

cursors intersect. If it has been hit, it will turn black. You must hit all the cells of the correct colour to open the lock.

You have a predetermined amount of ammunition, and a rapidly dwindling timer to beat. Failure to deactivate the lock will result in the deck circuits regenerating, and the current deck will have to be re-destroyed. Three failures will result in a life being taken.

On successful completion of each level a bonus is also awarded and is composed of:—

- a) Remaining time 60 points per unit
- b) Spare ammo 20 points per unit
- c) Hits bonus This is calculated from the position of your x-cursor when a successful hit is achieved. The points range from 2 at the far left of the rail to 210 at the far right of the rail. Therefore the bonus you achieve is determined by how daring you are in reaching de-coding.

The alien world is divided into four sections:— Alpha, Beta, Gamma and Delta. Each of these is sub-divided into five different cylinders comprising of the following:—

- a) HOU — Housing cylinder
- b) AGR — Agricultural cylinder
- c) POW — Solar Power cylinder
- d) IND — Industrial cylinder
- e) MIL — Military Defence cylinder

Each section is harder than the last, and pilots reaching Delta section must really have what it takes to survive — and win!!!

Good luck and happy blasting!!!

W. A. R.

COMMODORE 64/128

Imagine a Mechanical World. An enormous chain of cylinders, each rotating to produce the required centripetal force which acts like gravity against the inside.

Viewed from a distance, the world appears like a giant caterpillar moving through space.

From a little closer the fine detail on the inner surface of each fantastic cylinder becomes clearer.

The cities, fields, factories, power stations and military bases of a highly advanced alien race become apparant. Their world is perfect. All natural disadvantages such as disease or adverse climate were eliminated in the design stage. The inhabitants are imaginative, innovative, but also warlike. The conquest of other lesser worlds is their religion. Their course is set for Earth.

Several missions from Earth have failed to deter the invaders. You, the player, have been despatched in the latest military spaceship to try and infiltrate and destroy the enemy from within.

Each of the 20 cylinders has a specific purpose. Some are residential, some military, for example.

In addition to this, combat defence DROIDANS patrol the cylinders. Some DROIDANS are more deadly than others.

Each cylinder is in contact with its neighbouring cylinders. Actions at an early stage can make later levels easier — or downright murderous!

Instructions

Use joystick in either port one or port two.

Pause — CBM key

Resume — Fire

— CBM key

Select one or two players — left or right

Engines ON/OFF — up or down

All movements are controlled via the joystick and are as follows:

Fire — release high energy bullet

Up — move craft up

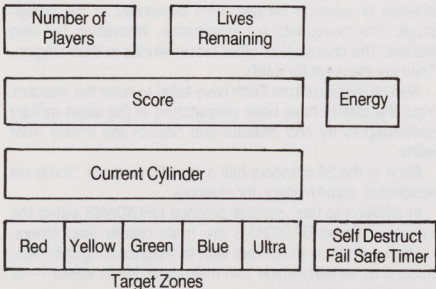
Down — move craft down

Right — accelerate craft

Left — decelerate craft

— reverse thrust

Screen Layout



When either the top or bottom edge of the deck is encountered, continual movement will result in the craft flipping to the other surface. Whilst on the outside of a cylinder your craft generates

a protective shield, which is needed to sustain it. This depletes your energy. Collision with objects protruding above or below the cylinder will destroy you.

Collision with alien defence DROIDANS will deplete your power reserves. Aliens continually attack you until the cylinder circuits SELF DESTRUCT.

The overall object of the game is to destroy the twenty cylinders. Each cylinder is connected to its neighbour by an ESCAPE PORTAL which appears as a lined rectangular box. This is usually closed. On entering each cylinder the SELF DESTRUCT FAIL SAFE TIMER is triggered automatically. When this TIMER completes its run, (assuming you have survived that long) the cylinder circuits self destruct.

The escape portal to the next cylinder now opens for a short space of time to allow high ranking alien personnel to escape. If, and only if, you have destroyed sufficient targets to reach the BLUE TARGET ZONE you will have a limited time to reach this escape portal. It must be approached from the outside of the cylinder. The time you have to find and enter the portal depends on your position on the TARGET ZONES when the circuits self destruct.

The score you receive for destroying a single target depends on:—

- the cylinder level
- the target zone reached
- the type of target

The cylinder also self destructs all circuits if every target is destroyed.

On every successful entry to the portal you must de-code the colour lock. Each level is connected to the next by a computer-controlled colour coded lock.

You are presented with five rows of memory cells, and x-y cursors. The colour of the current lock is shown by the colours at the top and bottom of the screen. You must target the x-y cursor on the memory cell of the required colour. Pressing fire will cause a shot to be fired at the cell where the x and y