

XARQ

INSTRUCTIONS

MISSION BRIEFING

Oceans rage on the distant world of Xarqon which has no natural land masses, only endless seas. The United Planets Cooperative set up a Self Build Base on Xarqon thirty standard years ago, and during those thirty years the Self Build Base has grown into the complex maze of steel and silicon which is XARQ. At some point during those years the programming of the Self Build Base was corrupted, perhaps it was the endless battering of the salt waves on delicate circuitry, perhaps a storm of hard radiation from the sun, maybe even a visit from the Earth Rule Rebels; but whatever the reason Xarq has switched into Planet Cleansing Mode and has started to build up the power in its Central Power Reactor which it will eventually use to burn off the surface of the planet.

Your mission is to enter Xarq, flooding the Zimmerman Trenches which riddle the complex, and destroy the Central Power Reactor. Unfortunately Xarq's Defense Systems and Repair Systems are both fully operational turning Xarq into a virtually impenetrable fortress of silicon and steel.

If you accept this mission then you will be on your own with your trusty and deadly Nik-Nik Hi-Speed Hydraboat.
The United Planets Cooperative has every faith in you.

PLAYING INSTRUCTIONS

You may control your Nik-Nik Hydraboat with either a joystick or the following keys:

Accelerate forward.....	Key Q
Decelerate to stop	Key A
Rotate Left	Key Z
Rotate Right	Key X
Fire	Key C
Pause	Key P

Your Nik-Nik Hydraboat has the following systems:

1) Laser
This is a forward firing laser which is activated by the fire key.

2) Guided Missiles

Press key G then hold down the fire key until the required range is shown by the bar shown on the scanner at the bottom of the screen, then release the fire key and use the left and right keys to guide the missile.

3) Mortars

Press key M and range the mortar with the fire key as when you range guided missiles. The mortar will travel in the direction your Hydraboat is facing.

4) Depth Charges

Submarines use sonar to track you down and then launch homing torpedos at you. You can tell if there is a sub in the area by the distinctive ping of its sonar. To lose the sub press key D to release depth charges.

At the bottom of the screen are the status displays and scanner; from left to right across the screen they are:

- 1) Engines
- 2) Hull
- 3) Weapon Systems
- 4) Scanner
- 5) Shields
- 6) Fuel
- 7) Water Depth

The Zimmerman Trenches are arranged in a series of concentric tiers around the Central Power Reactor. You will need to flood these by destroying lock gates to allow you to take your Nik-Nik Hydraboat into Xarq. In Xarq the following beacons have been placed on top of the following facilities:

- 1) Blue and White Beacons on top of Pumping and Repair stations.
- 2) Green and Black Beacons indicate Laser Field Generators.
- 3) Purple and Black are Power Fields generating currents in the region of a million Tesla.

WHODUNNIT?

Island generator designed by Simon Dunstan and used with devastating effect by Nick Cook.