CAPTAIN BLOOD

Teleport/ Téléport/ TELEPORTATION/ Beamen	Disintegrate Teleported Being/ Désintégration DE L'ÊTRE TÉLÉPORTÉ/ EINES GEBEAMTEN WESENS	Fridgitorium/ Frigatorium/	(X), (Y) Position	Time/ Heure/ Zeit	UPCOM
	Hyperspace Warp/ PASSAGE EN HYPERSPACE/ ÜBERGANG IN DEN HYPERRAUM				Birth Ramp/ RAIL D'ACCOUCHEMENT/ GEBÄRSCHIENE
Exterior Vision/ VISION EXTÉRIEURE/ AUSSENANSICHT	Oorxx Contact Mission/ MISSION OORXX CONTACT/ MISSION OORXX KONTAKT	Oorxx Geophoto Mission/ MISSION OORXX GÉOPHOTO/ MISSION OORXX GEOFOTO			
Save to Disk/ SAUVEGARDE/ ABSPEICHERN	Galaxy Map/ CARTE GALACTIQUE/ GALAKTISCHE KARTE	Oorxx Destroy Mission/ MISSION OORXX DESTROY/ MISSION OORXX ZERSTÖREN			

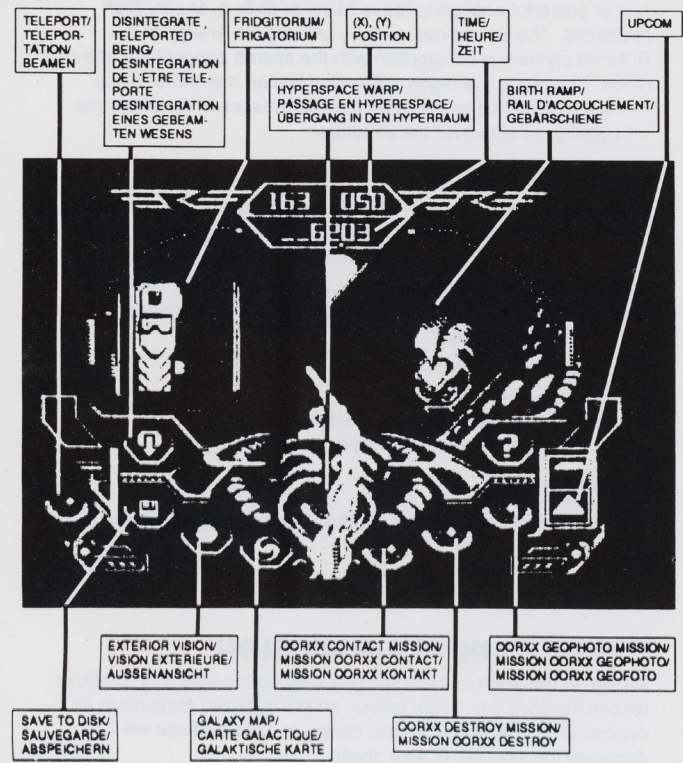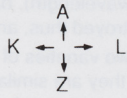## COMMANDS

The program functions with joystick or keyboard.

Attention : for the joystick use port 2.

With keyboard :

- Movements :
  - UP : .... A
  - DOWN : .... Z
  - LEFT : .... K
  - RIGHT : L

```
      K       L
       \     /
        \   /
         Z
```

Confirm : space bar

- Flying over planet :
  - Acceleration : A + space bar
    or with joystick ↑+ FIRE
  - Deceleration : Z + space bar
    or with joystick ↓+ FIRE

To shorten the flying sequence or the hyperspace, press DEL.

EXTERIOR VISION

Simply click on this icon to switch from CONTROL PANEL mode to EXTERIOR VISION. To come back from EXTERIOR VISION to CONTROL PANEL mode, click on any inactive button (eye).

GALACTIC MAP

(CHOOSING A DESTINATION)

In CONTROL PANEL mode, click on the CALACTIC MAP icon to access a view of the HYDRA galaxy.

How to use the GALACTIC MAP :

First select your destination's X coordinate. You do this by clicking on the red vertical selector bar which you then drag onto the desired X coordinate. In the left window you can see the coordinates of Blood's finger. The right window displays the chosen coordinates (the coordinates for the point of intersection of the selection bars).

Next, select your destination's Y coordinate. You do this by clicking on the red horizontal selection bar which you then place on the Y coordinate position of your choice. As previously stated, the chosen destination coordinates are at the point where the two selection bars meet.

When you have chosen your destination coordinates, strap yourself in and click on the HYPERSPACE icon.

To speed up the HYPERSPACE sequence, click the right mouse button at the beginning or during the sequence.

OORXX CONTACT MISSION

(LANDING AND PILOTING THE OORXX)

In EXTERIOR VISION mode, click on the OORXX CONTACT MISSION icon. The OORXX is teleported and lands immediately. You then have total flight-control of the OORXX with your mouse. You can climb, dive and turn.

To accelerate press right mouse button.
To decelerate press left mouse button.

You are advised not to fly into mountains. If the planet has defense systems, you should fly as low as possible. When the OORXX is detected by the enemy, two red arrows will start to cross the screen towards each other. When they meet in center-screen, the OORXX blows up. To avoid

---

having your OORXX destroyed in this way, dive as far as you can, until the arrows disappear.

Life-forms in the Hydra galaxy have a weird habit of living at the very end of canyons. You'll have to find the canyons. The OORXX is equipped with a life-form detector which is a red aim symbol. It will follow the mouse's movement on the screen. When the detector flashes, that means you're flying the OORXX in the right direction. If an arrow shows up beside the detector, that means you must turn in the direction the arrow is pointing to get onto the right heading.

There are two onscreen indicators during flight :

- The SPEED indicator at the bottom of the screen.
- The ALTITUDE indicator on each side of the screen.

When a life-form is found at the end of a canyon, the OORXX is programmed to land immediately. If the planet is deserted, the OORXX will land, extremely exhausted. If you are currently transporting a being in the Ark's fridgitorium, the TELEPORT icon will activate so that you can teleport the being onto the planet if you want. To do so, just click on the TELEPORT icon.

At any time during the flight, you can request a photo of the fractal scenery around the OORXX. Simply press the SPACE bar on your keyboard. The OORXX will stop. To restart flying, press the SPACE bar again.

OORXX DESTROY MISSION

(DESTRUCTION OF A PLANET)

In EXTERIOR VISION mode, you can teleport an OORXX onto a planet in order to destroy it. Just click on the OORXX DESTROY MISSION icon. The planet will be irretrievably zapped.

OORXX GEOPHOTO MISSION

(SURFACE SCAN)

In EXTERIOR VISION mode, you can teleport an OORXX into low orbit to collect aerial pictures of the planet. A special detector will indicate whether the planet is equipped with a defense system. To activate this mission, click on the OORXX GEOPHOTO MISSION icon, once for a medium altitude scan, and once again for a low altitude scan. To return to normal mode, click on the EXTERIOR VISION icon.

UPCOM MODULE

(UNIVERSAL PROTOCOL OF COMMUNICATION)

Once contact has been established with a sentient life-form in a canyon or when a being has been teleported from the Ark's fridgitorium, the UPCOM comes on automatically.

☛ The UPCOM is a system of communication using icons. The UPCOM uses a number of windows, which will each be described.

The dictionary window : at the bottom of the screen. This icon dictionary uses two sideways scrollings, one rapid (activated by clicking on a red elevator bar situated under the dictionary icon), the other slow (activated by placing Blood's finger over two red-striped boxes situated on either side of the dictionary icon).

By moving Blood's finger over the dictionary icon, you can read a simultaneous translation of the icon into human language. The translation window is just above the UPCOM.

The conversation windows : situated above the dictionary icon and separated by a central mouth.

a) The left-hand window : reserved for the life-form you're communicating with. To translate his (or its) messages, move Blood's finger over them. As long as the central mouth is moving, the being hasn't finished saying what it wants to say. Click on the central mouth to read the next sentence. When the mouth stops moving, you can start sending your message.

It is possible to understand the sentences spoken by the being, if you learn his language. Each icon represents a specific speech-sound.

b) The right-hand window : reserved for your use. You can enter your messages by clicking on the icons of your choice in the icon dictionary. A small cursor under that window may be moved in order to insert an icon. Simply click on the arrow situated to the right under the window. A delete option is available : click on the arrow situated to the right under the window. To transmit your sentences, click on the central mouth.

You can teleport a being into the fridgitorium, if the being agrees. At that moment, the TELEPORT icon will be enabled. To teleport the life-form, click on the TELEPORT icon.

Your conversational partner can, for reasons best known to himself, break off the discussion at any time.

If you want to leave the UPCOM during a conversation, click on the triangle at the right of the screen, under the DELETE arrow.

TELEPORT

This icon is used to teleport a being from the planet into the Ark's fridgitorium. The icon will not be enabled until a being with whom you are in conversation consents to be teleported. If the icon is enabled and if you want to teleport the life-form, just click on the icon.

DISINTEGRATE THE TELEPORTED BEING

When a life-form is teleported to the fridgitorium, you can decide to destroy the life-form by disintegrating it. If it's one of the Numbers, Blood will recover some of his vital fluid and survive a little longer.

FRIDGITORIUM

It's a cryonization container where teleported beings are conserved. The beings in question must give their consent because the teleport system uses psychic energy generated by the being's will, a little like hypnosis. For security reasons, living beings cannot be teleported into the Ark, so they must be cryonized and stocked in the fridgitorium. The fridgitorium has a disintegrate crematorium feature which you can use if you feel like it. This feature recovers vital fluid, and so Blood can use it on the Numbers. All other forms of vital fluid are unfortunately incompatible with Blood's organism.

NOTE : Pacemakers are automatically extracted before cremation, so there is no risk of explosion during the disintegration phase.

THE OORXX BIRTH RAMP

The layer is incorporated into the Ark's structure, in the pram zone. This area is completely sterile, of course. The newly-laid baby OORXX are propelled onto the birth ramp immediately after a stress-free birth. The layer is able to lay endless numbers of babies.

TIME

Onboard time is displayed on the clock, in Earthling minutes and seconds. The UPCOM takes account of the minutes only. 60.45 means 60 minutes and 45 seconds, which comes to HOUR 60 for the UPCOM.

The game is limited to 45 realtime hours.

THE ? COMMAND

When an OORXX has already been placed on a planet, it may be reactivated, which saves you from having to pilot another through all those dangerous mountains.

When the Ark stops after a hyperspace jump, near a planet you've already visited, simply switch to CONTROL PANEL mode by clicking on a closed (disenabled) button. The ? command is then available and enabled. Click on it to reactivate the OORXX. You will inevitably catch up with the character you talked to the last time.

PLAYING HINTS

CAPTAIN BLOOD'S Ark stops near an inhabited planet at the start of the game. The HYDRA galaxy is biggish, boasting 32,768 inhabitable planets noted on the map. Not all of them actually have thinking life-forms living on them, so it's easy to get very lost and see nobody for millions of years. That's why it's a damned good idea to note down the precise coordinates of inhabited planets before plunging into the immensity of unknown space. That way, you can always get back to a familiar place. Ask any space jock : trusting your luck is a non-viable survival option.

The program recreates the galaxy each time you begin a game. That means that coordinates of inhabited planets are not valid from one game to the next.

Bear in mind that Blood is degenerating. Don't be surprised if his hand gets the shakes from time to time ; it's normal. It's also a bad sign ! HE MUST GET HIS VITAL FLUID BACK. That's the only way he can regenerate.

To recover the vital fluid, Blood has to find the NUMBERS and disintegrate them in the Ark's fridgitorium.

This software explores a new concept, the BIOGAME. The characters can evolve, be born, die, trade information and generally get on with their own independant lives. Strange things can happen ; planets can appear or disappear overnight, the behaviour of matter is out of our control !

You can transport beings from one planet to another but you'll have to win their trust first. Study their behaviour closely, because knowing who you're dealing with can mean the difference between life and death.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS THE SHIFT PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed. N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards type LOAD"*",8,1(RETURN), the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

Special Action

COMMODORE

⊞ ENGLISH

Ocean®

THE VINDICATOR

HE IS "THE VINDICATOR"

Battle through tortuous mazes to infiltrate the alien computer system, and build a device capable of eliminating the star born breed.
Take to the air against the mechanised legions, race across the planet's surface in your high-powered jeep, then face the Giant Guardian of the catacombs location.
Be quick, be skilful, be "The Vindicator"!!

GENERAL LOADING NOTE

Progress onto Section Two and Three can only be achieved through Section One, however once you have obtained the access codes you can enter them and proceed onto Section Two and from there onto Section Three.

GENERAL CONTROLS

The game is controlled by Joystick in Port 2. Press the SPACE BAR to PAUSE the game and RUN/STOP to ABORT.
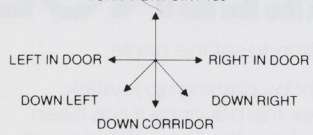
SECTION ONE

THE COMPLEX

Having reached the first enemy stronghold you must battle your way through the four levels of tortuous mazes to find the computer rooms which will give the locations of the hidden bomb components. But first you must kill the Alien Guardians who are carrying the ammunition cartridges for your rifle. These creatures also carry lift passes and colour-coded computer pass cards essential to your quest. Lifts won't move without pass-cards and computers will kick you out of the system without the correct colour coded card, so guard them well. Each computer, once successfully accessed will set an anagrammatical puzzle and give "hangman" type spacing for the solution. A correct answer is rewarded with two parts of the map, one displaying your correct position in that section, the other showing the location of the bomb component. Incorrect answering results in system shutdown and you must therefore try again, if you have a pass-card. Also, the atmosphere in the complex is of a toxic nature combatted only by the supplies of oxy-gum to be found within the many storerooms.
Keep an eye on your compass, conserve your oxy-gum and pass-cards and your trigger finger at the ready.
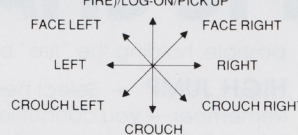It's tough, but not that tough!
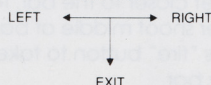
CONTROLS

CORRIDORS

```
        TURN VIEWPOINT 180

LEFT IN DOOR        RIGHT IN DOOR

DOWN LEFT    DOWN CORRIDOR    DOWN RIGHT
```

ROOMS
CHANGE CARTRIDGE WITH
FIRE/LOG-ON WITH FIRE

```
              FACE LEFT    FACE RIGHT
   LEFT                               RIGHT
       CROUCH LEFT    CROUCH    CROUCH RIGHT
```

LIFTS

```
   LEFT                RIGHT
              EXIT
```
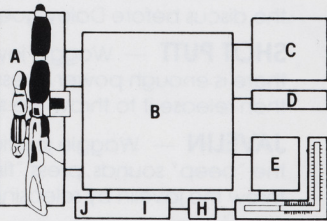
FIRE moves lift depending on Pass Card

STATUS & SCORING

KEY

A — Cartridge in gun
B — Gameplay area
C — Computer and lift card display
D — Cartridge display
E — X and Y co-ordinates
F — Compass
G — Oxygen level
H — Number of bomb components
I — Score
J — Lives

You are awarded either 145 points or 255 points for killing an alien.

HINTS & TIPS

◆ Don't pick up oxy-gum every time you see it. Remember its location for when your supply is low.
◆ Making a map is imperative as the Alien complex is huge and losing your bearings could prove fatal.
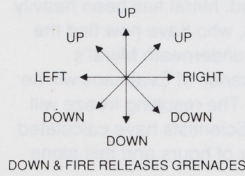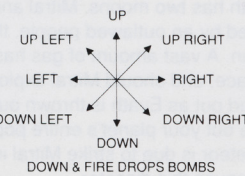

SECTION TWO
THE TORTURED LAND

Having blown the Alien Vanguard and their base, you must now make your way across miles of enemy terrain to the final encounter with the Dark Overlord.
You have commandeered a fighter plane and must first launch a strafing run on your way to the catacombs location. Clear a path through some of the tighter parts of the map with your bombs, but don't waste them.
Having strafed the landscape you must then return to your jeep and blast your way through to the entrance to the catacombs. Legions of Robot tanks and helicopters await you and should you survive you must face the Mutoid Guardian of the underground headquarters. Be warned ...this guy's no shrimp!!

CONTROLS

JEEP

```
         UP      UP
           \    /
   LEFT  ———+———  RIGHT
           /    \
        DOWN    DOWN
```

PLANE

```
   UP LEFT    UP     UP RIGHT
           \   |   /
   LEFT  ———+———  RIGHT
           /   |   \
   DOWN LEFT  DOWN  DOWN RIGHT
```

DOWN & FIRE RELEASES GRENADES
DOWN & FIRE DROPS BOMBS

STATUS & SCORING

On screen scoring displays your current score, hi-score, number of bombs/grenades remaining and the fuel bar.

|	
Killing an alien	100-500 points
Collecting an icon	500 points
Maiming the lobster	1000 points
Bomb strategic emplacement	1000 points

HINTS & TIPS

◆ Watch your ammo gauge
◆ Try to keep some bombs to clear a wider path through the tighter parts of the map.
◆ I hope you like lobster!!

SECTION THREE
THE CATACOMBS

Deep in the bowels of the Earth, the evil Gog awaits, surrounded by his mutant hordes, each intent on your destruction.
Torn and weary from your epic quest you must descend into Hades, your heart pounding as wave after wave of gibbering, howling horrors leap and bound from the shadows, guns blazing and fangs gnashing.
Survive their onslaught and you will reach Gog's lair at the Earth's core, so give this guy a hotfoot he'll never forget!

CONTROLS

```
         JUMP/LIFT UP
              |
   LEFT  ———+———  RIGHT
              |
     CROUCH DOWN/LIFT DOWN
```
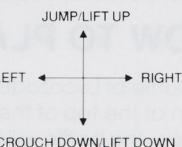
STATUS & SCORING

On screen scoring displays the number of lives remaining, score and hi-score.

Killing an alien	25-75 points
Incinerating the evil Gog	2000 points
Hitting the pin	50 points
Killing Gog's fiery minions	50 points

HINTS & TIPS

◆ A map could prove useful.
◆ Watch your step.
◆ Do it to them before they do it to you!

"THE VINDICATOR"

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CREDITS

Programmed by John Meegan.
Game Design and Graphics by Simon Butler.
Music by Jonathan Dunn.
Produced by D.C. Ward.
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DRILLER

The Driller Federation Security Input Station will ask for a pass code from the Federation Briefing. Simply type in the word at the position indicated (ignore headings) then press ENTER.

LAST INTELLIGENCE TRANSMISSION - VITAL INFORMATION:

Shield Crystal   Energy Crystal   Switch
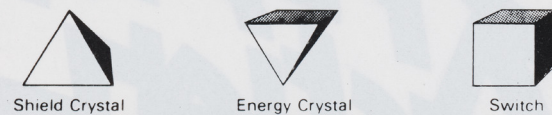
CONTROLS
COMMODORE 64

MOVEMENT MODE

Move Forward	↑
Move Back	=
Turn Left	Q
Turn Right	W
Fire (if cursor on)	SHIFT
	ALSO JOYSTICK CONTROL

ATTACK MODE

Cursor Up	↑
Cursor Down	=
Cursor Left	Q
Cursor Right	W
Fire Lasers	SHIFT
	ALSO JOYSTICK CONTROL

SPACE Toggles between Movement & Attack Mode

OTHER CONTROLS

Look Up	P
Look Down	L
Tilt Left	{
Tilt Right	}
Increase Angle	A
Decrease Angle	Z

Increase Step Size	S
Decrease Step Size	X
Rise Vertically	R
Fall Vertically	F
Information Screen	I
LOAD, SAVE & TERMINATE OPTIONS ARE AVAILABLE ON THIS	
Cursor on/off	+
MOVEMENT MODE ONLY	

|	
U Turn	U
Drill	D
TELEPORT RIG FROM EVATH AND DRILL AT THIS POSITION	
Cancel Drilling	C
TELEPORT RIG BACK TO EVATH	

YOUR MISSION

Evath has two moons, Mitral and Tricuspid. Mitral has been heavily mined by an outlawed people, the Ketars, who have now fled the moon. A vast amount of gas has built up underneath Mitral's surface, and should Mitral explode, thousands of Evathians will be wiped out as Evath is thrown out of orbit. The resulting freeze will wipe out your planet's entire population! Scientists have calculated a meteor is due to strike Mitral in a matter of hours and this alone will cause this disaster.

Your Overall Mission is to make safe each of the 18 sectors of Mitral by positioning a drilling rig over the gas pockets in each sector before the meteor strikes.

In order to achieve this you will need to:-
(i) Gain access to and enter each of the 18 sectors.
(ii) Determine the gas centre and place the drilling rig on each sector to release at least 50% of the gas below. (Use geological clues, intuition or trial and error for this).
(iii) Locate and absorb sufficient Rubicon crystals for your continuing survival.
(iv) Avoid and/or destroy the laser beacons, and scanners.
As a sub mission: Amass as high a success rating as possible!

You have just landed on one of Mitral's artificial surfaces. You are within your excavation probe. The whole world depends on you...you have been chosen...it's up to you.
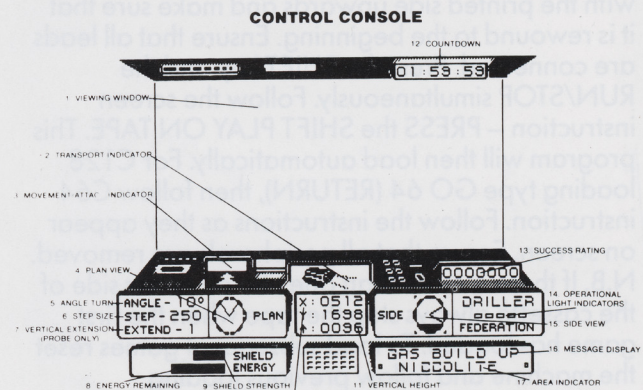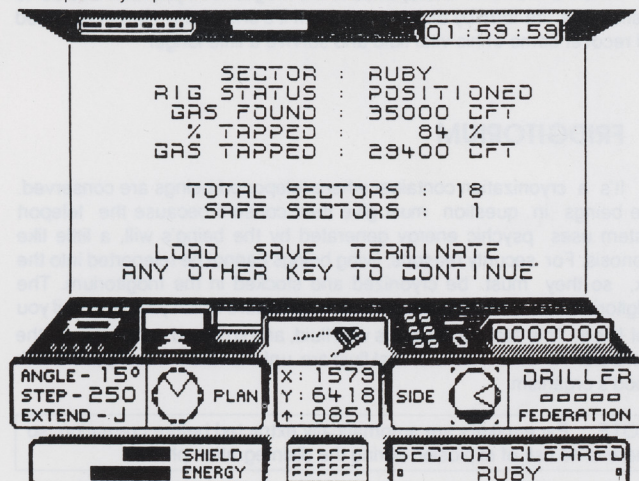
CONTROL CONSOLE

CONTROL CONSOLE — DETAILS

1. VIEWING WINDOWS: A dense and durable Transplex screen providing you with a survey of the immediate surroundings.

2. TRANSPORT INDICATOR: A visual image corresponding to your current mode of transport.

3. MOVEMENT/ATTACK INDICATOR: Arrow on Display — Movement Mode. Cursor and Lasers on Display — Attack Mode (NB) It is also possible to fire lasers in Movement Mode, but only to the centre of the viewing window when the cursor is on.

4. PLAN VIEW: Shows the direction of your viewing window from above. I.e. lines facing up — heading North.

5. ANGLE TURN: Measures the size of any rotational movement (5-90 degrees).

6. STEP SIZE: Measures the size of one movement in the direction you are facing 1-260 standard distance units (SDUs).

7. VERTICAL EXTENSION: Indicates the extension of the central body of the probe above the outer tracks. The central body may be elevated to a fixed height. Shows "J" if currently in the reconnaissance jet.

8. ENERGY REMAINING: A bar graph with length proportional to the total energy stored in on-board Rubicon crystals. Energy is required for various operations; if this ever reaches zero (no graph visible) your craft will be disabled and you will be stranded.

9. SHIELD STRENGTH: A bar graph with length proportional to the effectiveness of your vehicle's armour. Decreases if damage is inflicted on your craft.

10. X, Y CO-ORDINATES: Pinpoint your exact position on each platform — can be helpful when determining where to place a rig. A platform can be thought of as a grid or square with each side equal in length to 8128 SDUs.

11. VERTICAL HEIGHT: The perpendicular distance from the central body of your vehicle to platform level.

12. COUNTDOWN: Before the meteor strikes Mitral. If the Countdown gets to zero, and even one sector remains unsafe...

13. SUCCESS RATING: Indicates your degree of success so far.

14. OPERATION LIGHT INDICATORS: This shows when your current command is being processed.

15. SIDE VIEW: Shows the side view of your viewing window in relation to your platform i.e. lines facing to the right indicate looking forward. Lines down indicate looking at the moon's surface.

16. MESSAGE DISPLAY: Miscellaneous information from your console computer. Defaults to a message indicating the stability of the current sector.

17. AREA INDICATOR: Provides you with the name of the sector in which you are currently situated.

INFORMATION SCREEN

When the information screen is accessed, the viewing window is temporarily replaced with the information below:

```
                            01:59:59

SECTOR      : RUBY
RIG STATUS  : POSITIONED
GAS FOUND   : 35000 CFT
% TAPPED    : 84 %
GAS TAPPED  : 29400 CFT

TOTAL SECTORS : 18
SAFE SECTORS  : 1

LOAD  SAVE  TERMINATE
ANY OTHER KEY TO CONTINUE
```

```
ANGLE - 15°      X : 1579
STEP - 250       Y : 6418
EXTEND - J       Z : 0851

SHIELD    ENERGY   SECTOR CLEARED
                   RUBY
```

AREA: Each sector is named to aid mapping and orientation. This displays the name of the present sector.

RIG STATUS: This advises whether a rig is positioned or not. As only eighteen rigs are available, you may only place on rig per sector.

GAS FOUND: The amount of gas found beneath the current sector, shown in cubic feet after the drilling rig is in position. The units are one of the few archaic remnants of half-forgotten Earth usage that still exist in modern Evathian culture.

PERCENTAGE TAPPED: The percentage of total gas you have been able to tap. The nearer the exact gas centre, the greater amount of gas released. 50% or more is needed to render a sector safe.

GAS TAPPED: The total amount of gas that the rig has accessed. i.e. gas found X% tapped = gas tapped.

TOTAL SECTORS: Displays "18" — the total number of sectors to clear.

SAFE SECTORS: The number of sectors that have been successfully drilled to tap over half their total gas volume.

LOAD/SAVE: Retrieve/store you game position from/to tape or disc.

ABORT MISSION: When the odds are too great or time is too short. Emergency only — don't do it!

DRILLING

To tap the pocket of gas beneath each platform, you must place a drilling rig over it.

By pressing the appropriate key on your console, a signal is emitted, which informs those on Evath of your co-ordinates. The signal is conveyed by satellite so that the response is almost instantaneous — a drilling rig is teleported to you and materialises in front of your excavation probe within your viewing screen. Exact positioning of the rig is difficult, but can be mastered after some experience.

Drilling rigs are very costly in terms of materials and workmanship — if you make an error in your positioning, the rig must be teleported back to Evath in order that it may be used again. Waste is not allowed. The teleporting process of drilling rigs uses energy from both the sending and receiving devices.

The closer you get to the centre of each underground gas accumulation, the more gas will be tapped. If the amount of gas tapped is 50% or more of the total contained in that pocket, then drilling has been successful and that sector is now declared safe.

You will have to leave the rig in position, as although the gas tapped is displayed and your rating increased. It is actually slowly released over a period of time. If required and you have sufficient

---

energy, you can reposition the rig for a greater percentage and a higher rating.

The drilling rigs bore down to the gas deposits using a narrow, concentrated laser never before used in conventional weapons. When the boring beam stops, the gas ascends under pressure through the rock to be burnt off slowly, in a safe and controlled manner. After successful drilling, you will see a flame at the apex of the rig structure.

Because of the high production and replacement costs, the Federation cannot afford to take risks with their equipment. Drilling rigs are not particularly fragile, but collision with high mass objects is damaging, the type of rig that you have at your disposal, represents the best available — it boasts the latest safety feature of a protective force-field. This is a shield composed of ionized particles, which draws its energy from the burning gases and prevents your craft from getting too close to its structure and causing an accident.

EXCAVATION PROBE

ARMOUR: Durable, heavy-duty plutonium/ lead alloy plating.

ENERGY: Powerful energy reserves stored in Rubicon crystals.

MOVEMENT: You can travel forwards, backwards, turn left or right as well as being able to make a 180 degree U-turn. The speed of the probe can be changed by altering the step-size of forward/backward movement, or the angle of turn.

The main body of the probe may also be tilted or either side and it can rotate fully within the outer tracks to enable you to look in any direction. In addition, the main body can be elevated or lowered although your vehicle is not able to leave the surface entirely. Beware! Do not travel off the platform edges without being sure there is another platform to move onto.

WEAPONRY: The probe is fitted with quadruple dual action laser system, that is activated from your control console. The cursor acts as a pointer towards which your lasers are targeted when you discharge them. The lasers are concentrated beams of high frequency light rays that have valuable destructive properties! However, their effect can vary and is not always predictable.

DRILLING: The probe contains the means to transmit teleporting signals to Evath necessary to position drilling rigs — This is the most essential part of your mission, and is dealt with in detail on page 28 (Drilling).

DOCKING

At least one jet has been left on Mitral by the Ketars and should you locate one, you can transfer into it by simply docking your excavation probe into the underside of the vehicle. If docking is successful, you will now be in control of the jet and your probe will be left. To reverse this procedure, land the jet directly over the probe.

RECONNAISSANCE JET

ARMOUR: No specialised armoured cover — vulnerable to attack, with not withstand repeated damage.

ENERGY: High energy reserves stored in Rubicon crystals.

WEAPONRY: High Intensity High Frequency quadruple dual action lasers.

MOVEMENT: You will find that the control consoles for both the probe and jet are very similar. The controls and their commands are similar, with a couple of exceptions.

Firstly, the jet is not restricted in vertical movement, sd whereas the probe could merely face (or look) up or downwards the jet can also travel in these directions. Secondly, Reconnaissance Jets are part of Ketar technology and do not have the necessary transmitter required for rig positioning.

The six jet rocket engines (two at the rear and, four underneath), allow the craft to fly and hover over most of the moon and its buildings. Landing is achieved by and hover over most of the moon and its buildings. Landing is achieved by simply descending, and it is possible to hover by holding one's position in mid-flight. It is

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necessary to continually thrust upwards — the lower engines will do this automatically for you. These jets were designed and built purely for their use as scouting ships and they therefore are not nearly fast or powerful enough to escape Mitral or to fly over very high structures. The jet engines work by utilising the energy of the Rubicon crystals in conjunction with the sparse atmosphere of the moon. The result is a highly efficient, if limited method of travel. Beware though, the jet relies on the flat surfaces of the platforms for stability, so stay over the structure!

LASER BEACONS

The Ketar defence system includes various laser beacons that are positioned throughout platforms of Mitral. It is also believed that beacons are positioned on the actual Moon itself!

If you are detected within the range of a laser beacon, you will be attacked! Laser beacons fire highly damaging, high intensity lasers — and they do not miss!

If under attack, your options include:
i) Backing off out of range
ii) Making a run for it to get behind the beacon
iii) Shooting the beacon (unpredictable results)

SKANNERS

Little is know about these except that they orbit Mitral and are likely to be armed.

ENERGY AND YOUR MISSION

Whatever transport you are suing at a particular time, e.g. probe or reconnaissance jet — your lasers, shield, light and motion are all dependent on Rubicon crystals. However, time and use will decrease the strength of your shield.

The manufacture of Rubicon relies on the presence of sunlight during the process, and for this reason you will find that stores of them are more concentrated on the lightest side of Mitral, the face that is illuminated most brightly by Vascular. When you reach the dark side of the moon, energy could be in short supply!

The crystals that you will find on Mitral are those intended for the purpose you have in mind. Their stores of energy are easily transferred to the Rubicon you have on board. Just by shooting a crystal relays the energy along the laser beams (which have the same light wavelength), back to your vessel. The storage crystal is usually destroyed thus, and your own are replenished.

There are two varieties of Rubicon crystals that have been left by the Ketars: they are similarly shaped but have different functions:- one increases your total energy count, whereas the other increases the strength of you shield. The process for both is the same because the shield utilises the same energy in another way. Experience will teach you the difference in appearance between the two crystal types.

Be warned that some Ketar technology is alien to you and occasionally standard procedures like these can prove unpredictable. For example, Rubicon crystals are sometimes arranged to alter their overall effect.

PLAYING HINTS

1. Familiarise yourself with the controls and functions of you vehicle. A good place to do this is on the first sector.
2. Try using all the possible directions of movement and vision. Don't forget you can look under, over and behind many objects.
3. Draw a map of your travels — the more detailed and accurate your map the greater your chances of success.
4. Clues to the puzzles can be found not only in this booklet but also throughout the game.

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DALEY THOMPSON'S OLYMPIC CHALLENGE

CONTROLS

The game may be controlled by Joystick only in Port 1.

HOW TO PLAY

TRAINING — A bottle of Lucozade (portraying your energy level) is shown at the top of the screen. At the start of each training session, the bottle will be empty and the more exercise you do, the more the bottle will fill up. If you manage to fill the bottle in any one session, you will be awarded a can of Lucozade. Train well and you can achieve a maximum of 3 cans! (i.e. one per session). To use these cans, you will be given the option at the start of each event to implement extra energy. This will help you in your weaker areas, but make sure you choose wisely as each can only provides one chance of assistance.

FOOTWEAR — At the start of each event, a menu will be presented from which you must select the correct Adidas footwear for the heat; failure to make the right choice will result in an inferior performance. If however, you do select wrongly, the correct shoe will be indicated after the choice has been made. Make a note of this for next time!
In all events, power is all-important. Continuous left and right joystick movement builds up the power.

LONG JUMP — To succeed in the long jump you must build up power on your run up. When you hear a "beep" your power will lock. Press "fire" as close to the line as

possible, holding the "fire" button to set the angle.

HIGH JUMP — Select height by pushing up joystick. Remember — you cannot lower the bar once it has been raised. Build up power until you hear the "beep" then push up on joystick to get closer to the bar. Remember — do not over run or over shoot middle of bar — this will abort your attempt. Press "fire" button to take-off, push up to reduce angle over bar.

DISCUS — Waggle joystick to build up power. When the power is above half way, press "fire" button to start Daley spinning. Now push up to adjust the angle of the discus you are to be thrown. When you hear the "beep" press fire to release the discus before Daley goes out of the circle.

SHOT PUTT — Waggle joystick to build up power. When there is enough power, press "fire" to adjust the angle, then release it to throw the shot putt.

JAVELIN — Waggle joystick to make Daley run. When the "beep" sounds, press "fire" to adjust the angle, then throw the javelin by releasing the "fire" button.

POLE VAULT — Select height as in high jump, build power as in high jump. Press "fire" when pole tip is over vault bar, then press fire to increase angle over bar.

HINTS AND TIPS

❖ The selection of the correct Adidas trainers is vital for a good performance. Through trial and error you will discover which trainers suit which event.

❖ In the javelin, try to get a throwing angle of around 45° for maximum distance.

❖ In the shot putt and discus, perfect timing, a reasonable angle and getting as close as possible to the edge is essential for a good throw.

❖ In the 1500m, once you have built up your power to it's maximum, a smaller rate of "left" and "right" movement is needed to keep your speed up.

❖ Save your cans of Lucozade for events requiring endurance and speed.

DALEY THOMPSON'S OLYMPIC CHALLENGE

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CREDITS

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Graphics by John Palmer
Music and sound effects by Jonathan Dunn
Produced by D.C.Ward
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Your skill and enjoyment will improve with practice and you'll probably develop new techniques of winning yourself!
Good luck!

S.D.I.

NOW THE ODDS ARE EVEN
PLAYER'S GUIDE

Game Controls
The player controls both satellite and cursor; pressing fire will aim a laser from the satellite to the current cursor position.
When using a joystick or keyboard both satellite and cursor respond to normal joystick movement. If the fire button is pressed the cursor only will move and lasers will fire.
SDI may also be played as a team game; one player moving the satellite using keyboard, and a second player controlling the cursor and laser with a joystick.
An additional feature available on the Spectrum version is that pressing the SPACE bar will toggle between the above controls and the alternative version, in which both satellite and cursor will move whether or not the fire button is pressed.
Game Details
Press P   Pause on/off
       Q   Restart game
The screen displays both players scores and lives remaining - in a two player game the relevant "1-UP" or "2-Up" will be highlighted to show which player's turn.
The damage bar at the bottom of the screen relates to damage to your space station. If the bar fills up completely the game will end.
There are 12 levels in SDI during which you will face waves of enemy and enemy base missiles, satellites and fighters. If at anytime during an offensive half you allow any enemy craft to penetrate your defences you must play a defensive half. At the end of each half you will receive a report on the results of that half - a perfect score will be rewarded with 20,000 bonus points (and a dancing duck!)
During play you will also come across satellites bearing bonus pods. Shoot at the satellites to release the pods, then dock with the pod to gain extra cursors.
Control Options
From the title screen press SPACE to return to option screen.
The keyboard controls are as follows:
Q Up
A Down
I Left
P Right
F Fire
SPACE TOGGLE MOVEMENT (Satellite/cursor)

F1	One player game
F2	Two player game
Run/Stop	Pause
Q	Quit (when paused)

Joystick Control
Use the joystick, without pressing the fire button, to move both the cursor and satellite. Use the joystick, when pressing the fire button, to move the cursor only and fire the lasers.

Game Details

Press	BACKSPACE Pause On/Off
	ESC Restart game
F10	Music On/Off

The screen displays both players scores and lives remaining - in a two player game the relevant "1-Up" or "2-Up" will flash to show which player's turn.
The damage bar at the bottom of the screen relates to damage to your space station. If the bar fills up completely the game will end.
There are 12 levels in S.D.I. during which you will face waves of enemy and enemy base missiles, satellites and fighters. If at any time during an offensive half you allow any enemy craft to penetrate your defences you must play a defensive half. At the end of each offensive half you will receive a report on the results of that half: a perfect score will be rewarded with 20,000 bonus points (and a dancing duck!)
During play you will also come across satellites bearing bonus pods.

BLUE	Extra speed when moving Satellite.
RED	Multiple cursors (up to 3)
YELLOW	Extra fire power (bigger explosions)

To collect the bonus pods shoot at them to release them, then steer your satelite into the pod before it leaves the screen.
Disk B should be left in the disk drive in order to save the high score table.

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