energizing), Communications (for target location & warning klaxon) and Emergency Repair. Moving icon = System functioning. Static Icon = System damaged. Blank = System destroyed.

⑥ **WEAPONS PANEL**

Indicates weapons available on mobile.

⑦ **MAP**

Shows roads and junctions of the complex. Junctions controlled by you appear as white dots. Renegade junctions appear as black dots. A compass indicates your current position.

⑧ **KEYBOARD**

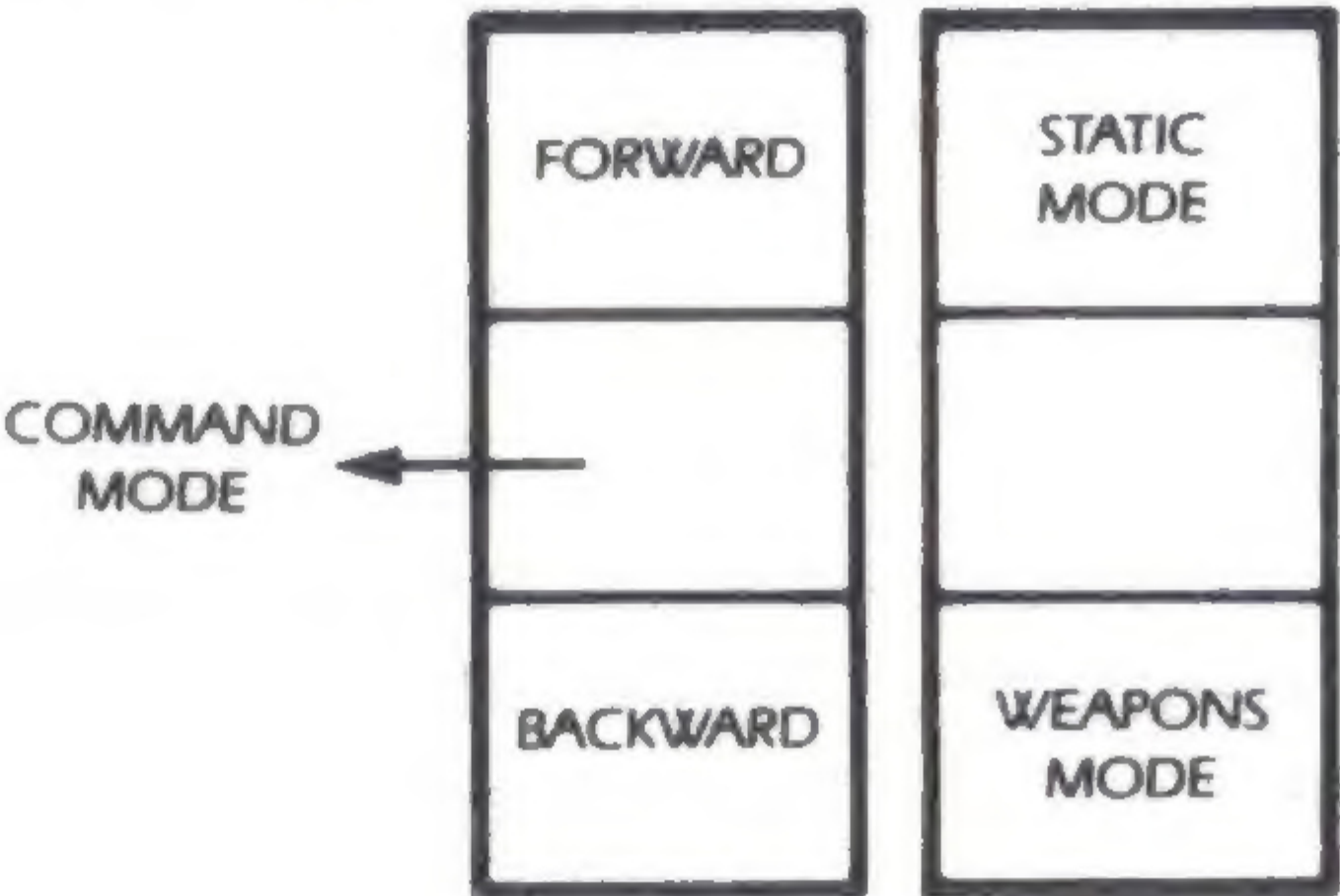
Enables you to control the mobile's functions.

CONTROLLING MOBILES

Commands are issued automatically by moving the joystick cursor over the required icon.

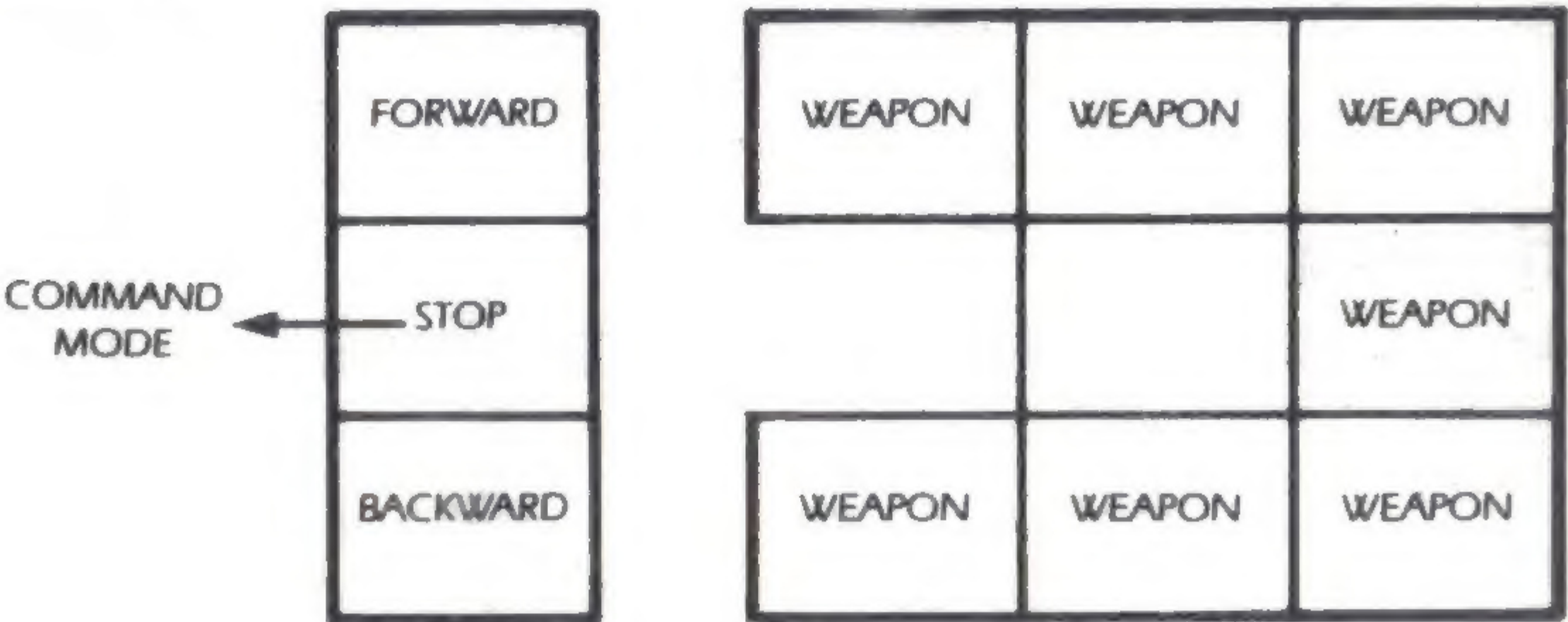
TRANSITION MODE

Accessed automatically when you take command of a mobile on the open road, or stop during THRUST MODE. You can select forward or back, the mobile will then move off along the road and switch to THRUST MODE. The remaining keys enable you to select STATIC or WEAPONS MODE.



THRUST MODE

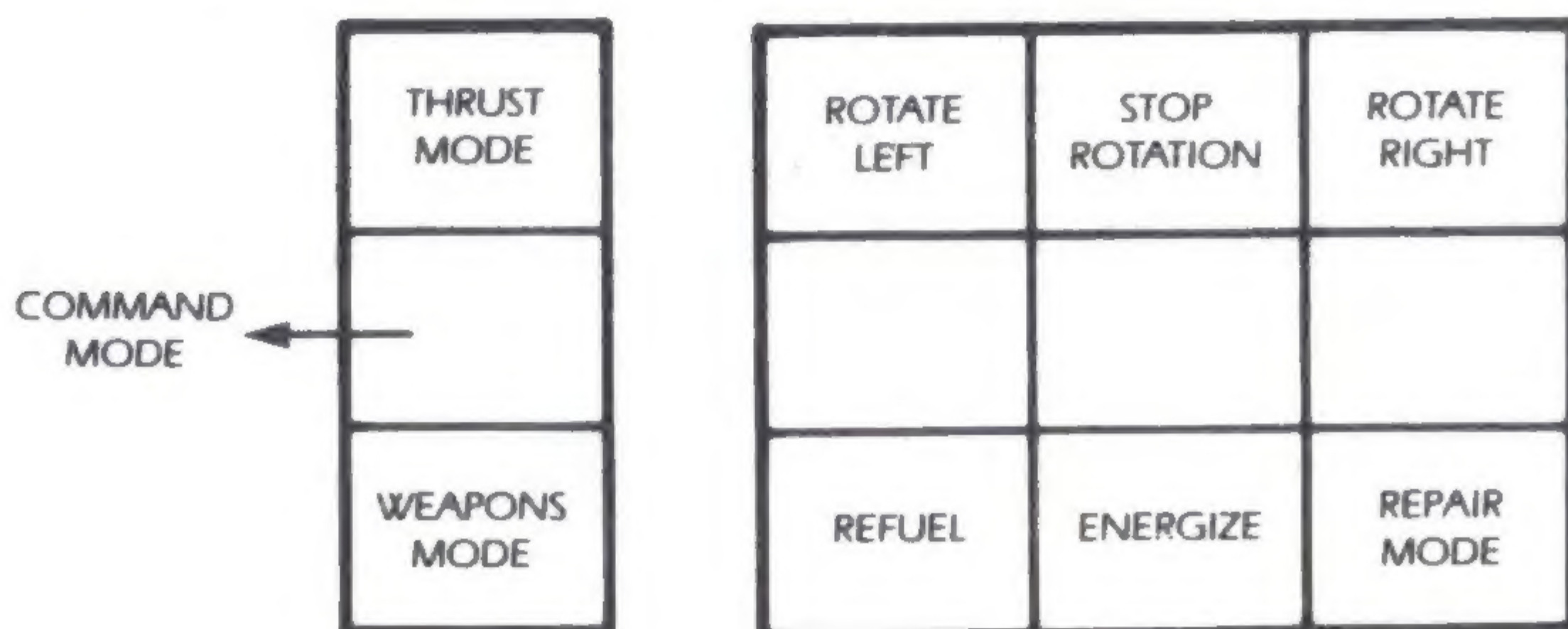
Accessed when a mobile moves along a road. You can select stop, reverse direction or activate a weapon. Direction keys are green when activated, red when not. Weapons keys are yellow when activated, blue when not and red when they require re-arming.



STATIC MODE

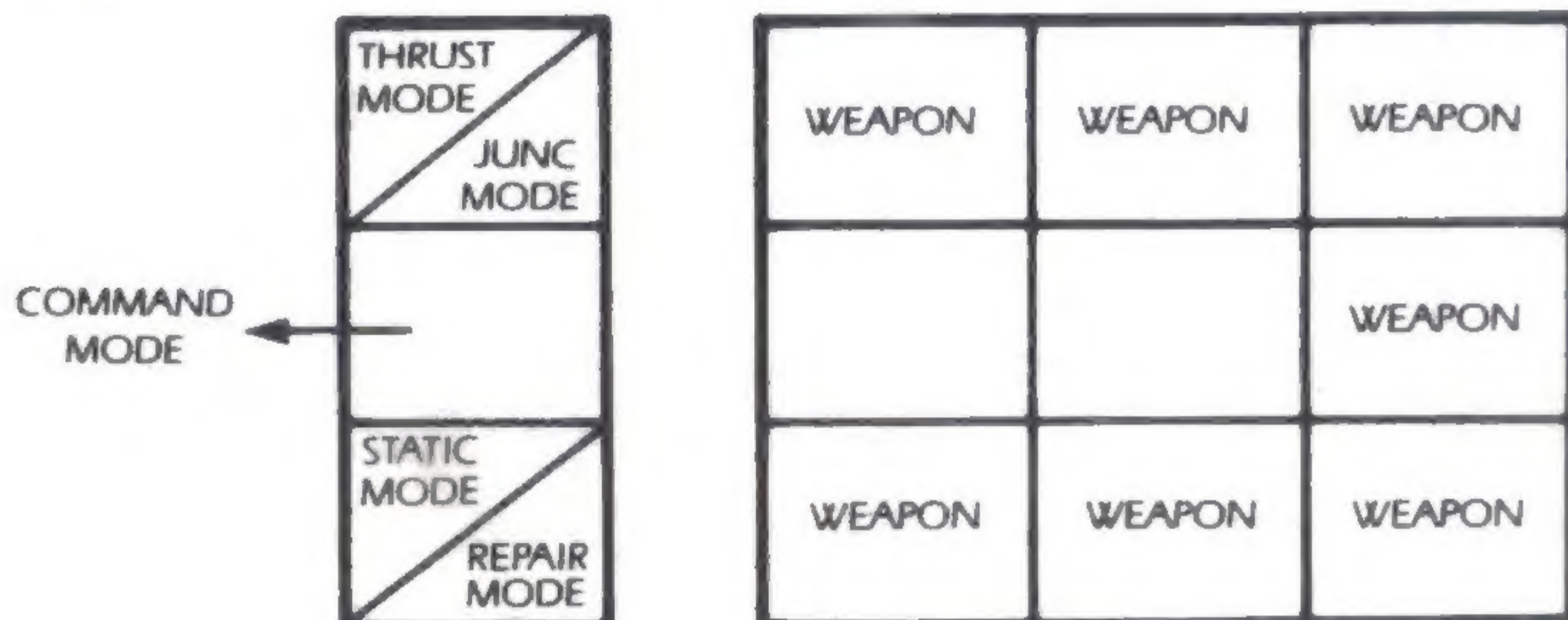
Accessed when a mobile is stationary. You can rotate the mobile to the left or right, stop rotation, refuel, energize or enter REPAIR MODE. You can also access THRUST MODE or WEAPONS MODE.

When you select refuel or energize, all weapons, except shields are de-activated. A special cursor appears in the view screen. Move the cursor over the required installation. Refuelling or energizing takes place automatically.



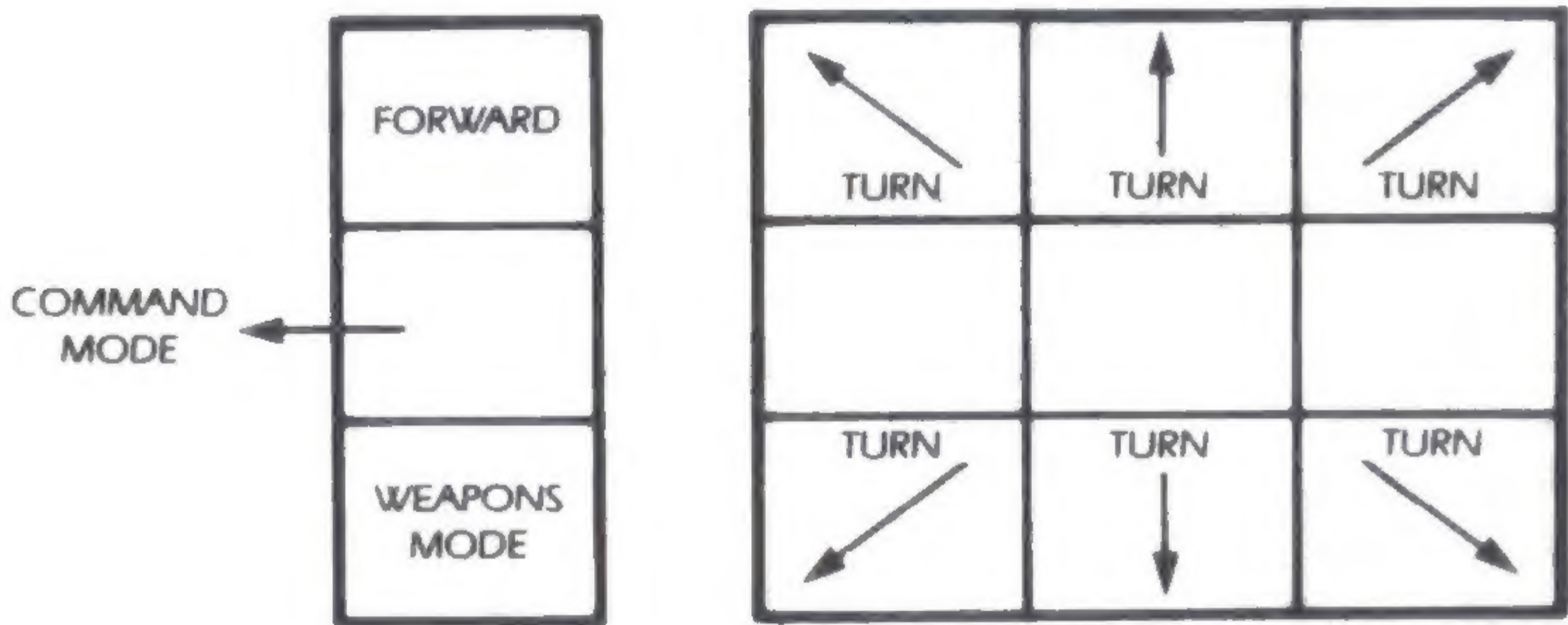
WEAPONS MODE

Accessed only from STATIC or JUNCTION MODE. You can select THRUST MODE or **STATIC MODE** (if you are on a road) or JUNCTION MODE or REPAIR MODE (if you are at a junction).



JUNCTION MODE

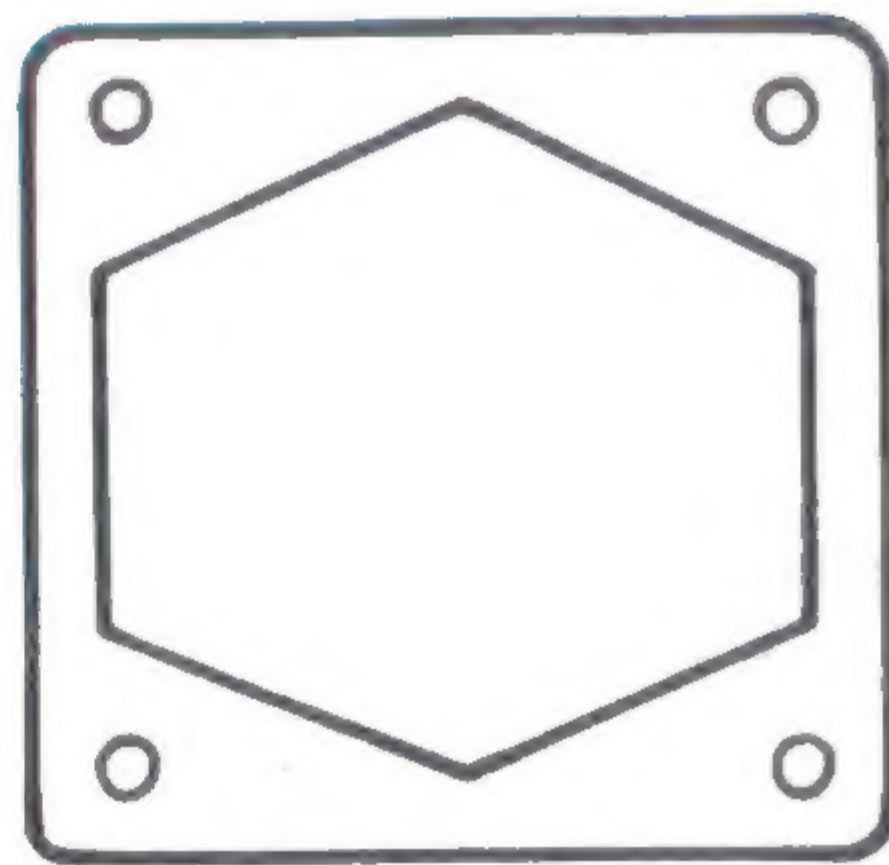
Can only be accessed at junctions. Move the cursor over a direction arrow. The mobile will turn to face the new direction. When it is stationary select forward and switch to THRUST MODE. You can also select WEAPONS MODE.



REPAIR MODE

Accessed from STATIC or WEAPONS MODE (at a junction). In this mode the cursor jumps to the cluster of icons left of the realtime clock. A damaged system shows a static icon. Select the icon and press the fire button, the system is repaired and the cursor returns to the normal keyboard. The repair system itself cannot be repaired, unless you dock at a factory.

MOTORS	PUMPS
COMMUNI- CATIONS	REPAIR



COMMAND MODE

Accessed in any mode simply by moving the cursor off the left-hand edge of the keyboard. COMMAND MODE creates a cursor on the strategic map and fills the view screen with a magnified portion of the complex. This magnified map shows the mobiles under your control in white and renegade mobiles in black. Move the cursor over the mobile of your choice. The screen will change to show the control panel of the chosen mobile and a new section of magnified map. To gain control of the mobile press the fire button. You will leave COMMAND MODE and enter TRANSITION MODE.

When you access COMMAND MODE you will also activate INTERRUPT TIME. At this point the real-time clock will freeze and the entire complex will become inactive. However, you only have a limited amount of INTERRUPT TIME. When it is exhausted the renegades will continue their operations while you are in COMMAND MODE. A counter above the real-time clock displays INTERRUPT TIME available.

EMERGENCY COMMAND MODE

When your forces come under renegade attack a klaxon will sound and a warning cursor flashes on the strategic map. At this point you can continue with your own operations or access COMMAND MODE. If you select COMMAND MODE the command cursor will jump automatically to the endangered mobile. Press the fire button to access the mobile.

THE WEAPONS

Each mobile carries a unique selection of weapons. The weapons PANEL displays all weapons carried. The weapons KEYBOARD shows which are in working order. You can activate one offensive weapon and one or two defensive weapons at a time. Weapons keys are colour coded as follows:

Yellow = weapon activated

Blue = weapon de-activated

Red = weapon requires re-arming at a junction

Blank = weapon damaged

USING WEAPONS IN THRUST MODE

Mobiles move at great speeds and require battle computers to aim their weapons. During THRUST MODE the weapons sight will move of their own accord. When a target is located a siren will sound and the sights will flash. Press the fire button at this time to fire the activated weapon.

USING WEAPONS IN STATIC MODE

During this mode you can aim the weapons sight manually. Move the sights over the target and the siren will sound when you are locked-on. Press the fire button. Remember, you can only fire when you have stopped rotating.

WEAPONS



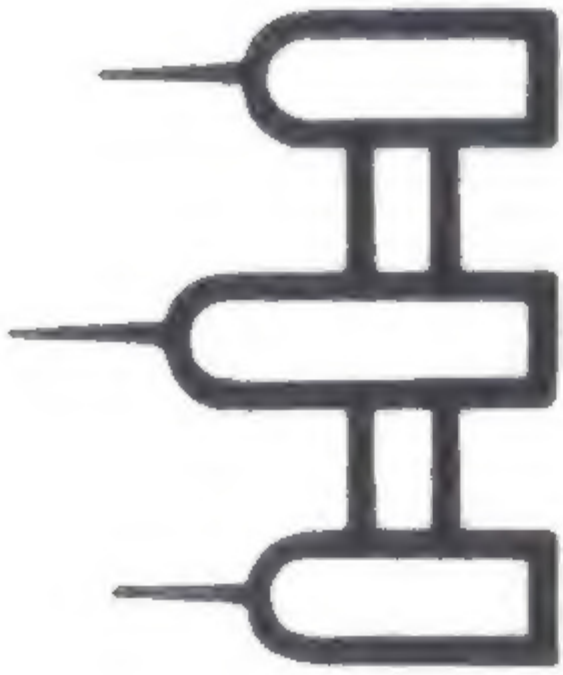
MINES

Can be dropped at any time on a road during forward or backward motion. Do not drop when static. Does not need to be aimed.



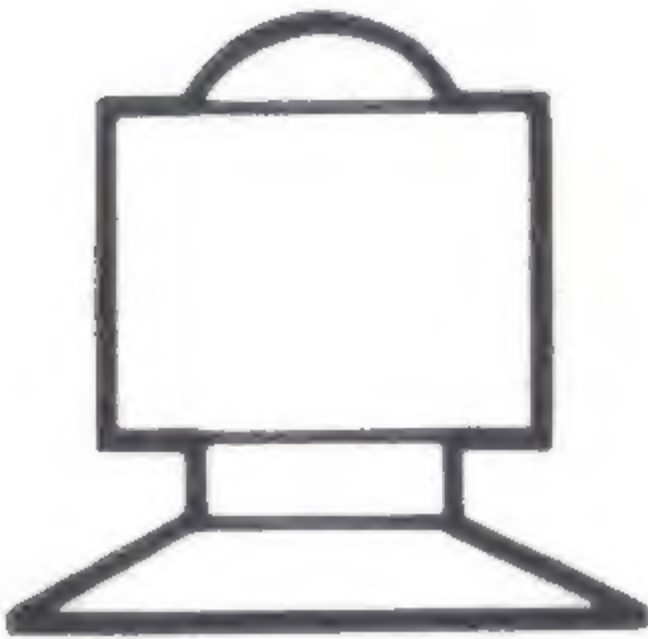
TORPEDO

Long range, straight-line weapon. Useful for clearing roadways.



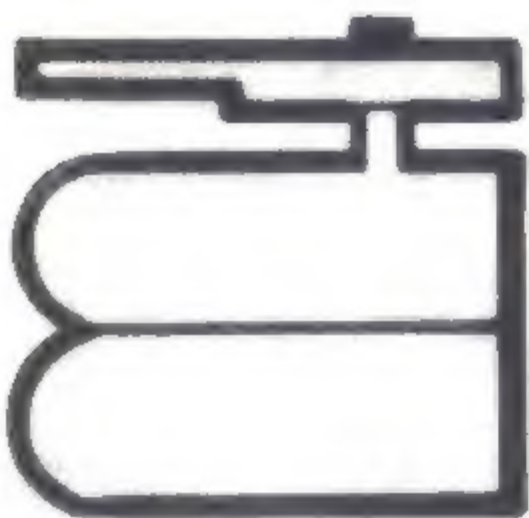
LASER

A medium-range weapon. Tends to disable rather than destroy.



MISSILE POD

Launches rapid fire, short-range missiles. Useful against renegade installations.



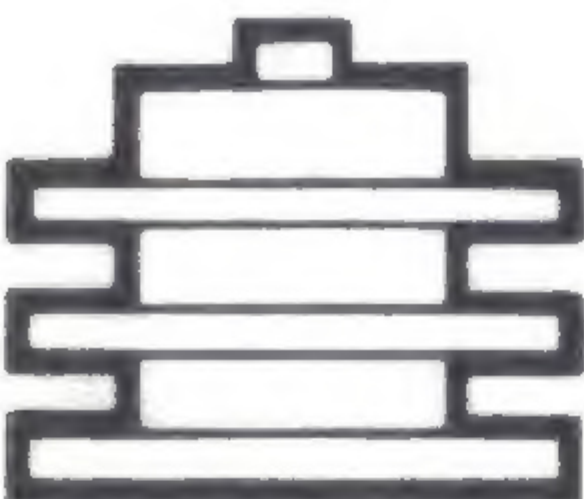
FIREBALL GUN

A light rapid-fire weapon useful for area fire



IONIC BLASTER

Neutralises the command circuitry of renegade installations. Use this weapon to capture Command posts, etc.



SHOCK SHIELD

Protects against collision and impact weapons.



PLASMA SHIELD

Protects against shock weapons like Ionic blasters and fireballs.

CREDITS

DESIGN: By Mike Singleton and Warren Foulkes

GUARANTEE

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