

# HEATSEEKER

By Paul O'Malley



## A DOOMED WORLD

The ancient land of **Tantris**. Legend has it that the **Triphylls** of **Nem**, three mysterious and magical plants, their petals forever open, hold in their lifeblood the entire race memory and psychic heritage of the people of **Tantris**. Should their lifeblood ever corrupt, doom would follow. All the people would surrender to plague and death.

The legends have lost their meaning, civilisation is heavily industrialised and spews its filth in a blanket of pollution over the land. Even the pure cleansing power of rain has been perverted into acid poison.

And at the very heart of **Tantris** the **Triphylls** of **Nem** and its lifeblood are threatened by the downpour of death — their blooms have closed, and the beneficent influence on **Tantris** shut off. **Tantris is doomed...**

And yet in this soulless modern world there is hope: The **Gnostics**, a wise and secretive race, forgotten by all but a few, seeing their lands in peril have constructed the **Leg**. Where man cannot go safely a machine may trespass unharmed: the **Leg** is an acid resistant **heat probe** designed to enter the most polluted of areas and absorb the heat of the **Zeal smog flames**.

Remote-controlled by one of the **Gnostics** the **Leg** must explore the heartlands of **Tantris** twice — once by day then by night. Then, on **Midsummer's Eve**, the robot must approach the **Triphylls** of **Nem** and send out its probe to relinquish its stored heat to their lifeblood to revitalise the plants and give them strength to open their petals and resume their beneficent influence — thus restoring vitality to the land and common sense to the people of **Tantris**!

The **Gnostics** know. A vast amount of **Zeal flame** heat must be stored to stand any chance of saving all three plants...

**But then in a world of acid rain the only hope of salvation lies with the Heatseeker!**

## CONTROLS

**Leg mode:**  
**Joystick (port 2)**  
**Joystick down** — enter skate mode  
**Joystick up** — exit skate mode or start tucked jump  
**Fire** — kick ball probe  
**Fire plus Joystick up** — release ball probe  
**Heatseek (free ball probe) mode:**  
**Joystick plus Fire** — kill bounce

## Keys:

**Any function key** — Teleport to next level (auxiliary power, Pass score and — level 3 — Nem plants permitting)  
**Spacebar** — Detonate smart bomb (auxiliary power permitting)  
**Night:**  
**Return** — Start infra-red mode (auxiliary power permitting)  
**Spacebar** — Fire flashgun (auxiliary power permitting)  
**General:**  
**Left Shift + Run/Stop** — Escape from game  
**CTRL Key** — Freeze game  
**Fire** — Unfreeze game

## INSTRUCTIONS:

Your overall aim is to unfurl the petals of the three plants of **Nem**, once by day and once by night. To do this, your aim is to drain as much heat as possible from the eight **Zeal flames** on each level. Do this by releasing the ball into the flame, and waiting for it to heat up. Return the ball to the **Leg**, avoiding heat-sapping creatures and cold acid rain and water drops, before the ball probe energy runs out.

If the ball probe loses too much energy it automatically returns to the **Leg** — draining the **Leg** of some of its energy.

Get the ball probe back to the **Leg** and its stored heat will be drained and retained in the **Leg** for later use (and your energy will recharge). Kick creatures away to gain points and to protect yourself.

To progress to the next level — having drained as many **Zeal flames** as possible — a minimum **Pass Score** of **9999** must be reached.

To progress from the day to the night levels, the petals of all three plants of **Nem** must have been unfurled (**on level 3**). Do this by releasing the ball probe to the plants, where its stored heat automatically cause the bloom to unfurl.

## FEATURES AND CREATURES

**Snails, Tortoises, Caterpillars** — trouble  
**Ants, Hoverflies, Spiders** — Big trouble!  
**Frogs** — These will generally avoid you, but may be hunted for energy and points (especially at night with infra-red)  
**Rain** — All rain may be sheltered from under leaves and plants  
**Blue rain** — Will cool the hot heat probe, but only cause light energy drain  
**Yellow, acid, rain** — Less cold, but far more dangerous to **Leg** and ball probe  
**Single water drops** — very cold. Don't let one touch the heat probe when hot  
**Chalk** — Tread in a pile of chalk to coat the ball probe with protective antacid. This will protect from rain until washed or burned off  
**Smart Bombs** — These can be kicked away for instant effect, or picked up and activated later (Space bar)  
**Venus Ball Traps** — Keep clear of these! Don't say you weren't warned...

## At night:

**Infra-Red** — This mode ties up auxiliary power for a while, reduces visibility, but makes you invisible to creatures  
**Flash Gun** — Use this to judge long blind jumps and bounces, or to find your lost **Leg**!

After the game is over, you have the option to practise the level on which **Heatseeker** was defeated — in day or night mode. Escape to leave practise mode.



ZANY!  
ADDICTIVE!  
WHACKY!  
CRUEL!  
WILD!  
IRRRESISTIBLE!  
TEAR-JERKING!  
FUN!

# CREATURES

CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME

By Apex Computer Productions

Out in the nether regions of deepest space (in the far bottom right of the Milky Way) lies a small, insignificant little planet named **Biot**. Although a pretty place, it's deserted after its inhabitants were forced to flee from an awful fate — being called by such an unhip name as **Blotians**. As soon as they were able, they built a crude but sufficient colony ship and spluttered off into space in search of a trendier planet. Until such a place was found they renamed themselves **Fuzzy Wuzzies** in search of real hipness.

Unfortunately, a collision with an asteroid led to a crash landing on **Earth**. As luck would have it, they landed in some blue wobbly stuff — commonly known as the **Pacific Ocean** — next to an undiscovered island. After the **Fuzzy Wuzzies** swam ashore they promptly began building a village and named the island **'The Hippest Place in The Known Universe'**.

What the **Fuzzies** didn't know was the existence of bad tempered **Demons** living on the far side of the island. These demons were enraged by all the noise made by the cheerful **Fuzzies**, and hated even more the ridiculously silly island name.

The **Demons** came up with a cunning plan to put an end to the commotion and general good time being had by these intruders — they invited them to the biggest party ever held on the island. **Fuzzies** cannot resist a good party, and all of them brushed up their fur and attended. But just as they were starting to enjoy themselves the **Demons** threw a net over everyone and carted them off to their **Torture Chambers**.

The only one who wasn't caught was **Clyde Radcliff**, a tanked up little **Fuzzy** already throwing up in the bushes. The next morning **Clyde** woke up with a splitting headache and breath so bad it could scorch a tree at six paces. Nevertheless, our courageous little hero vowed to destroy the **Demons** and rescue his fellow **Fuzzies**.

## GAMEPLAY

Each stage in the game represents part of the island. Once the end of the stage is reached and completed, **Clyde** enters a **Witches Hut**. Inside is a good witch who has a **Fuzzy** fetish and offers to mix **Magic Potions** which, when drunk by **Clyde**, give him special weapons.

However, to enable the witch to mix any potions, she needs ingredients. These are in the form of **'Magic**

**Potion Creatures'** found during each stage. It's important for **Clyde** to collect as many **MPCs** as possible before entering the hut, so that he can obtain better potions from the witch.

An enemy will only be killed if it flashes white when hit. Some enemies that appear to be completely separate from each other will in fact be 'linked'. If any of these are hit, the rest of the linked enemies will also be hit.

Once two stages have been completed, **Clyde** is not automatically put onto the next level. He will first find himself in a **Torture Chamber**. This is the location of one of his friends who must be saved to proceed any further.

## CONTROLS

**GET READY:** Joystick LEFT/RIGHT — music ON/OFF

**IN-GAME:** Run-stop — pause (move joystick to resume)  
Q (from Pause) — Quit

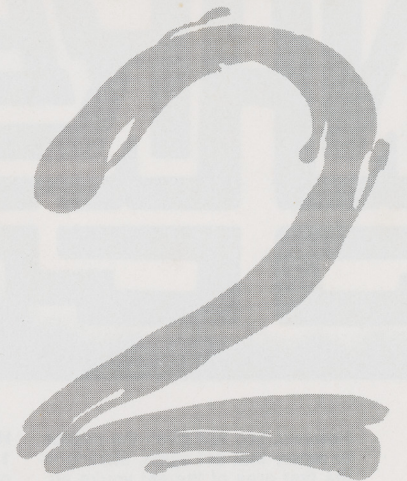
**CLYDE:** Pushing UP makes **Clyde** jump. If **FIRE** is depressed, **Clyde** will fire (using the current weapon). If **FIRE** is held down for a second and then released, **Clyde's** bad breath will be used and he will breathe a large flame. Pulling DOWN on the joystick and then pressing **FIRE** will present you with the 'weapons tablet'. Keeping **FIRE** pressed, pulling LEFT and RIGHT will enable you to view the weapons, and releasing **FIRE** will select the chosen weapon. Note: only the weapon purchased in the shop will be displayed in the weapons tablet. The weapon's grade is indicated by its colour: Red — grade 1; Green — grade 2; Blue — grade 3.

**SHOP:** (When the weapon tablet appears) Joystick LEFT/RIGHT — view all the weapons

**FIRE** — Buy weapon, (at its indicated grade). A weapon will only be added if you have enough **Magic Potion Creatures** for the witch to use as ingredients, and the weapon is not at its maximum grade (grey).

You can also buy information from the witch by selecting the 'I' icon. She can give you up to three clues, helping you complete the next **Torture Screen**. Selecting the 'E' icon will exit the shop and continue the game.

# THE HITS



CASSETTE 1  
**A: SUMMER CAMP**  
**B: SNARE**  
CASSETTE 2  
**A: HEATSEEKER**  
**B: CREATURES**  
CASSETTE 3  
**RETROGRADE**

DISK 1  
**SUMMER CAMP**  
DISK 2  
**A: SNARE**  
**B: HEATSEEKER**  
DISK 3  
**CREATURES**  
DISK 4  
**RETROGRADE**

## LOADING INSTRUCTIONS Disk

Insert the disk into the disk drive. Type LOAD "", 8, 1.

The game will now load.

If you have any problems loading, remove any peripherals (such as printer, cartridges etc) you have attached, and repeat the procedure above.



## LOADING INSTRUCTIONS Cassette

Insert the tape into the tape player, making sure it is rewound. While holding down the SHIFT key, press RUN/STOP key.

When the screen prompts you, press PLAY on the player.

The game will now run automatically. **NOTE:** If you are having problems loading, please remove any peripherals (such as disk drive, printer, cartridges etc) you have attached, and repeat the above procedure.

**SUMMER CAMP**  
**CREATURES**  
Please ignore in-game messages about rewinding to Side Two.

**SNARE, CREATURES and**  
**RETROGRADE are multiloader games:**  
Follow on-screen instructions to play.

Compilation audiovisual concepts,  
packaging and programs  
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