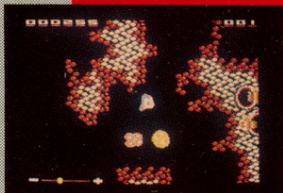


Commodore
64/128



In the vast expanses of the universe, strange but catastrophic events were occurring. Entire solar systems were being formed. Soon they would fill the entire known galaxy threatening the existence of the old solar systems. Something has to be done and guess who's been volunteered



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Commodore
64/128

Sunburst

COMMODORE 64/128



Sunburst

RACK
H E W S O N

SUNBURST by John Phillips

For the Commodore 64 and 128

Scenario

In the vast expanses of the universe, strange but catastrophic events were occurring. Entire solar systems were being formed. Soon they would fill the entire known galaxy threatening the existence of the old solar systems. Something has to be done and guess who's been volunteered

Loading

Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player. The game takes a few minutes to load.

Controls

Plug joystick into port 2.

Left - turn anticlockwise.

Right - turn clockwise.

Down - switch to low speed.

Up - switch to fast speed.

Fire - fire.

Press SHIFT/LOCK to turn off collision detection.

Press SPACE to advance to next level.

Gameplay

The game is played over a large number of fractal-generated levels. Each level consists of a Sun surrounded by various rock formations. The objective is to build up enough energy to destroy the Sun.

The rock formations around the Sun are inhabited by alien colonies. If you approach them, aliens will come streaming out. There are two types of alien:

CARRIERS (Green): These carry energy around. They are fatal to the touch but when shot they are destroyed, leaving behind an energy capsule which slowly decomposes. Fly over the capsule and any remaining energy is yours.

HUNTERS (Orange): These are not deadly but will grab some of your energy if they touch you. If shot they are destroyed. If your energy level reaches the negative side you die. If it reaches the positive side you then have sufficient energy to destroy the Sun. Diving into the Sun will cause the system to implode. The Sun then turns into a black hole dragging you down through hyperspace into the next game level.

If your ship starts flashing you have become invincible for 10 seconds - make the most of it!

Beware of these additional hazards:

Asteriod showers which force you to stay in the central playing area.

Extra-large aliens which split up into smaller ones when shot.

Credits

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