

TASK III

Programmed by:

Peter Hemmer

Volker Roth

Frank Endler

INSTRUCTIONS

© 1988 DATABYTE

For Commodore 64/128
HOME COMPUTER

===== **DATABYTE** =====

LOADING INSTRUCTIONS

Disk:

1. Plug a joystick into port 1 of your computer.
2. Turn on your monitor or TV, the disk drive and your computer (Note: C128 Users: Run Task III in 64 mode).
3. Insert Task III disk, label side up, into the disk drive and close the drive door.
4. Type LOAD "***,8,1 and press RETURN. The game will load into the computer's memory.

Cassette:

Remove all cartridges. Computer should be off. Place the tape in the cassette recorder. Hold down the SHIFT and RUN/STOP keys while turning on the computer. The program will load and run automatically.

OVERVIEW

In the year 6038 ten years after the Cappin Wars an evil emperor from a distant galaxy invaded the peaceful galaxy of Cybernetica.

You, Prince Troma, son of the old wise emperor Colon, the last survivor of the Cappin Wars Rebel Star Fleet must seek out and destroy this evil emperor.

Your task will not be easy. You must navigate your starship through the evil emperor's private star system. Hordes of Alien ships and many well laid traps await you. It could be your last journey.

GAME OPTIONS

Once the title screen has been displayed press the fire button once to display the player option screen. Follow the on screen instructions.

PAUSE GAME

During game play you can pause the game by pressing the RUN/STOP key. After pausing, resume the game by pressing the RUN/STOP key.

QUIT/RESTART GAME

Press the Restart key to quit playing or to restart the game.

HIGH SCORE LIST

Use the joystick to enter your name into the high score list. Once you have positioned the letter of your choice in the centre of the highlighted (flashing) box press the fire button. This letter will now be displayed next to your score. Repeat this action until all the letters of your choice have been selected. Now move the word "end" Over the highlighted box and press the fire button. This action causes the High Score list to be displayed. To exit this screen press the joystick fire button.

NOTE: Use the word "del" to delete the last letter selected. Use the joystick to select this function.

New high scores will automatically be saved to disk. (disk version only).

EXTRA WEAPONRY SYSTEM

At the start of each game your ship will carry all the extra guns available. These guns are available for a limited period of time. New weapons must be added during play if you are to succeed in your mission.

There are 16 levels of play and each level contains one or more extra weaponry support platforms. These platforms are usually guarded (not always) by special support balloons. You can change the weaponry available by destroying (shooting) the special support balloons. To implement the weaponry on your ship just fly across the platform. Be careful not to collide with the station which surrounds each platform. Doing so will destroy your ship.

WEAPONS AVAILABLE

— (see separate weapons chart)

Empty platform — no value

Speed — Your plasma engine is capable of running at four different speeds. Everytime you fly over this your speed will increase until you have reached the maximum speed.

Front Lasers — These pulsar laser guns can operate at four different speeds.

Side Lasers

Rear Lasers

Protection Satellite — This is a small satellite which surrounds your ship and is capable of destroying any aliens it comes into contact with.

Emergency Package — Pick up this package whenever you can. If you carry this package you can get all extra weaponry by pressing any key on the keyboard except the space bar and the RUN/STOP key.

Dimension Warp — This allows your ship to move into another dimension. All the aliens will now appear to move in slow motion.

Extra Ships — One extra ship will be awarded for every 100,000 points scored.

Smart Bombs — Once you have collected one of these bombs you can activate it by pressing the space bar. This bomb will destroy all the visible aliens on your screen. The maximum you can carry are ten.

WEAPONS CHART

1. Speed



2. Front-lasers



3. Rear-lasers



4. Side-lasers



5. Smart-bomb



6. Protection-satellite



7. Dimension Warp



8. Emergency Package

