LLAMASOFT !!

MATRIX   CBM 64

MATRIX – LOADING INSTRUCTIONS (CBM 64)

Turn of CBM 64. Hold down "Shift" and tap "Run/Stop".   At message

PRESS PLAY ON TAPE

Press play.   Screen goes blue.   When you see

FOUND MATRIX

Press the Commodore logo key.   Screen will go black until load is complete.

It is 10 years after the infamous Grid wars.   You, one of the few survivors of the Gridrunner squadrons, are sitting watching TV when suddenly an announcement breaks in:

"All pilots with Gridrunner experience report to base immediately.   This is an emergency!"
Arriving at base, you are shown into a briefing room, already thronged with pilots.   The briefing begins:

"We have brought you here because once again earth is in danger.   The droids have returned – with superior weapons and tactics!   We intend to form a new squadron – Codename MATRIX – of the best pilots to combat this menace!

You will be flying the latest fighters – capable of operation on or off the power matrix and with improved firepower and manoeuverability.

However, the droids have better weapons, too.... Scouts have reported droids dropping bombs and flying at crazy angles, and areas out in space with forcefields which are liable to hurl your fire straight back at you!

We also believe the droids are attempting some kind of bizarre psychological disorientation tactics – some pilots have reported sighting what appeared to be camels running down the matrix....

We can only advise you to be prepared for anything to happen.   You will be assigned twenty sectors each – Please do your best to clear all sectors!

The earth depends on your success!........
So now you find yourself seated in your fighter as the Power Matrix slips gently by below you, every nerve taut as you wait to unleash a stream of white-hot death on the enemy....

MATRIX – CONTROLS

1) **SKILL LEVELS**
   There are 20 zones (skill levels).   The first 6 only are selectable before play.   To achieve levels above 6, you must do battle.   Press any letter key to select.

2) **SHIP CONTROL**
   This is achieved by joystick.   You can move anywhere bar the top four lines.   Press the red button to fire.   Hold it down for continuous fire.

3) **PAUSE**
   Press SHIFT and any letter key to pause action.   Press letter key again to re-start.

MATRIX — GAME FEATURES

1) **DROIDS**

   These attack in squads which fragment when hit. They may drop bombs if feeling nasty. They will begin diagonal tracking on reaching matrix base.

2) **COSMIC CAMELOIDS**

   These appear in two situations:

   a) **TARGET WAVES** — Cameloids on their own. Your score counts down during these waves. Blast Cameloids fast to keep score level or increasing.

   b) **IN NORMAL WAVES** — Cameloids mix with droids, confusing player and causing droids to descend faster.

3) **DEFLEXORS**

   On waves with Deflexors, your bullets can be deflected into different paths. Watch out for ricochets, and learn how the deflexors change.

4) **DIAGONAL WAVES**

   These appear only above wave 6. Droids are liable to begin their attack in diagonal tracking phase.

5) **ZAPPERS**

   Beware the Y BEAM!!

6) **THE SNITCH**

   The snitch is a traitorous humanoid who appears on zones after zone 2. He runs along the top of the Matrix and, if he finds you, waves to the aliens to point you out. If he is waving when the Y Zapper goes by beneath you, it will zap and destroy you.

Note that as you continue up the levels any or all these features can combine in any one wave!

MYSTERY BONUSES

There are seven bonuses from 2000 to 8000 points. It is up to you to discover how to score them!

MATRIX — SCORING

For a LEADER DROID	400pts
For a DRONE DROID	100 pts
For a CAMELOID	106 pts
For a POD	10 pts
For CLEARING A ZONE	1 extra ship

High score is kept and displayed   Look for over 150,000 points.

MATRIX   ©   JEFF MINTER 1983

commodore 64