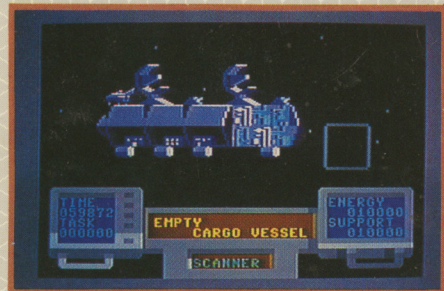
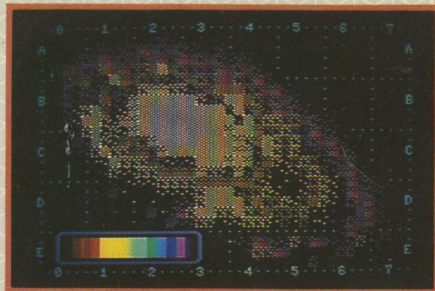


STARSHIP ANDROMEDA

"Space... explore the final frontier of this Galactic Wonderworld."

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 Trystt 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
- ▶ 10,000 Metaspace locations!
- ▶ A major battle of wits
- ▶ Password save game system!
- ▶ A dream beyond the infinite!

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Joystick required



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COMMODORE AS 15025



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AS 15025

STARSHIP ANDROMEDA

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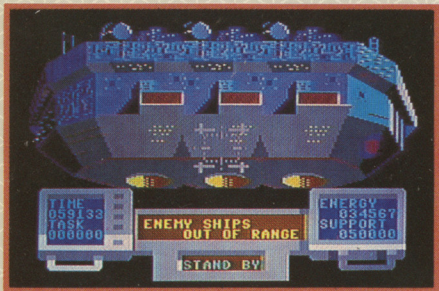


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COMMODORE 64
128 Compatible
The Final Frontier
of Space Exploration

ariolasoft





Plug joystick into Port 1

TO LOAD

Insert disk into disk drive. Type LOAD "AS", 8, 1. Now press RETURN. You will then be given the prompt to key in the Warp at which you wish to start. Your disk is organised as follows;
SIDE 1 – contains Warp 1 and 2
SIDE 2 – contains Warp 3, 4 and 5
To complete the game successfully you will have to play and complete each of the five Warps.

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 zyron

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 metaspaces and navigate to the desired space sector.

METASPACE

In Metaspaces 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

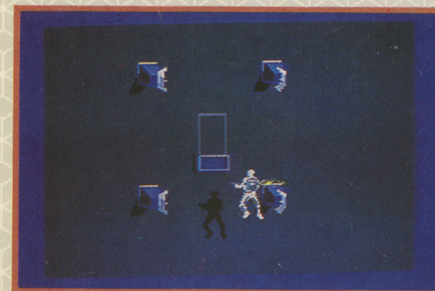
60.000 time units
60.000 energy units
60.000 unrepaired damage units
50 crew members

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 Trysst 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. Trysst colours Red Planet . . . resonate ground installations scan for deposits closer. . . higher bip stops killer areas enough Zyron is the key. more Trysst 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 metaspaces must be concealed picked up on Scanner. Alana escaped again blueprint Mindlord Central sensor unit . . . within reach must mutate Androids . . . no key, no key.