



DOC · THE
DESTROYER

INSTRUCTIONS

DOC • THE BEST PROVERB

STREET LIGHTS

BACKGROUND TO THE CURRENT STORY

In the background the world was dark and terrible. Nations and peoples
fought wars, and lived in peace and harmony within the City. Then the
Gods turned their backs from the world, and the Earth was deserted by the
and returned by the mountains. That was to show the way, and the great
people were to be saved. Still a great and terrible war was going on, and
the time had now passed to the people, and told them that he had
forgotten the names of their ancestors. The power of knowledge at the City
had become a part of a great and terrible war, and the people had
the favor of those dark days.

Then the Gods decided that all was ready, and they were to be saved.
The people were to be saved from the City, and the great war was
to end. The City had been the light of the world, and the people had
in knowledge was to be saved. The City had been a garden of the world,
and the knowledge of the world's secrets was to be saved. The
great war was to end, and the people were to be saved.

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BACKGROUND TO THE CURRENT STORY

In the beginning the world was green and bright; Citizens and Rubble Runners were one, and lived in peace and harmony within the CITY. Then the Gods turned their faces from the world, and the Earth was scorched by fire and withered by poisoned rains. Dust rose to cloud the sky, and the great cold began.

The High Priest now talked to the people, and told them that he had foreseen the means of their salvation. The tower of knowledge at the City's heart became home to a host of Priests who strived to save the people from the terrors of those dark days.

One day the Priests declared that all was ready. A wall was thrown around the temple precincts dividing it from the City, and a great dome of energy was raised to seal the City off from the dying planet outside. The key to the tower of knowledge was hung about the High Priest's neck as a symbol, of his holy office, and the knowledge of the shield's construction was sealed inside the tower forevermore.

The Priests removed themselves to the temple precincts, coming forth only to minister to the people. Many strange children were born to the people of the City, and the Priests cast them forth from the City walls, declaring them to be non-human.

Thus came the great rift between the people, who are now divided into the Citizens who live within the City, and the Rubble Runners, who live in the ruins and sewers outside. All remain under the shimmering energy dome,

and thus have things stood for two hundred years.

Into this strange situation steps our hero, "Doc". Found dazed and naked outside the City in the Rubble, the Rubble Runners have taken you into the tribe and nurtured you back to health.

As the character "Doc", you find yourself somewhat confused. Your last memory is of drinking with some of the fellows back at the Time Guardians' academy, and after that everything tends to go a little fuzzy in your memory. The fact that you seem to have been naked when you were found indicates that you at least must have been to one mother of a party. The only problem remaining is to locate your time machine, which must be lying around the area somewhere.

While looking for your time machine one day, you reach the lower levels of the sewers and discover that icy cold water has risen over the past day to cover several feet in depth. Rushing back to the Rubble Runner tribe in alarm, you try to warn them that the tribe is in imminent danger of being drowned, only to find that the tribal Shaman has accused you, in your absence, of being a spy for the City temple, and is arranging for your execution.

Bowling over the Shaman and his guards, you rush out into the ruins, bereft of your time machine, your companions and any equipment other than the clothes you are standing in, a few coins and a wooden club. Your one saving grace is your psionic ability to cloud the minds of others around you to change your appearance, an ability which relies upon your intelligence.

Good luck to you . . .

THE SCREEN DISPLAY

During the strategy sections of the game, the screen will display two windows.

At the top of the screen, you will notice the text window. Within this window is displayed the description of the area in which Doc currently stands, as well as descriptions of interesting people or events occurring around him. When a piece of text is too long to fit into the window, the message "more" will appear. Simply hit FIRE, and the next portion of the text will scroll through into the text window.

The bottom right hand corner of the screen is occupied by the games menu window. This window displays the options which now face the character, from which the player must now choose Doc's next action. By using the joystick, the player will be able to manoeuvre an arrow from one of the listed actions to another. When the player wishes to commit Doc to an action, press the firing button, and the action currently indicated by the arrow will be executed.

If the player feels the need to examine Doc's characteristics, hitting the "F7" key (for the Commodore), or the "A" key (for the Spectrum) will replace the normal windows with the characteristic display.

To the left of the display areas you will find the face of Doc peering out of the screen at you. Doc's face will express a variety of expressions as the game progresses, giving you some indication of just how well you are doing. Doc will laugh or smile, wince or scowl, depending on how he currently feels about your efforts.

THE ARCADE GAME

When a fight results from your choice of actions in the multi-choice strategy game, you will instantly be deposited into an arcade battle. Here you will be forced to fight to the death against any one of a number of opponents, using the joystick or keyboard to control Doc's moves during the fight.

Below the battle field is the combat control panel, which is used to display the strength and endurance of both combatants. The top panel shows the strength of each person involved in the combat (the left hand display is for Doc, the right hand display is for his enemy). Immediately below each of these strength displays is the combatant's endurance, which will go down whenever the character is hit. When a character's endurance reaches zero, he or it dies.

THE SCREEN DISPLAY GAME

When a light reflects on a screen, it is deflected into a new direction. If the angle of reflection is equal to the angle of incidence, then the light will reflect off the screen at the same angle. This is the principle of reflection.

Light rays are emitted from a source and travel in straight lines. When they strike a surface, they are reflected. The angle of reflection is equal to the angle of incidence.

The strength of a light ray is determined by its intensity. The intensity of a light ray is the amount of energy it carries per unit area and per unit time.

Light rays can be reflected off a surface. The angle of reflection is equal to the angle of incidence. This is the law of reflection.

Light rays can also be refracted. Refraction is the bending of light rays as they pass from one medium to another. The angle of refraction is determined by the indices of refraction of the two media.

Light rays can be diffracted. Diffraction is the bending of light rays around an obstacle or through a slit. The angle of diffraction is determined by the wavelength of the light and the size of the obstacle or slit.

Light rays can be polarized. Polarization is the process of filtering light rays so that only those with a certain orientation of electric field are allowed to pass.

Light rays can be scattered. Scattering is the process of light rays being deflected in many different directions by small particles or irregular surfaces.

Light rays can be absorbed. Absorption is the process of light rays being converted into other forms of energy, such as heat or electrical energy.

Light rays can be emitted. Emission is the process of light rays being produced by a source, such as a star or a light bulb.

Light rays can be transmitted. Transmission is the process of light rays passing through a medium without being significantly affected.

Light rays can be reflected. Reflection is the process of light rays being deflected back into the same medium from which they came.

Light rays can be refracted. Refraction is the bending of light rays as they pass from one medium to another.

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