

THALAMUS



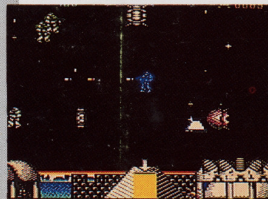
RETROGRADE



The Retrograde: a vicious and lethal bounty hunter out to loot a hostile system's treasure of diamond crystals even if he has to blow the place apart! Level upon level of horizontal and vertical scrolling mayhem, over and under ground. **Be Retrograde, the stalking, flying death dealer!**

Gold Rush

Win with RETROGRADE! Eight randomly distributed gold cassettes could win you a fab **Hitstrument** — one of the kool tunemakers from **MATCHBOX!** Will you be lucky? Is yours gold?



5 016213 901169
Single cassette pack

'A classic...an utterly awesome shoot-'em up'
ZZAPI64
Sizzler 94%

RETROGRADE

CBM
64/128



CBM 64/128

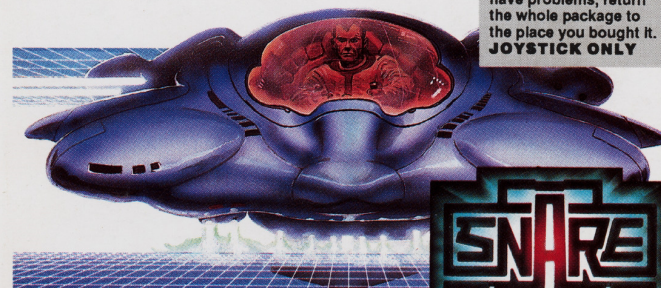
By Apex Productions and
Transmission Software

THALAMUS



LOADING CASSETTE
Insert tape into tape player, making sure it is rewind. While holding down SHIFT key, press RUN/STOP. When the screen prompts you, press PLAY on player. **RETROGRADE** will now load automatically. **NOTE:** If you have any problems loading remove any peripherals and repeat the above procedure. If you still have problems, return the whole package to the place you bought it. **JOYSTICK ONLY**

DON'T MISS OUT ON ANOTHER GREAT THALAMUS RELEASE! OUT NOW!



A DEAD MAN'S KILLING JOKE...



CONTROLS

Title screen: F1 changes warrior's colours
F3 turns the strobe off, on low, on medium or on high. Press **FIRE** to start
In-game: RUN/STOP pauses the game — move joystick to restart. In pause Q quits to title screen.

When airborne: U/D/L/R — move,
FIRE — fire weapons, **FIRE + DOWN** — only when at lowest point — drop to the ground

When on ground:

LEFT/RIGHT — walk left/right

FIRE — punch

FIRE + UP — go from ground to air

FIRE + DOWN — enter shop / open duct when in front of door

When in duct:

LEFT/RIGHT — walk left/right

FIRE — punch

UP — jump

A contest has developed between seven evilly gross and ugly despots in the universe: each to invade the most planets within a chosen system.

The **THWOK** system is now targeted for take-over, and seven of its planets have already been conquered. Now your home planet **CHOOM**, is under threat. Hardened battle veteran and bounty hunter, you volunteer for action. A dose of mayhem will make a pleasant change! You vow to destroy the aliens and their seven nerve centres.

Your objective is to kill all the nerve centres and save **CHOOM**, but they're located deep in the core of each planet and can only be engaged once the planet is destroyed. You must set charges round each protective core, destroy the planet and then fight the hideously twisted nerve-centres.

An easy task, were it not for the vast number of alien forces commanded by the nerve-centres trying to wipe you out above and below ground. Fortunately, dying aliens often deposit diamond crystals

easily converted to **ARA**, the local currency, or **PLANET BUSTERS**, essential to destroy the conquered worlds, and sometimes **SHIELDS** to protect you from limited amounts of hits. **ARA** and **SHIELDS** are left in the air, **PLANET BUSTERS** on the ground.

GAMEPLAY

Score: displayed screen-top-left, is zeroed at the start of each level, but recorded in a list of level scores on the loading screen which are tallied as you progress through the planets.

Ara: three values — 5, 10 and 20 — are not zeroed at levels' start, but you cannot accumulate more than 9999. Use **Ara** to purchase weapons, upgrade your fist and prime the charges. When you're carrying a planet buster, a small charge is shown left of the **Ara**.

Energy: bar-graph, screen-top, shows lives left and energy for current life. Zero energy means loss of a life. Pick up a **Shield**, and the energy bar changes colour, resets to full length and shows **Shield** power. It decreases with every hit sustained until the **Shield** is lost, and then reverts to its former colour with your energy recharged to full.

DUCTS

All ducts are closed and cannot be entered. To open one you must find an alien on the ground who leaves behind a charge when killed. Pick it up and take it to the shop to prime it: causing a duct to open. Enter and fight your way to the bottom to kill the duct guardian and automatically plant the charge.



THE SHOP

Your status is displayed top of screen showing how many **Ara** you have to spend. The shop splits into three main parts: **Flying Weapons**, **Powerfist** and **Planet Buster**.

FLYING WEAPONS
Allows you to buy new weapons, upgrade existing ones or sell them off. Weapons may fire from 16 points around the player, referred to as **Clip-On Points**. Weapons require energy for operation, taken from **Power Points**, of which there are 9. The larger the weapon the more **Power Points** needed. **Power Points** are used up every time a new weapon is added, but not when upgrading a weapon.

BUY WEAPON

A	B	C
		D

A shows weapons you own, their powers and whether they go through aliens (shown by a small arrowhead on the right — if shown weapon goes through). At the bottom is the number of **Power Points** free.

B shows the possible weapon types, with an icon for each. From this window you can quit the **Buy** section.

C shows the 16 **Clip-On Points** from which weapons may fire, plus details for current weapon type selected in **B**. Weapons are displayed as if you were facing right.

D shows information for weapon currently highlighted:

Cost: how much one grade of the weapon costs.

Inc: the step by which the weapon's power increases with each new grade bought.

Max: maximum grade the weapon can have (its **RETROGRADE**).

Points: how many **Power Points** the weapon uses up.

You may also see a small arrowhead to the

right of **Inc/Max**. It indicates the weapon can travel through aliens and still kill them without stopping on contact. Details show in **white** if you can afford the weapon and **black** if not.

Three colours are used for text in A and arrowheads in C:

Black — weapon cannot be positioned here
Red — weapon could be positioned here but there's another type already in place or weapon is at its **Retrograde**

Yellow — weapon can go here or can be upgraded at this point

Pushing **Up/Down** moves the bar in **B** and alters the weapon you want. The bar moves to the next available weapon (shown **white**) and the icon changes to correspond to the type. **Quit** returns you to the **Flying Weapons** menu. If you can't afford the type (details in **black**) you won't be able to select it. Press **Fire** to choose.

Another bar appears in **A** at the first available point, and a ring in **C** indicates where the weapon will fire from. **Up/Down** moves to the next free **Clip-On Point**.

Left/Right returns you to **B**.

Pressing **Fire** does one of two things: if the **Clip-On Point** was empty the weapon will be put there at its initial grade and the number of **Power Points** free decrease; if the weapon was already in place its power is increased. In both cases you are returned to **B**.

Sell: has three windows — left-hand shows weapons already yours, their powers and whether they go through aliens when they hit; middle shows how much **Ara** one grade of each weapon is worth; right-hand shows **Clip-On Points** — any in **yellow** mean a weapon is in place there.

Push **Left/Right** to return to **Flying Weapons** menu. **Up/Down** to choose which weapon to sell off, until the point is displayed as empty and the bar moves to another point.

THE POWERFIST SECTION

From here you increase and decrease the power and range of your **Powerfist**. Prices for doing so appear in the bottom window and the current grade is shown by the pulsing bar.

You may only buy grades shown in **white**.

THE PLANET BUSTER SECTION

You can only enter this section if you have an unprimed charge (try without and access is denied), and it lets you prime your **Planet Buster**, enabling duct entry. Once primed, you cannot get the money back nor re-enter the section. You can come and go from here with an unprimed charge without having to prime it.

NERVE CENTRES

Each nerve centre has a time limit for its destruction — you lose a life at zero — and the timer resets. A bar shows energy left at the nerve centre's heart: when it hits zero the centre explodes and the level is completed.

Destroy the nerve centre on first go, within the time limit, and you may get a bonus. Any remaining time and energy left is added to your score, and your bar resets to full length. Regardless, you are always awarded an extra life before the next level is loaded.

Pressing **Fire** takes you to the next level and your score is recorded in the list of level

Audiovisual concept, label, and program

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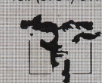
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If you have written any computer software you think is up to **THALAMUS** standards, please contact either Paul Cooper or David Birch at the address above for a confidential and informal discussion.

scores and reset ready for the new level.

Conceived and created by Apex Computer Productions (John and Steve Rowlands) and Transmission Software (Robin Ellis)

Programmed by John 'Jazzy J' Rowlands and Rob 'J.D.' Ellis

Graphics, music and sound FX by Steve 'The Stud' Rowlands

Thanks to: Paul Cooper (a pie and a pint please), **Dave 'JLG' Birch** (flash suit, big smile), **Rob Stevens** (ideas, testing and technical assistance), **Franco Frey** (loadsamoney), **Oli Frey** (art), **Darren 'Dazzy D' Crane** (chief tester and very odd ideas), **Andy 'Thorn' Smith** (tester and additional ideas), **Mr & Mrs Rowlands** (use of kitchen, pool and office in that order...)

No thanx to: **Nigel 'The Mighty Atom' Barden**, **Richard 'Jonathon' and Johnathon/Richard Coe**, **Paul (and Nadine) Jiggins**, **Neil 'Sheep-shearer' MacDonald**, **Roy 'Moosehead' Oakes**, **Steve Packer** and **Mark Palmer**, **Andy 'The Fish' Petre**, **Mark 'Sports Wheels and Spoiler' Reed**, **Mark 'Build us a wall' Richardson** and **Darren 'College Boy' Rush**

Gold Rush

If your game pack contains a gold cassette, first scream hurrah! — then phone (0734) 8172 to claim your HITSTRUMENT from MATCHBOX!!