MAGNETRON

Console Access

Stand KLP-2 at a console and press fire. Then use left and right and then press fire to select an option icon. Once you have selected an option, use left and right to select between the items of that option. Pressing fire now, will return you to the icon menu. The icons from left to right are:-

Screen icon	Switch off console and return to the game.
Sphere icon	Display the reactor status. This option will also tell you which station you are at (space station one to eight) and a grid co-ordinate of which sector of the station that you are in. Each station is built up of four by four sectors. This grid co-ordinate consists of a floor number, followed by a room number. For example, sector 1-4 would mean that you were in room 4 on the bottom floor.
Droid icon	Display droid data. The first screen displays KLP-2's current status. If you are currently in a replica its various parts can be seen. Subsequent screens will only be displayed if their security class is below or equal to that of the replica.
Box icon	If you have sufficient security class, then data sheets on various weapons and devices will be shown.

Energy

Your energy is constantly being used up. The rate at which it is used up depends on the droids power units and power usage. For long life droids, look for good power units on lower droids. Falling off steps, bumping into enemy droids, walking on magnetic tiles or taking hits all use energy up very fast.

The energy level is indicated by KLP-2's expression. He gets very upset when nearly out of energy. An enemy droids animation rate shows how much energy he has left. When this is slow they are almost dead. If you survive a grapple, your energy cells willl be recharged from the enemy droid.

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Credits

Spectrum and CBM 64 versions programmed by Steve Turner at Graftgold Ltd. Spectrum and CBM 64 music by Steve Turner. Spectrum graphics by Steve Turner. CBM 64 graphics by Andrew Braybrook and Steve Turner. Magnetron developed at Graftgold Ltd. Magnetron published by Firebird Software, Telecomsoft.
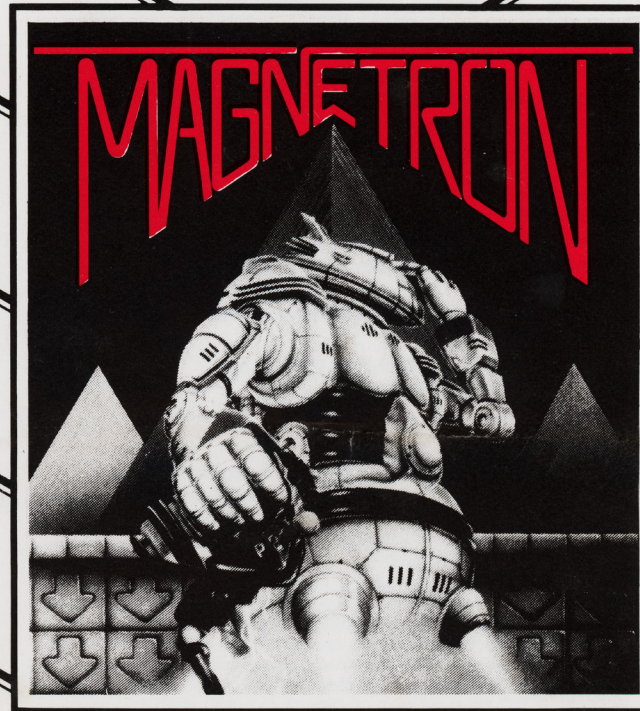
MAGNETRON

FIREBIRD

A LEGEND IN GAMES SOFTWARE

A game by Steve Turner

LOADING INSTRUCTIONS

Commodore 64/128* tape

Remove all cartridges. Hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on tape. After the game has loaded, the screen will go black for about ten seconds. If the screen turns red, the game is not loaded properly and you should reset your computer and load the game again.

Commodore 64/128* disk

Remove all cartridges. Insert disk in drive and type LOAD "*",8,1 and then press **RETURN**.

* CBM 128 owners should select CBM 64 mode first.

Spectrum 48K/+

Type LOAD"" and press **ENTER**. Press **PLAY** on tape.

Spectrum 128K/+2/+3

Select 48K mode then type LOAD"" and press **ENTER**. Press **PLAY** on tape.

Congratulations!

You are now the proud owner of a KLP-2 engineering droid.

Orbiting the planet Quartech are eight droid controlled satellites providing power for massive destructor beam weapons. These long range weapons outgun the largest of the Terran ships and are a constant menace to the entire quadrant.

You control KLP-2, a little droid who has a unique talent for taking things to bits. You must deactivate the four reactors on each of the eight orbiting stations. The reactors can be deactivated by either overloading them or shutting them down. The reactors are guarded by sixteen types of droid which can be destroyed or grappled at close quarters and dismantled. KLP-2 has an improved grapple device that can use the enemy droids parts to construct a replica of himself but with the abilities of the dismantled droid.

You will find computer consoles spread throughout the orbiting stations. Fortunately, KLP-2 also has a talent for 'hacking' into these computer systems and has a 'knack' for accessing the confidential information stored within them. This information contains data on each of the four reactors in your current station, the position of each reactor, the station droids and the weapons and systems that they can utilise.

The Controls

KLP-2 is controlled diagonally

Movement/Action	Grapple Mode	Spectrum	CBM 64
Move left and up	Left	A,S,D,F,G or..	joystick left
Move right and down	Right	Z,X,C,V, CAPS SHIFT or..	joystick right
Move right and up	Up	H,J,K,L or..	joystick down
Move left and down	Down	B,N,M, SYMBOL SHIFT or..	joystick down
Fire		Space or..	joystick fire
Autofire		W	not available
Pause		P	RUN/STOP
Restart	fire		fire
Abort			CLR/HOME (whilst paused)

CBM 64/128 users should play the game with a joystick in either port.

If using a joystick it may help to rotate it 45 degrees clockwise so it matches KLP-2's movement.

To turn the sound up/down on the CBM 64/128 version of Magnetron, you should press F5/Shifted F5 whilst the music is playing.

Weapon Systems

These can be fired by pressing fire while moving. The weapon will fire in the direction KLP-2 is facing. Data on the weapons can be obtained from the droid computer terminals. Weapons include frisby like disks, mortars, boomerangs and a bouncing bomb!

Grappling

To grapple with a droid, centre the joystick (or release movement keys) and keep fire pressed until 'GRAPPLE' shows on the control panel. Then ram your target droid. You will then see some data about the target and will be presented with a grid of icons that represents the scrambled security code given to each droid to prevent grappling.

Each droid is protected by a self destruct circuit that starts counting down when you begin the grapple. To stop the detonator, you must align the three spherical bomb icons at the bottom of the icon grid which will light up the word 'DETONATOR'. If you just want to replenish your energy then this is all that you need to do. If you wish to take the robots parts as well then all three rows must be aligned lighting up **'CHASSIS'**, **'SECURITY'** and **'DETONATOR'** on the right. The top row represents the robot chassis and must contain the three diamond shaped robot icons. The middle line must contain the three box shapes representing the droid devices.

To move the icons, you can drive the highlighted icon about using up, down, left and right. The highlighted icon will swap places with the icon in the chosen direction.

The time for countdown depends on the difference between the classes of KLP-2 and the grapple droid. The droids number is its class where class one is the best but the hardest to takeover. The computer system shows the droids in order, weakest first.

When you have had a successful grapple and created a replica you will see the identification number of the grappled droid appear on the top panel of the control screen to remind you what you are in control of. The weight indicator will show your new weight. When the game resumes you will see the replica created from your previous chassis. If the replica is destroyed, you will resume control of the previous chassis (giving you an extra life). Only one spare chassis remains no matter how many times you have grappled and it will always be in the place of your last successful grapple. Your second chassis will always be KLP-2.

Reactors

To access the reactor control, stand KLP-2 on a reactor entry plate (reactor plates look like they're studded) and press fire. A display of the reactor will be shown. The highlighted cursor can be moved by using any key or joystick direction as per the grapple controls.

The display shows four containers each holding a fuel rod or an inhibitor. Fuel rods have positive numbers and charge and make the reactor work. Inhibitors have negative numbers and charge and prevent a chain reaction occuring. You can take either a fuel rod or an inhibitor by highlighting its number and pressing fire. It will automatically be replaced by the rod or inhibitor that KLP-2 is carrying (or by zero if nothing is being carried). When KLP-2 picks up a fuel rod or inhibitor you will see

the chargemeter at the right of the control panel at the bottom of the screen indicate the number on the rod. This starts off at zero as KLP-2 begins the game without carrying either rod or inhibitor.

A reactor will shut down if its overall charge goes below one. Or alternatively, a reactor will overload if its overall charge goes above five. Either of these methods will cripple a reactor (which afterall, is KLP-2's main objective). By removing or adding fuel rods, KLP-2 can create a shutdown or an overload. The fuel rod or inhibitor removed can then be taken to another reactor to shut that down. Sometimes several trips may be necessary to shut all the reactors down. All the reactors in a station can be viewed from the alien computer system.

Charge and Weight

KLP-2's movement is affected by his charge weight and drive strength. The weight is indicated by the weightmeter at the bottom-left of the control panel and is a total of the replica droids weight and the weight of the fuel rod or inhibitor that is being carried. The weight of a fuel rod or inhibitor is the same as its charge number but will always be positive (Thus a -3 inhibitor weighs 3 units). If you are too heavy it takes longer to build up enough power to go up a ramp and steering is made difficult. The best droids to carry heavy weights have good drives but must not be already loaded with heavy weapons. Thus a droid good for fighting may be useless at carrying things.

KLP-2's charge is shown by the chargemeter on the bottom-right of the control panel. When he is charged, magnetic tiles in the floor (the ones with arrows on) will push him. If he is positively charged he is pushed in the direction of the arrow. If he is negatively charged he will be pushed in the opposite direction. The more he is charged, the harder he will be pushed.

Power Down and Beamers

Enemy robots may be generated to replace those that are destroyed until all four reactors have been eliminated. Then the lights will go out and the beamers can be used to transport to another satellite. Beamers are diamond shaped floor markings (like the one where you start the game off). To activate them, stand on top and press fire.