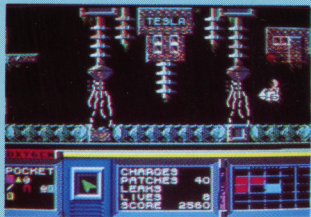


"...Dare you accept this mission?"...

- A massive arcade adventure with a wealth of incredible graphics.
- Game Save facility. ● Flashload rapid loading system (faster than disc).
- 250 uniquely detailed locations, many of which contain hidden surprises and ingredients necessary to complete the game.



- Key control selection. ● Joystick control
- Interactive robots. ● Pick up/use object facility.
- Startling sound effects

...not days, not weeks but MONTHS of enjoyment...

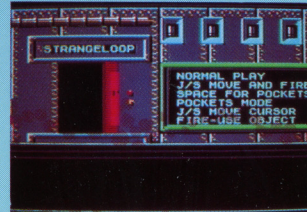
Programmed by Gang of Five.
Developed from an original idea
by Charles Goodwin.

FLASHLOAD

CBM
64
VGA 6008

Commodore 64

STRANGELOOP



VIRGIN GAMES presents **STRANGELOOP**, one of a new generation of software products. As a massive arcade adventure **STRANGELOOP**, we believe, presents one of the most challenging games yet to be seen on the market. The game is designed not only to give hours of entertainment but days and weeks as well. To make life easy it comes with a **GAME SAVE** facility so that you may go back to playing it at the exact point you left off. Your mission is to regain control of a **ROBOT FACTORY**, situated at the edge of a distant solar system. **ROBOTS** automatically manufactured here carry out all the work and drudgery of every day life on **EARTH** — that is, up until now! The factory has been **INVADED** by powerful alien forces re-programming the robots to **DESTROY EARTH**. Your sole mission is to regain control of the factory. No maps of it exist, indeed it is one hundred years since man last set foot in it. All you know is the environment is **DESPERATELY HOSTILE**, suited only to **INDESTRUCTIBLE ROBOTS**, soaring temperatures, no oxygen, zero gravity and razor sharp industrial waste. **250 ROOMS** lie between you and the **CONTROL CENTRE**, many of these rooms have been designed to be **IMPENETRABLE** and now for the first time you alone must try and break these defences on your **HEROIC MISSION TO SAVE THE HUMAN RACE**. All you have is your 10th generation space-suit and your laser gun to keep you alive, as you stumble ever onwards seeking the **CONTROL ROOM**. You begin to wonder why you ever accepted this mission... quit, and **EARTH IS DOOMED**, continue, and...

THE SCREEN SHOWS:

- which room you are in (large picture),
- the layout of rooms around you, including entrances and exits (5 x 5 map)
- your **SUIT STATUS** i.e. how many leaks your suit has,
- your **PATCHES STATUS** i.e. how many patches you are carrying to mend your suit,
- your **CHARGE STATUS** i.e. how many laser charges you have,
- your **POCKET STATUS** i.e. which objects you are carrying,
- your fuel status, ● your oxygen status,
- lives left, ● Control Room compass.

STARTING THE GAME

To load, make sure the tape is fully rewound. Press **SHIFT** and **RUN/STOP** keys on the computer, press **PLAY** on the recorder.

This tape carries the **FLASHLOAD** rapid loading system.

LIVES

You start the game with **8** lives. At the beginning of the game, and after you lose a life, a teleporter appears on the screen. Just move the teleporter to the position on the screen where you wish to start, then press the joystick button.

PAUSE, SAVE, LOAD

If you press **P** you will pause the game, perhaps to make a cup of coffee in the early hours! Press **R** to **RESTART**.

It will also give you several options. **SAVE** will allow you to save on tape all the relevant information about where you are, what you are carrying and what you have done. You will need a blank tape inserted into the recorder, then follow the instructions that appear on the screen. To **LOAD** this information at a later date, load up Strangeloop as normal, press **P** to access these options, insert your tape containing the saved data, press **L** and follow the instructions which appear on the screen.

GAME PLAYING

JET CYCLE

Abandoned in the factory is an old jet cycle. This will help you enormously in your travels. It is, however, rather thirsty on fuel so you will need to keep your eye on the fuel gauge and keep picking up the fuel cannisters which have been left lying around.

YOUR SPACESUIT

Because there is no oxygen in this factory you depend upon your oxygen supply for your life support. Unfortunately, though, the flying swarf in the factory is razor-sharp and will puncture your suit if you come

into contact with it. The number of leaks you sustain will determine the amount of oxygen you are losing through your space suit. You can however repair your suit by picking up the patches contained in the First Aid packs which are lying around, and top up your oxygen supply with the oxygen tanks you will find.

A tip to note is that you can only carry a maximum of **99** patches, thus if you have no leaks and are carrying **99** patches do not pick up another one as you will merely destroy it.

CHARGES

You may carry up to a maximum of **99** laser charges, these can be used to clear a way through most (!) of the swarf and aliens, but be careful as there is only a limited amount of ammunition which has been left at the factory.

OBJECTS AND POCKET

To pick an object up simply walk into it. As you pick up an object a graphic representation of it will appear in the "pocket" sector on the screen.

USING AN OBJECT

In order to use an object press the space bar, then, place the cursor (a purple square in the top left hand corner of the pocket section) over the object using the joystick. Press the button to use the object or press the space bar to resume normal control. If you have successfully used an object, you will hear a sound effect from the computer.

At times you may wish to give an object you are carrying to one of the robots or aliens you might meet. To do this you must move over the character you wish to give the object to and then use the object in the normal way.

CONTROL ROOM COMPASS



This will always point in the direction of the control room to give you a bearing wherever you are in the factory.

FIRING

If you kill **ALL** the swarf in one room then they will not reappear in that room.



MAP

This 10 x 25 map shows the rooms surrounding the one you are in. This will help you to plan your route. You are always shown as the central cyan square. Red squares indicate that Megaswarf is present in that room! A yellow square indicates your final destination — the Control Room. Other types of squares are for you to decipher!