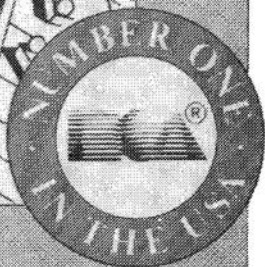
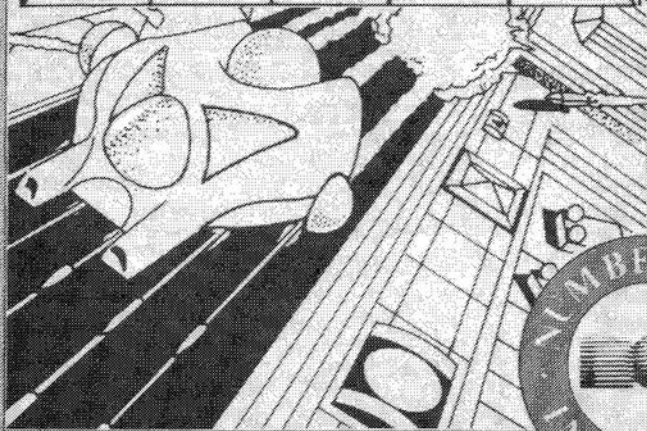


MANUAL

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FUSION

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Fusion

Not the Story.

Captain Gherheart Bloowd the 3rd was piloting his Trang class fighter, affectionately known as "The Flayer", home from the East by Northeast quadrant of the Spiral . . . when . . . suddenly a message came in :

"The Galaxy is under threat and only you in your very very small Trang fighter can save us"

The Game.

This is a game, not a futuristic simulation of a game, but a game here, now, on your computer with you playing it. The main game sprite that reacts to your control we shall call the Mother Ship, and the smaller less mobile sprite we shall call the Assault Crawler. We shall refer to the backgrounds over which you move as Alien Levels, the smaller restricted sections as Grids and the sprites that seek to frustrate and stop you in your game as The Enemy.

Mother Ship



Assault Crawler





Your objective within the game.

To complete this game and get to a stage where we agree that you have successfully completed all puzzles and overcome the obstacles that we have planned, is easy. All you need to do is collect all sections of The Bomb (as it is known), return to the starting alien level and then move into/over the large graphic representation of the bomb.

Collecting the pieces of the bomb is your objective, but the real challenge involved with this game is to complete the alien levels without the Ship's structural indicator reaching the left end of it's bar marker. If you find that the challenge is not there at Normal level Fusion then try playing the Expert level Fusion game for the extra thrill of added danger.

Playing the Game.

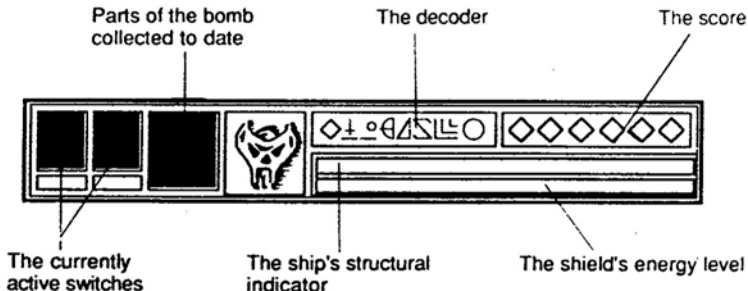
You must use the joystick to move either the mother ship or the assault crawler around the alien levels. The mother ship moves with momentum and will continue to move even after you have stopped indicating a direction. The assault crawler, however, has fixed and constant movements within the restricted enemy grids. The various enemy all have different movement styles and capabilities, and this is detailed under the section titled The Enemy.

To swap between the two ship types you should use the toggle board/disembark key. The important point to note is that the mother ship must be there for the assault crawler to board and that the mother ship must have an open area of grid to land on for the crawler to disembark. The mother ship fades out as soon as the assault crawler moves away from it; this is called the cloaking device.



The Information Panel.

The panel at the top of the screen reflects the various states of counters from within the game. The pieces of the bomb that have been collected to date are shown with a simple graphic representation; coloured icons indicate active switches, and purple and yellow bar markers show the state of the shields and the ship's structure respectively. The score and decoder are also shown here.

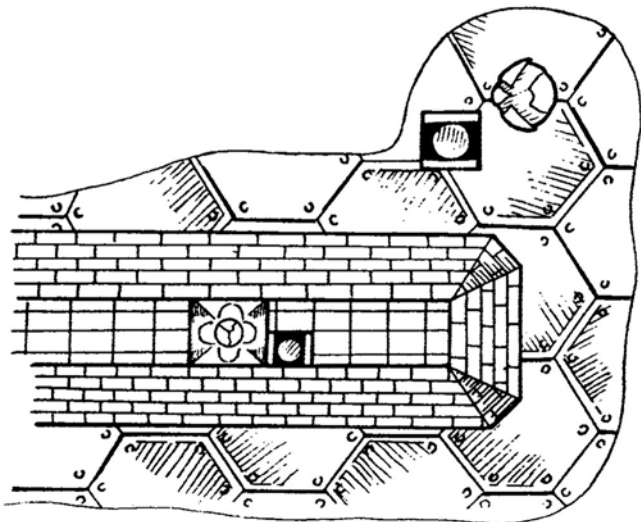


Switches and their operation.

A switch is a sprite that is part of the background that has a coloured shape in the centre of it. To operate a switch the assault crawler must simply move over it. It is then activated and an icon of the switch will be displayed on the information panel. There can only be one of any colour switch active at one time, a new switch will simply replace the old.



Switches are the key to all the puzzles, since they open gates to other levels and to other grids. Most levels show small icons of the switches next to the gate which that particular switch opens or unlocks. To leave an alien level it is necessary to move through an open gate. This is represented by four square blocks moving rapidly around the gate. The gate will only allow the mother ship to pass and therefore passage to the lone assault crawler is denied.

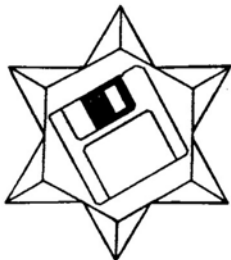


In the above picture the assault crawler is about to activate a switch that will then release the narrow grid which is currently blocked by a small obstacle gate.



The Save Game Option.

If the Alien level has a disk shaped icon near to it's main gates then you are able to save the game. You are only able to save a single game on your boot disk. Each game you save overwrites the last. Consequently, you only ever have the one single last "saved game" position and not a series of easy start locations. The save game option does not save details of the current enemy status and so when you return to this saved game it will have all enemy reset to their initial status. You are only able to load and save a game if you are currently controlling the mothership.



The Score.

The score feature uses a simple encoded base ten alien numeric system, and can be easily cracked by using the on screen decoder.

Decoder





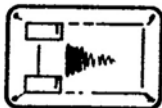
The Enemy.

There are five types of sprite to hinder your chances of successfully completing this game. We have referred to them as :



Rotating Plasm Spheres: Purple balls that move within the close confines of the grids.

Homing Missiles: They move in long sweeping patterns towards you, they are not confined to the grids.



Nitro-Mice: These are "computer style" mice that move rapidly around the grids.

U.H.O.'s: These are eight sided enemy that move very quickly across all surfaces and launch bullets at you.



Ergonomic Eruptors: These are small purple hemispheres that launch a stream of bullets at you.



The Bomb.

The pieces of the bomb are scattered across the various alien levels, often trapped in grids, locked behind a series of switches and gates. Once all the pieces have been collected, it is necessary to return to the first alien level and then detonate the large bomb in order to win the game.



Extra Features.

Moving over the extra feature icon in the mothership will cause one of a number of special effects, from increased firepower to re-energizing your ship's structure or shields.





Notes.

Some Amiga 1000 owners will find that they have no Shadows in the game. This is due to the lack of the 64 colour mode (Extra Halfbrite) on these older Amiga's.

Loading, Saving and crossing between levels can only be accomplished when the mother ship is under the direct control of the player.

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