

Commodore
64 + 128

by Ian Gray and Lee Braine

LOADING: Rewind the tape and type: Shift RUN/STOP.
Press Play on the cassette recorder. To load from disc
type: LOAD "x",8,1.

THE STORY:

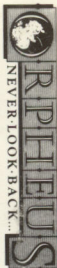
Deep among the stars of the Outer Systems, lies the planetary base of the tyrant Agaren. Many had tried to destroy it, but all had failed, since not only was it guarded by hordes of killer robots, but also the floors and walls were electrified, making contact impossible. So, the scientists of the Free designed the Archnoid, a robot based on an ancient Earth creature, the *spider*. The robot defended itself with bursts of Archnipower, and could spin an energy web, along which to travel, clear of the deadly floors. They sent it into the base, to link Agaren's 30 power generators with the web, causing a massive short-circuit to destroy his base forever.

THE GAME:

Control the Archnoid with a joystick in port 2. As you move, new web will shoot out ahead of you. While web is being spun, you cannot move in any new direction. Press 'FIRE' and pull the joystick to shoot Archnipower bolts. You lose power if you touch the walls, or an attacking robot. Your web and power supplies are limited, more can be found at each generator. Connect to generators in the centre of the top.



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