AMSTRAD

LOADING INSTRUCTIONS

From tape:

Press CTRL key and small ENTER key. For CPC 664 and CPC 6128 first type ITAPE (I = SHIFT and @ keys).

From Disk:

Type ICPM (I = SHIFT and @ keys).

PLAY

Press fire to start game.

CONTROLS

Joystick	Keyboard	Function
Up	+	Move robot up screen.
Down	?	Move robot down screen.
Left	Z	Move robot across to left.
Right	X	Move robot across to right.
Fire	SHIFT	Fire Bomb (release to explode).
	1–4	Select robot 1 to 4: 1 – Captain Slog 2 – Plot 3 – Knut 4 – Bodd
	5	Transfer energy between currently selected robot and robot that is touching you (if any).
	P	Pause game. Any Robot movement (left/right/up/down/fire) to restart.
	ESCAPE	Abort game.

This arcade adventure is set on the spaceship Orion which has approximately 230 rooms/locations, and has been overrun by alien ZIMEN. You, the player, have to regain command by controlling the four robot crew members by swapping from one to the other as necessary. Each robot has his own identity, and at the start of the game some of the robots will be confined in some way. Your task is to free all four robots and to log them on to the Bridge Computer to complete the game. Many of the ship's systems, including the lift and the matter transmitters, can be reprogrammed assuming the alien language can be cracked.

The Crew consists of:

SLOG – Ship's Captain and Pilot. He has a specialised compu-brain but is an older model with a complex – he is slowing up and doesn't like it.

PLOT – Ship's Navigator. Brilliant at any sort of calculation. Bit of a loner. Plays 4-dimensional chess with the ship's computer and hates losing.

KNUT – Ship's Engineer. Expert maintenance and repair man. Knows every zecometre of the ship, but has a screw loose!

BODD – Crewman. Jack of all trades, master of none but a useful robot to have around. Looked down on by the rest of the crew, not very bright and a bit of a coward.

THE ZIMEN – A race of strange mechanical intelligences, whose origins and purpose are shrouded in mystery. They have introduced many alien features to Orion and are deadly.

Some of the features of the game are:

- ★ Multi-role playing
- ★ 230 locations
- ★ Replenishment points
- ★ Active monitors to decode
- ★ Lifts
- ★ Excellent graphics
- ★ Stunning music
- ★ Reception Bays
- ★ Computer Consoles
- ★ Bouncing Bombs
- ★ Controllable Sub Systems
- ★ Matter Transmitters
- ★ Intelligent Zimen
- ★ Oodles of sound effects.

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