



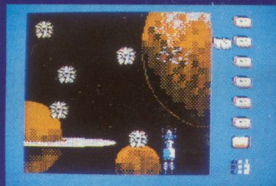
CBM64/128

TRAP

ALLIGATA



A shot from the test of courage & skill.



SECRET DEMO



"Hi scorers should enter re-arranged MODE"



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“Hi there! This is the game I’ve always wanted to write, a really fast, testing arcade game. I love it and I can’t stop playing.”

I hope you get the same feeling of exhilaration as I get every time I play." **Tony Crowther**

Tony Crowther

Scenario

The Time

An age in which the ultimate deterrent may have become the ultimate destruction.

The Place

A distant corner of the galaxy where human life strains to exist in the void of space.

The Mission

Can violent aggression and mindless destruction ever be justified in the name of peace. That is the enigma, the TRAP in which you are to be placed as you energetically defend your planet, your people from a once peaceful ally.

Your Quest

To demonstrate the reactions and skills of a legendary space fighter or to show the genius of a master strategist will not be enough. TRAP has a secret that needs to be told, until it is revealed, you will never be able to rest in peace.

The Game

Test 1 Manoeuvrability & Reflexes in flight through Space Mines.

Test 2 Courage & Intelligence in flight down Zarkab Valley.

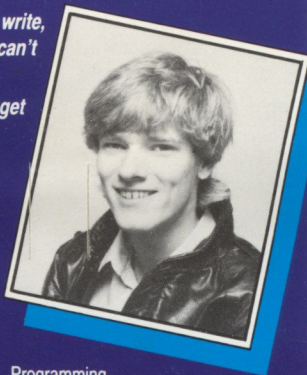
Test 3 Determination & Stealth on foot in search of ORBS

Test 1 & Test 2 have to be completed and all aliens, boats and lasers destroyed before landing and proceeding on foot through Test 3.

The better you are the faster and more furious the challenge.

Every successful mission is rewarded by upgrading

your ranking making the next
in a higher rated spacecraft.



Programming
by **Tony Crowther**

Music by **WE MUSIC LTD.** with special thanks to Jeff Wayne for a borrowed phrase.



ALLIGATA BITES BACK

1 or 2 player game

Playing Instructions

TO LOAD HIT **SHIFT** / **RUN/STOP** KEYS TOGETHER

FIRE to start 1 player
F7 to start 2 players

RUN/STOP to pause
FIRE to restart

JOYSTICK

▲ Increase speed
▼ Decrease speed
◀ Left
▶ Right
FIRE Fire
A Zappo
RETURN Drop Cargo
▼ & **FIRE** Drop bomb

KEYBOARD

;
/
S
C
SPACE
A
RETURN
/ & **SPACE**

SPECIAL FEATURES

14 Levels

On screen you see alongside the letters

A	numbers indicating	Aliens left to kill	If the number is
B		Boats left to bomb	greater than 9
L		Lasers left to destroy	a ! is displayed

When A, B, L are all zero, the border turns red to indicate level completed. Take the ship to the landing pad and switch to foot to complete test 3 and collect the ORB.

On foot when you are hit or fall through the holes in the planet surface your life is preserved and you are returned to the start of tests 1 and 2.

ORBS are currency. You may hold up to 4, any further collection of an ORB will award a 10,000 point bonus.

CARGO Extra lives for dropping cargo onto the little man.
Collect cargo from the cargo ship. *Collect cargo by passing over it.*

POLICE CRAFT If you destroy all 5 police craft a 1000 point bonus is awarded.

EYES If you bomb the eyes police craft will not appear.

ALIENS Aliens attacking from the rear can be killed by your exhaust.

FUEL Replenishment by bombing fuel depots F If you run out you are hyperspaced to level 10 - there is a slim chance you won't die.

SPACE MINES have no value when shot.

BROWN & BLACK ALIENS are indestructible

SPACECRAFT SELECTION Use fast/slow keys to select. When the game first starts you have no choice of craft.

Once you have ORBS collected a craft which suits your personal taste can be chosen.

The letters

a		ammo capacity
c		ammo carrying potential
f	display	fuel consumption
e		zappo recharge time

the choice is yours.

Good Shooting!!

200 points



Spy Eyes

200 points



Fuel Dumps

500 points



Boats

100 points



Batwinged

100 points



Darters

100 points



Disklings

100 points



Homers

100 points



Spinners

100 points



*Police/5 per wave/Bonus
1000 for clearance link
with Spy Eyes*

900 points



*Men (Drop cargo for 900
points & extra life)*

100 points



*Cargo Ship/can only
carry cargo on the
second ship UPWARDS*

100 points



Laser sit on posts

200 points



Laser



Ship 1

2

3

4

5