

LOADING THE GAME

CASSETTE VERSION: The cassette is recorded with a JOYSTICK version on one side and a KEYBOARD version on the other. Select which version you wish to play and insert the cassette in CS1. From EXTENDED BASIC enter OLD CS1 and follow the instructions on the screen. When the cursor reappears enter RUN.

PLEASE NOTE: You may have to adjust your volume and/or tone controls on your cassette recorder to ensure proper loading of the program.

DISKETTE VERSION: Place the diskette in DSK1 and from EXTENDED BASIC enter RUN "DSK1.JOYSTICK" or RUN "DSK1.KEYBOARD" for the version that you wish to play. Leave the diskette in the drive during play and it will automatically store your HIGH SCORE!

PLEASE NOTE: When operating with a DISK MEMORY SYSTEM and you DO NOT have EXTRA MEMORY, you MUST first enter CALL FILES(1) and NEW before running this program. Refer to the DISK SYSTEM operating manual for more information.

YOUR CONTROLS

JOYSTICK VERSION: Using Joystick #1, the LEVER is used to move your ANDROID left/right/up/down, and the FIRE BUTTON is used for jumping (screens 1,2,4,6) and for shooting (screen 7).

KEYBOARD VERSION: Use the four ARROW KEYS (E/S/D/X) to move your ANDROID left/right/up/down, and the PERIOD KEY [99/4A] or ENTER KEY [99/4] for jumping (screens 1,2,4,6) and for shooting (screen 7).

OBJECT OF THE GAME

The object of the game is to obtain as high a score as you can as you venture through the various secret passages that lead to the Inner Chamber of the ORTSAC Headquarters where you confront the leaders in a face to face duel to death!

PLAYING THE GAME

There are SEVEN different screens of face-paced action, which are described below. Throughout the game you will be controlling your ANDROID. When the game begins High Score (HS) will be displayed at the top left of the screen with Current Score (SC) directly beneath. Displayed at the top right of the screen will be SCR, which indicates how many times your Android has been to Screen one, and MEN which indicates how many Androids are left (3 to begin, with a maximum of 9).

SCREEN ONE: Your ANDROID will be at the bottom center of the screen. Using the Joystick Lever or Arrow Keys, you must attempt to move your Android to the TRANSPORTER CAGE at the top center of the screen while avoiding the Irata 004 Security Force Robots. Move your Android left or right and then up the ladders until you reach the Transporter. When screen one first appears there will be a yellow shoot somewhere on the screen. This is a short-cut to the Transporter Cage, and by positioning your Android directly underneath and making him jump, he will be automatically brought to the Cage. However, losing your Android at anytime will cause the shoot to disappear.

SCREEN TWO: Your Android will be in a Cage moving across the top of the screen. You must make him jump down on the ledge on the other side of the Acid Pit. Jumping too soon will cause your Android to fall in the Pit, yet if you do not jump he will crash into the walls. Once he has landed on the ledge, you must make him jump again, but this time he must land on one of the pods that are moving across the Pit. If he misses a pod, he will fall into the Pit, yet if he does not jump, he will be crushed by the advancing Security Robot! Once your Android is safely on a pod, he will be transported automatically to the ledge at the bottom left of the screen.

SCREEN THREE: Your Android will be on the left side of a Hallway guarded by the Security Forces. You must move your Android accross the Hallway to the Energizer located on the other side, while avoiding the Forces. You may safely stop and wait between any of the pillars, but contact with any of the Robots will destroy your Android.

SCREEN FOUR: Your Android will be standing on a ledge, with a Security Robot advancing quickly from the left. You must make your Android jump onto one of the pods that are floating accross the screen. If you miss, your Android will fall into the Acid Pit below, yet if you do not jump, he will be crushed by the Robot. Once safely on a pod, your Android will travel accross the screen, and automatically enter the elevator on the other side. Once on the elevator, you must make your Android jump onto the island in the Acid Pit.

SCREEN FIVE: You must guide your Android to the Energizer in one of the Corridors guarded by the Security Forces. Once you set your Android in motion, he will stay in motion until you guide him to the Energizer. Contact with any of the Force will destroy your Android.

SCREEN SIX: You must move your Android to the ladder, climb the ladder and then move accross and jump up to the platform on the left side of the upper level. You must avoid the Robocars by Jumping over them, or they will destroy your Android.

SCREEN SEVEN: You have reached the Inner Chamber of the ORTSAC Headquarters. Your Android will be stationary at the bottom center of the screen, waiting to shoot and destroy the leaders as they descend upon him. A succession of five leaders will rapidly descend on your Android, which, with careful aim, you must shoot. However, if one of them reaches the bottom, your Android will be destroyed.

SCORING & BONUS MEN

SCREEN ONE - 100 points per ladder, with a bonus of 500 points if you make it through the shoot.

SCREENS TWO TO SIX - 750 points per screen.

SCREEN SEVEN - 250 points per leader, with a bonus of 1000 points if you destroy them all.

BONUS MEN - You will receive your first bonus man at 3000 points, with further bonuses rewarded at every 10,000 point interval thereafter.