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COMMODORE 64/128

The
MICRO
Selection

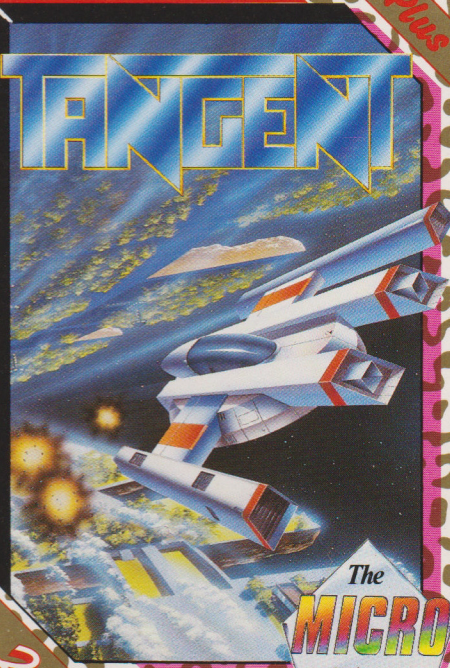
TANGENT

299
Plus

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COMMODORE 64/128

Plus



The
MICRO
Selection

TANGENT

by Andy Merrill

Terraforming is a lost art in the New Age of Cathartha. Since the time of the Emperor Drav in 2462, the Terraformers had been disbanded for being a waste of Galactic Money Bank funds.

Some suspect that as a final calling card the Terraformers created Beta-Auri - a hostile series of 15 spinning disc-pair planets. To guard them from attack they set up an elaborate system of alien lifeforms patrolling each disc-pair, and awesome giant battle-cruisers protecting the passage from one disc-pair to another...

Your task? Simple, just take out all the guardians on each planetary pairing, and as many of the battle-cruisers as possible, thus rendering the disc-pairs fit for colonisation again!

LOADING

Press the SHIFT and RUN/STOP keys simultaneously.

CONTROLS

Use Joystick as normal in Port 2. Also...

SPACE = PAUSE

RUN/STOP = QUIT GAME

(When Paused)

PLAYING THE GAME

While zooming along between the twin spinning disc planets, you must blast the attacking waves of alien guardians. If you survive the level, you must then tackle the giant battle-cruiser - aim for the gun turrets (only vulnerable when fully open). Your reward for destroying the cruiser is an extra life, plus a recharge of all your energy banks. You are allowed a maximum of 9 lives - if you already have the maximum when you destroy the cruiser, you will get a bonus of 20,000 points instead. There are 15 levels of joystick-wrenching action!

The MICRO Selection, 36/38 Southampton St.,
Covent Garden, London, WC2E 7HE.

A deadly conflict!
Between the spinning
parallel disc worlds of
Beta-Auri, in Sector 19,
you fight for your life
against the guardians
placed there aeons ago
by the Terraformer Elite.

Tangent features
stunning graphics,
pulse-racing
arcade-style
action, and
some of the
largest and
most
impressive
motherships
guarding
your
transition from
world to world!

