

MASTERTRON^zC



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RESCUE ON FRACTALUS

No time for a briefing now. Ethercorps Pilots are down—out of action and need our help fast!

Your job is to fight through the Jaggi defences and find stranded pilots.

RESCUE ON FRACTALUS

PAL CM11



SCREEN SHOTS MAY BE TAKEN FROM A DIFFERENT VERSION



RESCUE ON FRACTALUS!



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THE MISSION

No time for a briefing now. Ethercorps Pilots are down—out of action and need our help fast! First, we toss you out of the Mothership, straight down onto the Jaggi stronghold of Fractalus. This part's all automatic, but you're on your own when you hit atmosphere. Your job is to fight through the Jaggi defences and find stranded pilots. They won't be jumping up and down so use your instruments and MK 1 eyeball to find their downed ships. They will stay inside their ships until you land in range. The rescue itself is a doddle. As soon as you shut down your engines they'll come a running and knock on your rear airlock door. Let him in quick or else he will run out of air and die on you. Whatever you do, DON'T switch your engine back on whilst a pilot is running towards you as they don't take kindly to being fried by a 25 gigavolt static shield!

Also, be on the lookout for Ace Pilots. These are recognizable by their purple helmets. These are very rare! Not many get shot down.

LANDING

When you land, you will hover on your shields a few centimeters off the ground. Turn the engine off and a message 'Pilot in Range' will appear. He will then run towards you. If you land beyond the downed ship the



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message 'Ship off Scope' will appear. Therefore, you will have to do a 'U' turn and move within range.

LEVELS

Levels 1-3 are training levels. Level 1 has been totally cleared of Jaggi's, levels 2 and 3 have a number of gun emplacements. The higher levels (4 and above) have more emplacements, Jaggi Saucers and Ace Pilots. Also the Jaggi become more aggressive. On level 16 and above you will be subjected to Fractalus' 9 minutes day and nights. When night flying you'll have to rely on instruments alone.

KEYS

< — DECREASE THRUST. A — AIRLOCK OPEN/CLOSE.
> — INCREASE THRUST. L — LAND.
S — SYSTEMS ON/OFF. F3 — RAISE LEVEL.
F5 — LOWER LEVEL. F1 — START GAME.
B — BOOSTERS (RETURN TO MOTHERHIP).

RESTORE QUIT GAME.
USE JOYSTICK FOR MOVEMENT AND FIRE.

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP.

LA MISSIONE.

Non c'è tempo per spiegare, adesso. I Piloti Ethercorps sono appiedati — fuori combattimento e hanno bisogno del nostro aiuto, alla svelta!

Il tuo compito è di affrontare le difese Jaggi e trovare i piloti in difficoltà.

Essi restano a bordo fino a che tu non atterri vicino a loro.

TASTI C64

< — DECREMENTO SPINTA
> — INCREMENTO SPINTA
S — SISTEMI ATTIVI/DISATTIVI
A — CHIUSURA PNEUMATICA APERTA/CHIUSA
L — ATTERRA
F3 — ALZA LIVELLO
F5 — ABBASSA LIVELLO
F1 — INIZIA IL GIOCO
B — RAZZI AUSILIARI (TORNA ALLA NAVE-MADRE)

RESTORE ABBANDONA IL GIOCO
PER I MOVIMENTI E SPARARE, USA IL JOYSTICK.

ISTRUZIONI DI CARICAMENTO

Tieni schiacciato il tasto SHIFT e premi RUN/STOP.

LA MISSION

On n'a pas le temps de vous faire tout un briefing. Les pilotes ETHERCORPS ont été mis hors de combat et il faut aller vite à leur secours.

Vous avez pour objectif de percer les défenses JAGGI et rejoindre les pilotes coincés.

Ceux-ci resteront dans leurs spatonefs en attendant votre atterrissage.

TOUCHES

C64

< — POUSSEE AUGMENTEE L — ATTERRISSAGE
> — POUSSEE REDUITE F3 — ELEVER LE NIVEAU
S — SYSTEMES: MARCHE/ARRET F5 — BAISSER LE NIVEAU
A — SAS: OUVRIR/FERMER F1 — COMMENCER LE JEU

B — FUSEES D'APPOINT (RETOUR AU SPATIONEF PORTEUR)

RESTORE ABANDONNER LE JEU
SERVEZ-VOUS DE LA MANETTE POUR VOUS DEPLACER ET POUR TIRER.

INSTRUCTIONS DE CHARGEMENT

Maintenez la touche SHIFT abaissée et appuyez sur RUN/STOP.

RETTUNG AUF FRACTALUS

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DIE MISSION

Es bleibt keine Zeit mehr, Anweisungen zu geben. Die Ethercorps Piloten sind abgestürzt, außer Aktion und ohn Ihren sofortigen Einsatz verloren!

Ihre Aufgabe besteht darin, die Jaggi-Verteidigung zu durchbrechen und die Piloten zu finden.

Die Piloten bleiben in Ihren Schiffen, bis Sie in ihrem Umkreis landen.

C64 — Tastatur

< — Schub erhöhen F3 — Niveau erhöhen
> — Schub senken F5 — Niveau senken
S — Systeme ein/aus F1 — Spielbeginn
A — Luftschleuse öffnen/schließen B — Booster
L — Landen (Rückkehr zum Mutterschiff)

RESTORE Spielabbruch

Bewegung und Feuern mit Joys.

LADEANWEISUNGEN

Bei niedergehaltener SHIFT Taste RUN/STOP drücken.

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