

STARSHIP ANDROMEDA

The Galaxy is being run by the Federation under a tyrant named Alana. Her power comes from a crystal which is the security key for the Mindlord computer, which controls the galaxy. The crystal hangs on a Pentite necklace, which Alana wears all the time. Only a Proton lance, powered by equal quantities of Zylon and Byss will cut the necklace. You must explore the Galaxy to locate the proton lance and sources of the two elements required to power it. Then restrict Alana's freedom of movement by taking and holding as many of her Starbases as possible so that you can finally corner her and seize the crystal and re-program the Mindlord computer.

SPECIAL FEATURES

- ▶ Superb Sound and Graphics!
- ▶ 12 Arcade and Strategy Games in 1
- ▶ A major battle of wits
- ▶ 10,000 Metaspaces locations!
- ▶ Password save game system!
- ▶ A dream beyond the infinite!



COMMODORE

STARSHIP
ANDROMEDA

AS 12025

Joystick required

Programmed by Andromeda Software
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STARSHIP ANDROMEDA



Fast Load
Chrome Tape

COMMODORE 64
128 Compatible
The Final Frontier
of Space Exploration



Plug joystick into Port 1 and set tape counter to 0

TAPE COUNTER LOG

WARP 1	000	WARP 4	---
WARP 2	---	WARP 5	---
WARP 3	---		

TO LOAD

Insert cassette into cassette drive. Press SHIFT and RUN/STOP together. Now press PLAY on cassette deck.

If you are playing the game for the first time you should make a note of the tape counter position after each load in the Tape Counter Log above. This will save time in future games where you may not need to load all of the Warps.

To load a higher Warp stop cassette when 1st Warp is loaded. Press X to exit Warp, then press N for new Warp. When the 'Loading Warp' screen appears, fast forward the tape to the tape counter position you require from your Tape Counter Log and press PLAY on cassette deck.

PASSWORDS

The Password given to you when you exit or complete a Warp contains information on your current score and status. This allows you to re-start your game from the beginning of the next Warp. So... write it down!

CONTROLS

Joystick - for general movement control;
Fire - to activate weapon or equipment;
In thrust mode and in Metaspaces; Activate energy shield
In laser mode: Fire
During landing: THRUST BOOSTER
On the surface of PLANET CL72: Shield and collect zylon
Inside starbase: Leave
In space suit: Fire or enter gate
Alana's puzzle: Activate fragment
Beam up proton lance

Keyboard:

L - Laser; C - Communicator; D - Detector;
T - Thrust; P - Points; R - Repair damage;
S - Scanner; J - Metajump: Metajump is effective only at high score levels

SPECIAL CONTROLS

RUN/STOP - Pause Gameplay
CTRL - Continue Gameplay
X - Exit Warp
O - Restart Same Warp
N - Load Next Warp

REGULAR SPACE

To negotiate objects (other than fighters or meteorites) stop starship when in Thrust mode so that you may choose other equipment (scanner, laser, communicator etc). To leave a location in regular space, switch to Thrust mode, accelerate ship, enter metaspace and navigate to the desired space sector.

METASPACE

In Metaspace you can gain or lose both energy and time. Red Giants affect energy; Blue Dwarves affect time: The nearer you are the stronger the effect.

YOUR STARSHIP RESOURCES

60,000 time units · 60,000 energy units · 60,000 unrepaid damage units · 50 crew members

GAME OBJECTIVE

The Galaxy is being run by the Federation under a tyrant named Alana. Her power comes from a crystal which is the security key for the Mindlord-computer, which controls the galaxy. The crystal hangs on a Pentite necklace, which Alana wears

all the time. Only a Proton lance, powered by equal quantities of Zyron and Tryst will cut the necklace.

You must explore the Galaxy to locate the proton lance and sources of the two elements required to power it. Then restrict Alana's freedom of movement by taking and holding as many of her Starbases as possible so that you can finally corner her and seize the crystal and re-program the Mindlord-computer.

MESSAGE FROM STARSHIP NEBULA

Your predecessor in tracking Alana, Commander Andrac of the Starship Nebula has disappeared, but fragments of his log have been picked up by CSCC (Central Space Communication Company) over hyperwaves but as he warped further into spacetime these become even more fragmentary. The copy extracts show the magnitude of your task.

Your rebel colleagues who stole the extracts have been unable to verify if they are in the correct chronological order. Nevertheless, they may help you.

STARSHIP EXTRACTS

Always something in sector. Tryst colours Red Planet resolute ground installations closer. . . higher bip stops killer areas enough Zyron is the key. more Tryst to make sure must take all 3 must land shooting fighters control of glide path hover orbit location for EVA successful Metajump is possible, repeat metajump is watch Android replication rates carefully. attack is possible when you follow her starship to warp use sensors with care exploded scrambled route codes to follow trail move fast metaspace must be concealed picked up on Scanner. Alana escaped again blueprint Mindlord Central sensor unit within reach must mutate Androids no key, no key.

MORE HIGH PERFORMANCE PROGRAMS FROM ARIOLASOFT

SKYFOX (C,S,M) - U.K. No. 1 HIT

A stunning 3D combat program. Air to Air and Air to Ground like you've never seen before!

SCARABAEUS (C)

An incredible search and survival program. Find the Pharaoh's fabulous jewel if you can stay alive long enough!

BATALYX (C)

A brilliant 6 in 1 program. Add the imagination of Jeff Minter to your own and blast off into a realm of colour and skill!

RACING DESTRUCTION SET (C)

A thrilling action racing program. Construct fantastic tracks, or choose a classic one for a race to the death!

PANZADROME (S)

Wreck-Creation for your Spectrum. Tank war on a scale beyond the Apocalypse!

THINK (C)

Mind-bending concentration - a supreme test of logic and strategy!

WIZARD (C)

A magical action strategy program with a built-in construction set. Fiendish fun for 1-6 players!

WILD WEST (C)

Gun 'em down and keep your wits about you in this Graphical Arcade Adventure. Wagons hol!

Key: C = COMMODORE 64 (128 Compatible) S = SPECTRUM 48K
A = ATARI 600/800XL/130XE M = AMSTRAD CPC464