



INSTRUCTIONS DE CHARGEMENT

CBM 64/128

CASSETTE: Introduire la cassette dans le magnétophone. Appuyer simultanément sur SHIFT & RUN/STOP, puis la touche PLAY. Le programme va se charger et démarrer automatiquement.
DISQUETTE: Introduire la disquette. Taper LOAD "*", 8, 1 et frapper RETURN. Le programme va se charger et démarrer automatiquement.

SPECTRUM 48K

Tapez LOAD "*" et frapper ENTER, puis la touche PLAY du magnétophone. Le programme va se charger et démarrer automatiquement.

SPECTRUM 128K/+2

Utiliser le chargeur comme d'habitude.

SPECTRUM +3

Utiliser le chargeur comme d'habitude.

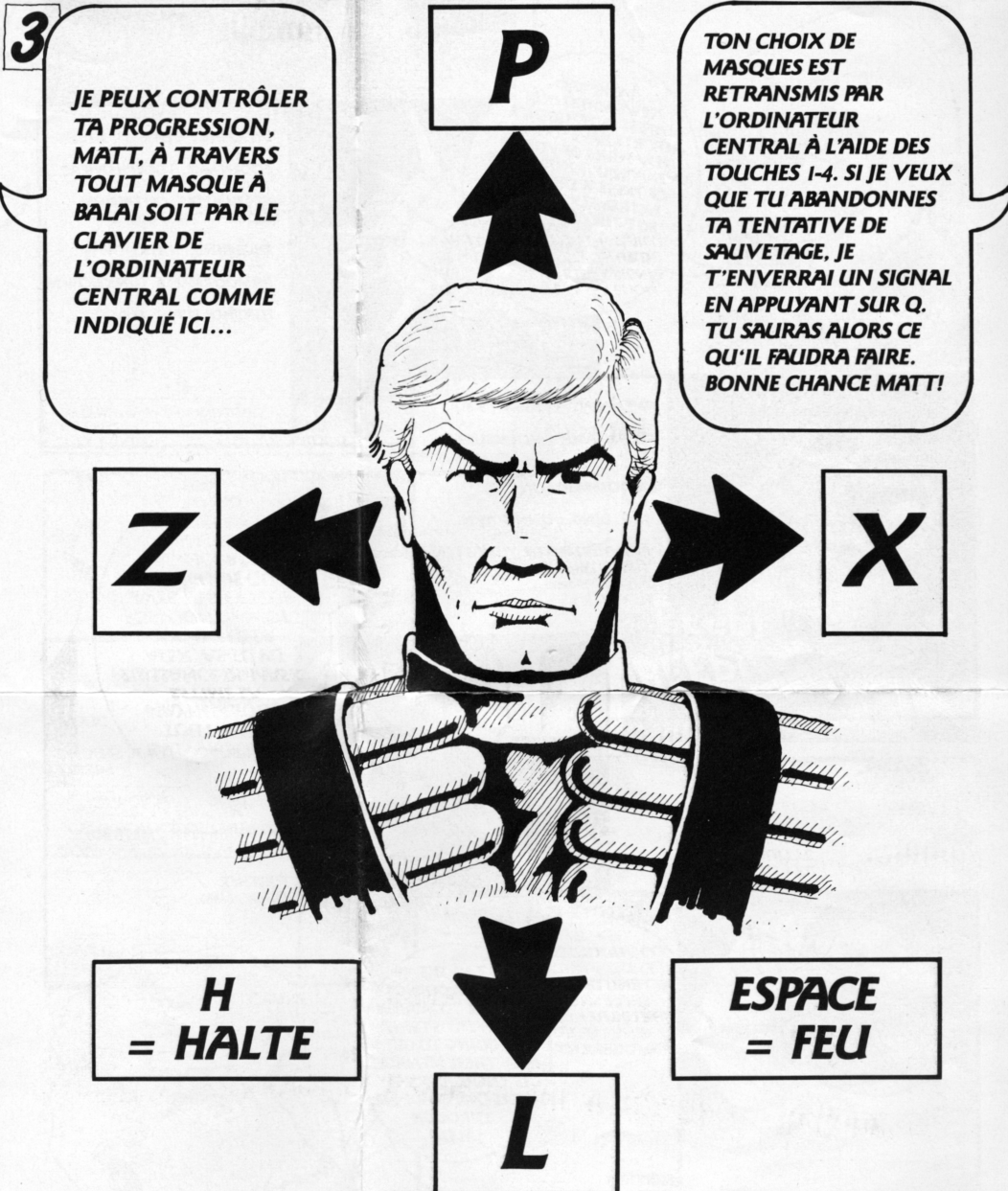
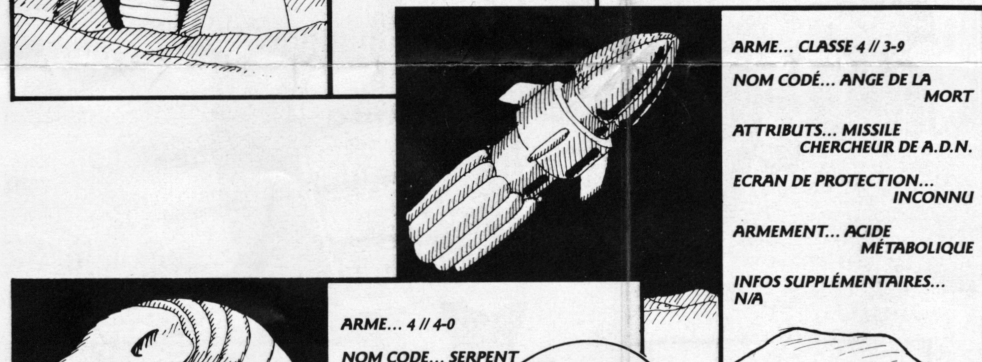
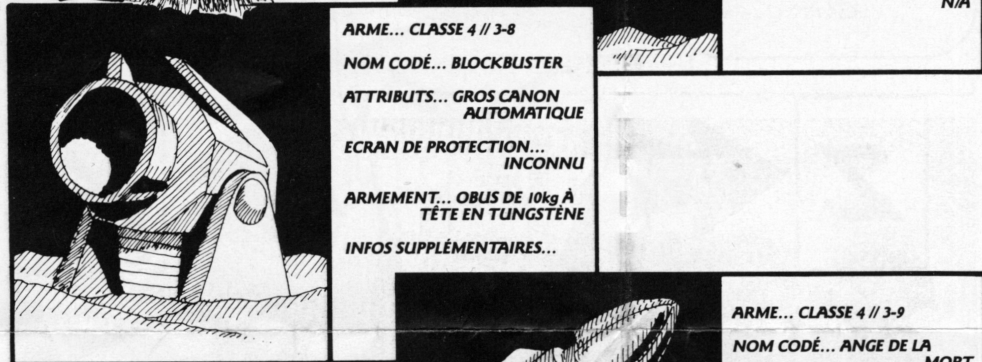
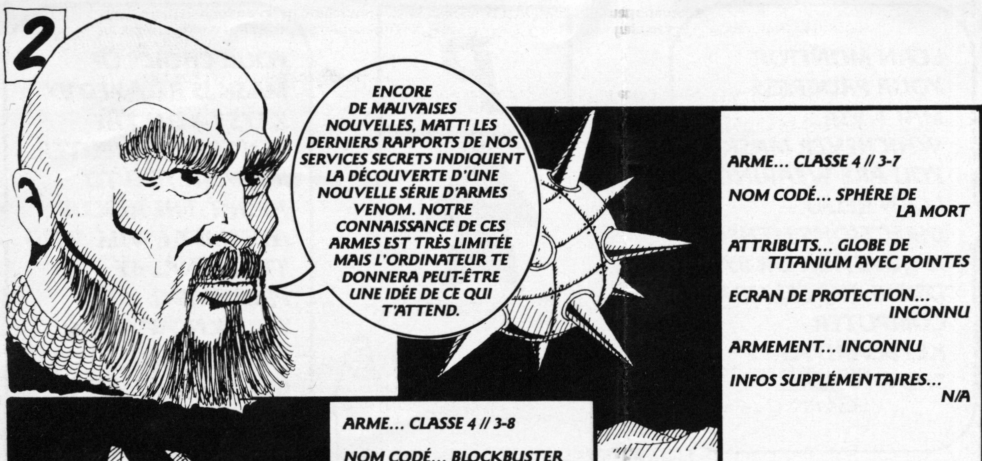
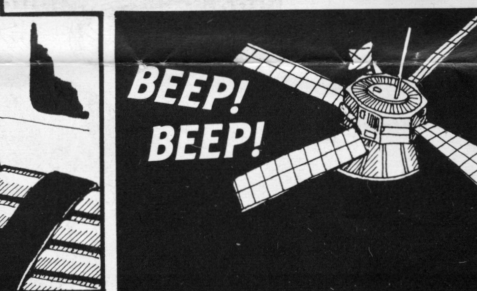
AMSTRAD

CASSETTE: Introduire la cassette dans le magnétophone. Appuyer simultanément sur CONTROL (CTRL) et la petite touche ENTER. Puis enfoncer la touche PLAY du magnétophone et ensuite n'importe quelle touche du clavier. Le programme va se charger et démarrer automatiquement.

DISQUETTE: Introduire la disquette, étiquette vers le haut. Taper CPM et frapper ENTER. Le programme va se charger et démarrer automatiquement.

MSX

Introduire la cassette dans le magnétophone. Taper BLOAD "CAS:", R et frapper ENTER. Enfoncer la touche PLAY du magnétophone. Le programme va se charger et démarrer automatiquement.





LOADING INSTRUCTIONS

CBM 64/128

CASSETTE: Insert cassette into cassette unit. Press SHIFT and RUN/STOP simultaneously. Press PLAY on the cassette unit. The program will load and run automatically.

DISK: Insert disk into drive. Type LOAD "*" 8, 1 and press RETURN. The program will load and run automatically.

SPECTRUM 48K

Type LOAD "*" and press ENTER. Press PLAY on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2

Use the TAPE LOADER as normal.

SPECTRUM +3

Use the DISK LOADER as normal.

AMSTRAD

CASSETTE: Insert cassette into cassette unit. Press CONTROL (CTRL) and the small ENTER keys simultaneously. Press PLAY on the cassette unit and then any key. The program will load and run automatically.

DISK: Insert the disk into the drive, label side up. Type :CPM and press ENTER. The program will load and run automatically.

MSX

CASSETTE: Insert cassette into cassette unit. Type BLOAD "CAS:", R. Press ENTER and PLAY on the cassette player. The program will load and run automatically.

1 DEEP IN THE HEART OF MASK HQ MATT TRAKKER AND ALEX SECTOR ARE FACING WHAT COULD BE THEIR MOST SERIOUS CHALLENGE TO DATE!

I THINK THEY HAVE US THIS TIME ALEX. ONLY THAT EVIL GENIUS MILES MAYHEM COULD HAVE KIDNAPPED SCOTT FROM UNDER OUR VERY NOSES. WE'LL HAVE TO THINK OF SOMETHING... AND FAST!!

I'LL RE-RUN THE VIDEOTAPE AND JUST MAYBE WE CAN COME UP WITH A SOLUTION TO THIS DESPERATE SITUATION

I HAVE YOUR SON TRAKKER!! IF YOU EVER WANT TO SEE HIM AGAIN LEAVE MASK NOW! WITHOUT YOU AT ITS HEAD NOTHING CAN STOP VENOM

MATT SUDDENLY RESOLVES HIMSELF TO RESCUE SCOTT FROM MAYHEM'S EVIL CLUTCHES... AT ANY COST.

I'LL HAVE TO RESCUE SCOTT ON MY OWN. MAYHEM UNDERESTIMATES THE POWER OF MASK. ALEX, HAVE YOU HAD ANY LUCK IN LOCATING SCOTT'S POSITION USING THE HOMING TRANSMITTER WHICH IS BUILT INTO ALL MASK CLOTHING?

ALEX EXPERTLY MANIPULATES SOME CONTROLS AND IN NO TIME AT ALL A STEADY SIGNAL COULD BE HEARD.

I'VE FOUND HIM MATT! OUR SATELLITE ON THE DARK SIDE OF THE MOON HAS DISCOVERED A PREVIOUSLY UNKNOWN VENOM BASE. SCOTT'S SIGNAL IS EMANATING FROM THE INNER-MOST DEPTHS OF THE CENTRAL CORE. NO MASK VEHICLES OPERATE OUTSIDE ATMOSPHERIC CONDITIONS YOU'LL HAVE TO STEAL A CRAFT FROM VENOM!

BEEP! BEEP!

2

MORE BAD NEWS MATT! OUR LATEST INTELLIGENCE REPORTS HAVE FOUND A NEW SERIES OF VENOM WEAPONRY. KNOWLEDGE OF THESE WEAPONS IS EXTREMELY LIMITED BUT THE COMPUTER MAY GIVE YOU AN IDEA OF WHAT YOU ARE GOING TO FACE.

WEAPON... CLASS 4 // 3-7...
CODENAME... DEATHSPHERE...
ATTRIBUTES... TITANIUM GLOBE WITH SPIKES...
SHIELDING... UNKNOWN...
ARMOURMENT... UNKNOWN
FURTHER INFO... N/A

WEAPON... CLASS 4 // 3-8
CODENAME... BLOCKBUSTER
ATTRIBUTES... LARGE AUTOMATIC GUN
SHIELDING... UNKNOWN...
ARMOURMENT... TUNGSTEN TIPPED 201b SHELLS
FURTHER INFO...

WEAPON... CLASS 4 // 3-9
CODENAME... ANGEL OF DEATH
ATTRIBUTES... D.N.A. SEEKING MISSILE
SHIELDING... UNKNOWN...
ARMOURMENT... METABOLIC ACID
FURTHER INFO... N/A

WEAPON... CLASS 4 // 4-0
CODENAME... SERPENT
ATTRIBUTES... LA
SHIELDING...
ARMOURMENT...
FURTHER INFO... A CREATURE SEEMINGLY IMPOSSIBLE TO HURT IN ANY WAY

IT LOOKS LIKE I'M GOING TO HAVE TO WATCH MY EVERY STEP IF I'M GOING TO GET PAST THESE MENACES. IS THERE ANYWAY YOU CAN GUIDE ME THROUGH ALEX?

3

I CAN MONITOR YOUR PROGRESS MATT VIA WHICHEVER MASK YOU ARE WEARING. I CAN RELAY DIRECTIONS EITHER BY JOYSTICK OR BY USING THE CENTRAL COMPUTER KEYBOARD AS SHOWN HERE...

YOUR CHOICE OF MASK IS RELAYED BY KEYS 1-4 ON THE CENTRAL COMPUTER. IF I WISH YOU TO ABORT THE RESCUE ATTEMPT I WILL SEND THE SIGNAL BY PRESSING Q. YOU WILL KNOW WHAT TO DO THEN. GOOD LUCK MATT!

P

Z

X

H TO HALT

L

SPACE TO FIRE