

LOADING INSTRUCTIONS

Set up system and switch on as described in your instruction manual. Insert disc and type: RUN "DISC" and press ENTER. The program will now load and run.

DO NOT SWITCH SYSTEM ON OR OFF WITH DISC INSERTED INTO DISC DRIVE OR DAMAGE TO DISC WILL RESULT.

Centuries from now, man has progressed far beyond the limits of the solar system and has begun to explore unimaginably distant worlds in search of resources and knowledge. Unknown dangers await the pioneers wherever they land, and the risk of disaster is ever-present. In every new system an Intergalactic Rescue Cruiser stands at readiness – a powerfully equipped orbital search and rescue vessel manned by volunteers of the Life Corps. You are such, and today the emergency at Braxx Bluff will make you a hero, or just a memory...

Lifeship Vega has stabilised orbit around Proton in the Arcturan system in response to a call from the planets exploration team. Three members of the team had left their base ship in a rover and have fallen prey to the energy hungry creatures who inhabit the world. The creatures, in their many forms, have feed on the rovers energy banks, and it now lies stranded in the treacherous terrain of Braxx Bluff, its occupants slowly dying as the life support systems fail.

Your mission is dangerous... land, find the rover and get it back to the base-ship in time to save the crew's lives!

Controls

On loading you may select joystick control or define whatever keys you wish for keyboard control (except ESC). The controls always operate on your character or vehicle, except when FIRE is pressed when they control your weapon beam instead.

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Everything you need is therefore available on five keys or the joystick.

The chosen keys are displayed on your control panel, and light up when pressed throughout the game. You can pause the game at any stage by pressing ESC, when the menu options at top right become available.

- A Saves current position and status into memory for later recall.
 - S Saves current position and status to tape for later reloading.
 - K Loads last saved position from memory for restart.
 - L Loads saved position from tape for restart.
 - ENTER Continues the current game.
 - Q Quit this mission, return to start in orbit.
- A tape save or load can be interrupted by pressing ESC.

The menu options light up when they are available. When dead you will find that only three menu options light up, namely: K, L & Q. Quitting the mission gives the opportunity to redefine keys.

The Mission

You must work through six phases of the mission.

Lander

Firstly you have to glide to a safe landing on a strip in a ruined city. An ILS homer will guide you down, but there is a lot of turbulence there, and staying on track may be difficult. Your score increments when the ILS is correctly centered – if you rack up a score of at least 8.0 you will reach the strip safely... FIRE retros when told until the prompt disappears.

Walker

You must walk in search of the rover using a homing beeper to sense how near you are. If the pitch rises you are getting nearer and your score increases... if it falls you are going away. Rocks will block your way and you must go around them. At

score 20.0 you will have found it. If you made a very good landing earlier you will have less far to walk, of course.

Rover

The rover has six speeds. A clunking noise will tell you if you are clipping the edge of the road, and if you go far enough off track you will crash and be killed immediately. There are three landscapes to traverse: the Marsh, the Ruined City and the Rocky Desert. The further you go the more creatures fly at you from the horizon. They will try to swoop over you to land on your roof and feed off the energy left in the rover – each one that lands takes one precious energy unit – run out of energy and it is all over.

Meanwhile, the three crew, whose life readings are constantly being shown on the right, are weakening. One by one they will die unless you are fast. But the faster you drive the more difficult it is to stay on the road and shoot down the creatures...

Sea-skimming

The last obstacle is the acid sea. The rover stays at top speed to avoid sinking, but hitting the rocks you hurtle through will be the end of you. A direction – finder guides you – the higher the pitch, the more directly you are heading towards the base ship.

Base ship

If you survive all these hazards you will hit the beach by the base ship and enter it. Your score will be added to for each crewman's state of health. Then it's straight off into another mission where everything is just that bit harder... how many missions can you last?!