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Should you lose a ship you will be presented with the status board which tells you your score, the high score, your number of ships remaining, the region and wave number (ie. Quark 03), as well as the number of Bad Guys and towers left in that region.

From this point you may press the '+' key to change regions and check the status board there. Pressing the fire button will resume play in the new region.

At any time during play you may press the space bar to freeze the game and check your status for that region only. Pressing space bar again resumes play. The '+' key has no effect in this case.

Points are scored for shooting Bad Guys and towers. You will receive one free ship at wave 2, 2 ships at wave 6.

Pressing the control key (CTRL) and the back arrow simultaneously will start a new game.

To play use joystick, use joystick up to select skill level and to start the game, press fire

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## **NEOCLYPS**

**Arcade Action  
for the  
COMMODORE 64**

**(c) P.S.S. 1983**

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Coventry,  
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## To Load:

Ensure the tape is fully rewound.  
Plug your joystick into Port 2.  
Press SHIFT and RUN STOP together.  
The message on the screen will say:— PRESS  
PLAY on your cassette player.

The screen will go blank for 15 seconds and  
then display the message:— "Searching/  
Found".

After a few seconds the screen will go blank  
again and the tape will restart.

Loading takes a few minutes.

## To Play:

You are the GOOD GUY, Freedom Fighter  
and renowned star pilot. The BAD GUYS, an  
alien race from distant solar system have in-  
vaded NEOCLYPS, one of your colonial  
planets.

Being the good guy that you are, you set off  
to liberate the Common Folk of Neoclyps

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from the oppression of the Bad Guys. The  
Bad Guys have populated Neoclyps with sev-  
eral radar towers which reveal your position  
to them. There is generally one Bad Guy per  
tower and it is in your best interest to destroy  
both towers and Bad Guys.

You start off with 12 ships and lose one each  
time you collide with a Bad Guy, a tower or  
the planet itself. Once you have destroyed a  
Bad Guy, you receive a shield that enables  
you to pass through the planet (but not towers  
or Bad Guys) for about 4 seconds; this time  
is reduced for higher levels. The planet is div-  
ided into 4 segments (Zeta region, Omega  
region, Quark region and Delta region), each  
of which is populated with different Bad  
Guys and radar towers. Unfortunately, by  
the time you manage to clear the planet of  
the intruders they seem to have built even  
more towers and reproduced themselves to  
even greater multitudes making your mission  
all the more difficult.

From the fifth wave on, the Bad Guys start  
producing rockets which fire up at you from  
the planet.

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