

INSTRUCTIONS

SCENARIO

You are the last human survivor aboard the research ship Taccia (Tay-she-er), in which a military experiment to breed self-reproducing alien killing machines has gone horribly wrong. The original giant catalyst alien has spawned hundreds of smaller killers which have massacred the crew and crippled the ship. You only have one path to freedom, an emergency shuttle which is only activated when the ship has been set to self-destruct. You must do this in order to escape and rid the galaxy of the mindless problem; the Taccia is rapidly drifting out of controlled space which drastically reduces your chances of being picked up, when and if you escape. So your arduous task is further hindered by a time limit. Fortunately, scattered around the huge starship are various useful items such as powerful weapons and energy screens. Learn the whereabouts of these items and use them to your advantage. **GOOD LUCK!**

THE TACCIA SELF-DESTRUCT SYSTEM

The Taccia is a very expensive ship, hence causing it to self-destruct has not been made very easy. The self-destruct system is initiated by activating nine special computer terminals known as destruct terminals (referred to now as DT's) which are located at various areas of the ship. You can distinguish DT's from normal terminals as they are almost always set on their own and are flanked by distinctive radio



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beacons. However, none of these terminals can be activated until they are unlocked by loading the 'DT security pass' disk into a normal computer terminal. When you access an unlocked DT the screen will display which of the nine DT's you have activated so far. When all nine are activated go down to the lower (engineering) level of the ship via the elevator and find the tenth DT, accessing this terminal will start the self-destruct countdown.

NORMAL TERMINALS

Terminals can be seen as computer banks with VDU screens atop them. Many of these terminals can be found scattered around the ship. To access a terminal simply walk into it. Once entered, the screen will present you with a menu. To choose an option simply press the corresponding number key. Most of the options are switches and will only work if you have the relevant disk. You can check this by using the inventory function.

DOORS

These are sliding doors. Simply touch them around their centre area and they will open, and close once you have passed through. Some of these doors are locked so you must be carrying the door key to open them.

ELEVATOR

This is distinguished by having walls on three sides and a grill



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floor. To switch the elevator on the 'elevator activation' disk must be loaded into a normal terminal. The elevator will carry you down to the engineering level where the warm pipeworks provide a perfect lair for . . . something.

TRANSPORT BLOCKS

These are recognised as they are large blue squares. They must first be switched on before they can be used. This is done by loading the relevant disk into a normal terminal. The purpose of transport blocks are to take you from isolated parts of the ship which can not be accessed in any other.

ENERGY BARRIERS

These beams of force block pathways, making access to certain parts of the ship difficult. However, they can be deactivated by loading the barrier control disk into a normal terminal.

THE SCREEN

At the top of the screen are some information graphics. On the left is a six-digit score counter below which is a red bar showing how much energy you have remaining. Above the score an 's' will appear when you pick up an energy shield, and disappear when it is used up. On the right hand side is the countdown timer.

SPECIAL BONUSES

You will receive a bonus score proportional to the amount of



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A New Range Of Added

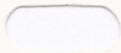
time you have remaining when you activate the tenth DT.
Also a considerable bonus score is given if you manage to escape in the shuttle, thereby completing the adventure.

KEY FUNCTIONS

T: Activate transport block/elevator.

ITEMS

SCR: Bonus score.



EGY: Energy shield, protects against a certain number of hits.

DSK: Computer disk, for use in normal terminals.

KEY: Door key, for passing locked doors.

2-letter combinations: Alternative weapons, see inventory for identification.

LOADING INSTRUCTIONS

Amstrad 464: Press CNTRL and small ENTER.

Amstrad 664/6128: Type 1 TAPE and press RETURN, press CNTRL and small ENTER.



KEYS REDIFINABLE, OR USE JOYSTICK.

ORIGINAL VERSION, BY PAGODA SOFTWARE.

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