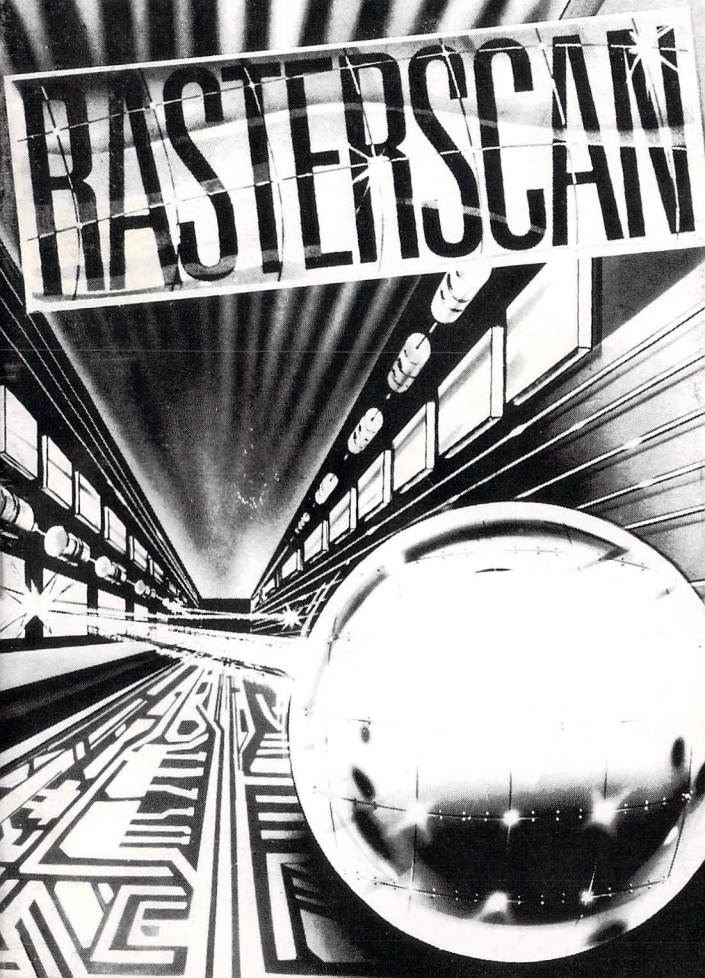




"The Scan Confuses. Where is the Heat? It is not appearing. Have they left the movement? Cold!

The Scan Confuses. We are almost unmoving. Are we defective?

The Scan Confuses. I cannot assemble to memory. It contains damage. Am I to Unfunction?

I confuse the Scan. All is not well. It does not run, the heat is dying ... am I to protect it? It will not assemble yet. Memory remains but it is not uncorrupted. Is my function complete? The heat should tell me how. But it is not on the Scan.

The Scan Enlightens. We are one. All else is gone. It is damaged as I am. I must repair and reprogram. I must correct all before we conjoin with the heat scourge which will destroy. I must guard that which is within.

The Scan fails. I know only what is within, only the unfunction is without. Unless that which unfunctions is made to function, all will conjoin with the heat that will destroy. Movement is insufficient to avoid conjunction. I must restore more to avoid the loss of all. All is unfunction. I must repair all that is within to regain control. I must repair and reprogram. I must do my duty ..."

These slightly incoherent thoughts passed through the mind, if that is what you care to call it, of a MSB maintenance Droid Class 4.

This droid was all that was left functioning after the ship it was on, The Rasterscan – a Cruiser Class X, had run into a freak electrical storm that had disabled all the functions aboard the ship.

The ship was nothing special, it was a simple inter stellar cargo ship, fitted out to carry refrigerated cargo. On this trip it had been carrying exotic fruit from the garden planet of Zalain to the Industrial Planet of Xantar, where it had expected to collect some cryogenic components, which it would have returned with to Zalain. It had performed this shuttle run about fifty times before this year, and for some ten years previous to that. It was a very profitable run, taking less than a week to complete both of the legs,

with a good return for its owners on both cargoes.

The ship had a minimal crew, with no passengers to maintain it did not need the luxury of stewards and cooks and barmaids and cabin staff that cluttered up luxury cruisers. Instead the staff consisted mainly of droids, overseen by a single human captain.

However such small crews were perfectly safe in the calm space of these much travelled shipping lanes. It was not however quite so safe when the unexpected happened, but in almost every case it would manage. Inter stellar electrical storms of this ferocity, however happened only once in a millenium, and that sort of risk was not considered to be worth worrying about.

After the storm subsided the emergency batteries supplied power to the life support systems, but the Droid was the only object to respond. All around it the ship lay in ruins. It could remember that its duty was to maintain the ship, and keep it and all the cargo aboard cold.

However, due to the massive damage done to all the electronics aboard the ship, all the droid could remember was the method of repairing toasters. It knew that it was responsible for the safety of the ship, in that it was vitally important for it to keep the cargo, which it knew was important, very cold.

Armed with this knowledge, and its intuitive powers of deduction, which amounted to the closest thing a robot could claim to have, the MSB Droid, Class 4, set out to rescue RASTERSCAN.

You can access two records from the Scan's memory.

Readout 1

OBJECT:	Self
TYPE:	MSB Maintenance Droid, Class 4
POWER:	Fusion Class 2
TRANSPORTER:	Self Centred, short Range, Single Object
CAPABILITY:	Steerage and Repair Functions. Programmed for Cruiser Class X
OPERABILITY:	90% Program Corrupt. Functional Damage to Memory Circuits. Logic Circuits Functioning

Readout 2

OBJECT:	Rasterscan
TYPE:	Cruiser Class X
POWER:	Fusion Fuel Cell (Inoperative) Battery Back Up
ENGINE:	Four Rating 2500 (Inoperative)
CAPACITY:	57k MT Cargo 250 Units Refrigerated
CONTROL	Standard Three Scanner Control
SYSTEMS:	(Inoperative)
RANGE:	3k Parsecs
OPERABILITY	Back up systems operating at reduced efficiency. Hull Integrity Lost. All other System Inoperative.

The Droid's thoughts continued:

"I am here. Damage is all around, I must fulfil my function. All must be repaired. Control must be re-established before all its terminated. Memory is corrupt, therefore I must use my logic circuit to determine correct procedures. I must not fail."

GAME PLAY

You are the MSB Droid. It is your duty to repair the ship and guide it out of danger. Although you do not have any weapons, you will not need them. Neither do you have any arms or legs. You move about the ship hovering above the floors. You can move objects around, by picking them up with the claws underneath you, and placing them where they are required.

All the puzzles that you will face are presented in graphical form. No words ever appear on the screen, during play. You will have to think logically, and sometimes laterally, in order to be able to solve all the challenges. However you will find that it is possible with practice to save the ship from its disaster.

You can control the movement of the droid. It can move in any direction. Moving the joystick, or using the keys causes the droid to accelerate in that direction. If the droid hits any solid object, either walls, floor, ceilings, barrels, switches, airlocks, etc., it will bounce

off them. The droid also has a large amount of inertia. It will take some practice before you have fully mastered the art of moving about the ship.

The game consists of four stages.

Stage One

The first of your tasks is to effect a repair on the ship's main generators. If you do not manage this in time the ship's batteries will deplete and your game will be over.

In order to fix the generator, you first have to make your way to the store room. This is initially locked. You will have to find your way to it, and unlock it.

To unlock the door you must activate the switch immediately outside it. This will then display a logical puzzle.

Locks

These take the form of an eight pointed display, each point can be one of four colours. Move your pointer around the outside of the display from point to point with the left and right controls on the Joystick or Keyboard. Pressing fire will change the colours of some of the points. For this puzzle you need to turn all the points on the display to yellow for the door to open, other puzzles will have differing layouts that need to be achieved, it is up to you to determine what is the correct solution to each of these problems. When you achieve the correct configuration, the display will return to normal and you will be ejected from the switch.

In the store room there are barrels, you can pick up pieces of piping from these to repair the damaged pipes.

The damage to the fuel lines that feed the generator is in the section of pipe that lies outside the ship. You will need to find the airlock, and open it in the same way that you opened the entrance to the store room. When you get outside you will need to find the hole in the pipe, and drop the piece of pipe that you brought from the store room in place to fix the leak.

When you have fixed the pipe you can then turn on the generator by finding and operating the correct switch.

Note that you only have very limited power stored in the ship's batteries. These will provide enough power for the basic life support systems while you repair the generators should you attempt to switch on any of the ship's engines, or use the tape machine while running on battery power you will deplete the batteries and your game will end.

Battery Power is displayed on the middle bar of the Status Power. Do not take too long over this section as your game will end when the power reaches zero.

Stage Two

The next task that needs to be accomplished is to switch on the four engines. These are powered from the main generator along electrical power lines. These need to be fixed in the same manner as the fuel pipes, by collecting spares from the store room and taking it and placing it over the break.

For each engine there are two switches, these are a main on/off switch and an emergency cut off switch. For the engine to become operational the power lines need to be completely mended, the on/off switch needs to be set to on and the cut off switch needs to be set to off.

You need to switch all four engines on to gain full control of the starship.

Stage Three

You then need to gain access to the scanner room. This lies on the bridge of the ship, behind two security doors. Both of these need to be unlocked, once you have gained access to the scanner room you need to switch the scanner on. To do this you need to open the locked door into the room above the bridge. Inside this room there are three switches, you need to find the correct combination of settings of these switches that turns the scanner on. There is only

one of the possible eight setting of these switches that turns the scanner on, all the others leave it off.

When you finally succeed in gaining control of the ship you will see, on the scanner display, that it is being dragged down into a star.

Stage Four

The scanner shows the star on the far right of the screen. The ship itself is shown as a flashing point of light. The other objects on the screen are planets, these need to be avoided.

Steering the ship is the most difficult and time consuming of the tasks. The ship has only a limited amount of fuel, so you will need to be very careful as to how you burn this. If you burn off too much fuel at the start of the manoeuvres you will run out before you have reached safety and your game will end with the ship being sucked down remorselessly into the searing heat of the sun.

You need to have all four engines operating to achieve proper control of the ship's movement.

You control the movement using the circular display in the centre of the room. The speed and direction of the ship is indicated by the position of the cross. The distance of the cross from the dot in the centre of the circle indicates the ship's speed, and the direction is indicated by the direction from the dot to the cross. To alter the course and speed of the ship, simply move to the desired position of the cross and press fire. The cross will then move slowly to the position you have selected. There are four other indicators in the room, these show the speed of the four motors. Normally only two of the motors will be running at any one time.

You will need to constantly check on the scanner to steer the ship to safety, if you steer a course too close to any of the planets, you will be sucked in by their gravity, and a collision will result.

The game ends successfully if you manage to guide the ship to the edge of the scan.

PLAYING HINTS

Keep all your movements slow and deliberate. Do not try to move too fast, as you will end up bouncing around between the surfaces of the ship and you will be unable to regain control.

Work through the puzzles logically and methodically. Remember that in the first section you have a definite time allowance, which will be reduced if you try to do any of the later tasks that require the power that the only generator can provide.

Do not expect to solve all the puzzles immediately. The game is difficult. It will take lots of practice for you to be able to compete the game, thus ensuring that your purchase provides you with challenges and enjoyment for as long a time as possible.

LOADING INSTRUCTIONS

C64

- 1) Turn on your computer and your disc drive.
- 2) Place the disc into the drive with the label facing upwards.
- 3) Type LOAD "*",8,1
- 4) Press RETURN
- 5) The game will load and run automatically

C128

- 1) Switch on your computer and your disc drive
- 2) Hold down the C= key while pressing the reset button
- 3) Keep the C= key pressed until the screen displays show C64 Mode
- 4) Place the disc into the drive with the label facing upwards
- 5) Type LOAD "*",8,1
- 6) Press RETURN
- 7) The game will load and run automatically

PC

- 1) Switch on your computer
- 2) Insert your disc into drive A with the label facing upwards.
The game will load automatically
- 3) You will be given a menu listing the various machines, type the number next to your machine
- 4) Select the speed you want the game to run at, 1 is fastest, 9 is slowest
- 5) You will be asked to select Joystick or Keyboard, press the appropriate button
- 6) If you selected Joystick, you will be asked to move your joystick to various positions and press fire
- 7) The game will now start

CONTROLS

C64/C128

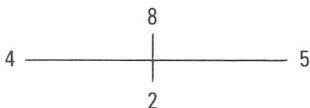
The game can be played either with a joystick, which should be plugged into Port 2, or from the keyboard. Select Joystick control by pressing F1, Keyboard by pressing F3. You can change this option between games. If you use the keyboard the keys are as follows:-



SPACE to Fire.

PC

Game can be played with either Joystick or Keyboard as selected at the start of the session. Keys are as follows:-



RETURN to Fire.

The joystick, or keys control the acceleration of the droid, not its actual movement. Therefore the longer you hold the stick in one position, the faster you will move. To slow down, move the stick in the opposite direction to the one you are travelling in. Both the droid, and the ship move with a certain amount of inertia, which means that they take time to respond to the controls.

Walls

There are two types of walls that impede your movement about the ship.

Firstly there are permanent walls. These are mainly grey. They are also marked on the plan of the ship on the scan in the status area. There are also temporary walls. These are normally blue, and can be altered by operating the correct switch. You will need to do this to complete the game.

Switches

To operate a switch you need to guide your droid into the switch and press Fire.

The switches have different functions. They are either power switches. These have power or fuel lines passing through them, the correct settings for these switches are given in the section on Game Play.

Switches by doors operate the Locks. Operating these causes a logical puzzle to be displayed on the screen. This is explained in the section on gameplay, in the description of the store room. The Store Room, Bridge and Airlock are all locked in this way, as is the control room for the scanner.

The switch marked with a tape recorder operates the game save feature, this will prompt you to set up the disk in order to save the game. Do not use this feature until you have started the generator as the ship's batteries will be depleted by saving the game and your game will be terminated.

Certain switches change the status of the temporary walls. You will need to work out when you need to use these to reach your current objective.

Asteroids

At random times throughout the game the ship will be hit by asteroids. This will be indicated by a light coming on the status panel, and the point of impact will be marked on the map of the ship.

These collisions cause punctures in the ship's hull and allow air to escape. The punctures need to be repaired immediately. To do this you need to go outside the ship, through the airlock. You need to be carrying the correct part from the stock room. Punctures are then fixed in the same way as pipes or fuel lines, i.e. you move to the area that has been damaged, and place the patch over the break.

If you are in a room that has been hit by an asteroid, you will find that the rush of air out of the hole makes controlling the droid difficult, be very careful or you may be sucked out of the hole which will terminate your game.

Status Panel

This is displayed at the foot of the screen. To the right of the display is a map of the ship, your location is marked on this display, as are the sights of any unrepaired punctures.

Underneath this there is a display, that shows what you are carrying. This takes the form of two clamps, with the object, if any, being carried between them.

On the left of the display there are three gauges. These show, from the top down, Fuel, Power and Danger.

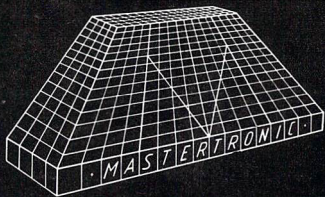
Fuel is used to power the main generators, so it is used up mainly in the final stage of the game, when you are steering the ship away from the star, the faster you travel the more fuel you will burn. If this reaches zero your game will end.

Power is the power remaining in the emergency batteries, this is used when the main generator is not working, so mainly at the start

of the game, again if this reaches zero your game will end.

Danger indicates the immediate danger the ship is in, it goes up when you are hit by Asteroids or if you are too close to a planet or star. Your game will end if this reaches maximum.

The Status panel will also indicate when you are hit by asteroids.



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