

1) THE COLONIES OF SOTHIS B

In the first millenium A.M.C.★, a Human colony was established in orbit around the neutron star Sothis B. A research team was established in a free-fall environment in order to study the extraordinarily dense star, and peripheral supply modules were maintained to support the colony.

Within the toroidal supply modules an Earth-like surface ecostructure was established — with the aid of artificial gravity — on both 'floor' and 'ceiling' (although these words of course have no real meaning in a space colony). Due to the toroidal shape of the structure, it was possible to walk completely 'around the world' within a distance of about 8 miles. An observer so doing would encounter trees, grass, technical installations and even stretches of water. The 'seas' were stocked with fish and the 'pastures' with animals which the humans, in age-old manner, would periodically take, kill, cut up into pieces and eat.

Thus the colonies were supported by the self contained ecosystems; the humans were happy and so were the animals (until they were taken away and cut into pieces).

2) THE ATTACK ON SOTHIS BASE

The Humans were, of course, prepared for attack, close as Sothis B was to the fringes of the Evil Empire. The main living module was defended by Mega Super Zappera Proton-Photon-Muon-Zeon Pulsed Beam Ion-Path Hyperatonic Blaster cannon in banks of 23. Oh yes, the living modules were certainly safe.

Then the Zzyaxians attacked the defenceless supply modules.....

3) THE ZZYAXIAN STRATAGEM

Not daft, these Zzyaxians. They introduced robot drones into the modules and set up a Planet Buster destructor gun between the two parallel ecostructures. The robot drones set about stealing energy from the power stations within the modules, and carrying the charge thus gained to the Planet Buster. When the charge on the 'buster reaches maximum, detonation occurs with subsequent destruction of the module. Destroy all the modules and the humans are left without food. All supremely logical to their evil Zzyaxian minds....

4) THE HUMAN SOLUTION

At the time of the attack, the humans had some sheep which they hadn't yet sliced up to eat. Genetic mutation transformed them into multi-shielded combat sheepoids capable of projecting Bonios of Doom and utilising Dimension Jump translation modes.

YOUR MISSION

is to command an Interstellar Space Sheep in combat against the Zzyaxian droids, preventing build up of charge in the Planet Buster, and destroying all the Droids within your module.

★ = AFTER MUTANT CAMELS

LOADING UP

Turn on your '64 insert the tape and, holding down SHIFT, press RUN/STOP. Press PLAY on the recorder. Loading is automatic and progress is shown by the colour of the screen. A blue screen shows for approx 30 secs, followed by a purple screen for approx 2 mins and a red screen for approx 2 mins. The program will then execute. Total load time is around 4½ minutes. Place a Joystick in the REAR Joystick port.

GAME OPTIONS

With the theme music playing, pressing any key will bring in the options screen. Change options using F1, F3 and F5

F1: No. of players 1 or 2

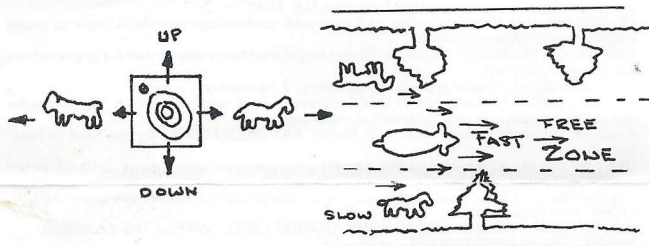
F3: Planet buster initial charge 0 to 4. The charge detonates the buster when both poles reach 5, so if the initial charge is high the importance of destroying charge carriers is emphasized.

F5: Entry level 1-9. There are a possible 48 levels. The last new alien is introduced on level 21.

When the options are in view, pressing FIRE begins a game with the displayed option settings. Both players use one joystick in the REAR Joystick port.

CONTROL OF THE SHEEP

Moving the joystick up and down causes the sheep to move up and down. Joystick left and right, selects direction of flight. (see diagram). Speed is controlled by *altitude over planet surface*. Flying low results in a low forward speed. Flying high in the Free Zone gives the fastest possible forward speed.



Variation of speed with altitude

YOUR BULLETS

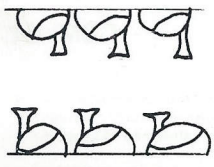
Your ammunition, known colloquially as "Bonios of Doom", is fired by pressing the fire button. Whilst in the Free Zone the projectile flies straight, but as you close in to the planet surface, the projectile curves in to impact upon the planet due to gravity.

LANDING ON THE PLANET

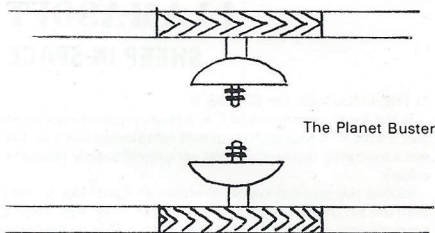
Your sheep may land on either of the planet surfaces, but only in the grassy fields. All other planetary surfaces and objects are lethal to our little sheepy friend.

THE ALIENS' MISSIONS

There are three different types of robot drone. Denizens of the of the Free Zone, attack your sheep and attempt to stop it in its mission. The Charge Carriers fly low over the planet's surface shuttling between the Power Station and the local pole of the Planet Buster. (When carrying



The Power Stations



The Planet Buster

charge, they flash). When the charge on each pole of the Buster reaches 5, detonation occurs followed by a Firefight in Free Space. If the charge on the pole is already maximum, any Charge Carrier reaching that pole generates a new enemy ship and adds to the charge on the opposite pole.

Non-charge-carrying-Planet Surface denizens roam about the planet, firing at you whenever possible (as do all enemy).

THE BATTLE IN FREE SPACE

If destruction of your planet occurs, you must destroy a number of hostile ships in Free Space. This is difficult as there is no opportunity for feeding or for DJUMP (see below). Surviving Free Space results in an extra ship and the next wave. Dying in Free Space results in getting the same wave again.

FEEDING

All this exertion makes our little shaggy entity rather hungry. Watch the STOMACH status. If it gets low, land in a field to eat. While you are down, the stomach will fill and new shields will be added (max 6). DO NOT over eat though, or you'll explode.

DJUMP

DJUMP is a method of warp-drive devised to aid fast destruction of hostiles. If more are in visible range, pressing SPACE will warp you to within range of a randomly-selected hostile target. Pressing F1 will DJUMP with preference to an upper-planet target, and pressing F7 will DJUMP to a lower-planet target. Use DJUMP rather than fruitlessly searching the planet (which is very large!).

PROXIM SCAN

This device gives you early warning of hostiles outside your screen area. The range is approx 2 screens either side of your screen, with hostiles showing up as distinctive colours on the scale. Detects all types of hostile in all zones.

CHARGE CARRIER INDICATORS

These are located near the planet surface to which they refer, at the extreme left and right of the status displays. They light up to indicate the presence and direction of any charge carriers on the planet. Flying in the direction indicated by the arrow means you are flying towards a charge carrier. (N.B. These have no function in space). These indicators go out when you destroy all the charge carriers on a planet.

SHIELDS

Loss of 1 shield occurs when you are hit by an enemy bullet. Loss of 1 or more shields occurs on hitting a hostile enemy. You get 6 shields with each new sheep. Shields can be replenished by FEEDING.

GAME OVER

Occurs when all sheep are destroyed (through running out of shields, overeating, starvation or by hitting something).

THE CAMELS

The humans love camels and keep some on the surface of the planet. DO NOT shoot at them. Doing so upsets your Karma.

WAVE STRUCTURE

The wave ends when the Ship Counter reaches zero. The ship counter decreases by 1 with each drone you destroy. At end of wave, you get 1 extra sheep (max 9), the Charge is reset to 0 a new Planet is generated and you receive a bonus dependent on how well you prevented charge build-up during the battle.

CONVENIENCE CONTROLS (active while sheep under joystick control)

Press P to pause and restart game.

Press the Left Arrow Key ← to abort a game during play.

HIGH SCORES

The top 5 are held in memory. Type normally when asked to enter your name, press RETURN when done or DELETE if you make a mistake. You may use up to 16 characters.

TIPS FOR SKILFUL PLAY

- 1) Use DJUMP well. If charge builds on a particular surface use specific DJUMP to locate targets on that planet surface.
- 2) WATCH your STOMACH! Too many players forget the status display and die of starvation. Eat when necessary!
- 3) EAT for SHIELDS! Replenish shields by eating if necessary.
- 4) Practise LANDING! The ability to land accurately under pressure is vital. Watch out for the inertia! It may cause you to skid on landing.
- 5) If you're inevitably going to lose your Planet, EAT WELL FIRST! You can't eat in Free Space!
- 6) Use your shields as a weapon! You can off your enemies with a quick collision — but watch out for the bounce!
- 7) Concentrate on Planet Surface denizens and Charge Carriers. They are worth MUCH MORE than Free zoners.
- 8) WATCH YOUR PROXIM. WATCH YOUR CHARGE LEVEL. WATCH THE CARRIERS PATROL THE PLANET BUSTER.
- 9) Remember that grass and trees are at the opposite end of the planet to the industrial buildings. Learn the planet so you can always fly to grass when necessary.

GOOD SCORES

are anything over 500,000. Scoring over 1,000,000 would be totally AWESOME.

HOSTILES

Here are some of the creepies it'll be your privilege to blast:

ROTOSATS
HOVERCHARGERS
ANCIPITALS
BOUNCING DOGOIDS OF SIRIUS
VICIOUS ROCKETS
FLYING FISH (sorry Fish)
MEAN MOONS
FLYING BACTRIANS (but I love them really!)

SLIVERS
EVIL EYES
SATURNS
SPIRAL GALAXIES
SINGULARITIES, (these are NASTY!)
GREY ANCIPITALS
and more...watch out for the
ILLUMINATED BACTRIANS!!!

Anyway good luck and zap 'em! Remember to eat. Watch out for the SIGMEN of level 9! Stage competitions and spread the sheepish word wherever you go. May your 'Buster never detonate and may all your Beasts be hairy!

JEFF MINTER

The TURBO data loading system used to record this game is licensed from KINGSOFT of Roetgen, W. Germany