QUADRALIEN

It was October 2057 when I awoke. I had been in cyberslumber for 3 weeks while the shuttlepod silently crossed the Asteroid Belt and docked with Jupiter Outpost 5. There wasn't even time to visit the rest room before the Outpost's director Dr de Boochs was with me.

"What's occurring?" I asked, still groggy. "They dragged me out of bed and bundled me on a Zippo TransBelt Sleeper for Jupiter the same day. No clue about the mission. No time to pack my dental floss. And of all the places to go to, Outpost 5!"

Outpost 5 was pretty dead, only a few people eavesdropping on the wierd stray signals from the sinister Quadraliens, who seemed to be all over the sky. It was the last place you'd expect the kind of lethal bother that I handled.

"It's Astra. Boy are we in trouble" said de Boochs.

I lit up a California Smile Medium Strength and asked, "Astra? The powersat? Remind me."

"It's the massive fission reactor they orbited a couple of megaclicks down Jupiterorbit from here. It powers everything we've got in deep space, including this place."

"Fine. But the whole stack's on auto and has been ever since the construction crew packed up twenty years ago. Any problems and there's some system of magnetic slave droids to sort it, isn't there?"

"Yes, the Dynamic Magnetics System of Entropy Control. It's functioned flawlessly until a month ago. Now the telemetry tells us the system's gone rogue and the temperature's rising. Radioactivity's all over the shop. We could be heading for a real Chernobyl."

"Hmm" I said, looking for an ashtray. "Bad news. But you could over-ride Asta's central computer and chain the whole thing through to Earth control. You don't need to drag me out of bed."

"Yes we do. Astra's Computer won't talk to us. And its sealed off access to all its higher levels."

"Machine mutiny? So, no way to defer Meltdown remotely. That's bad."

"It's worse than that."

I glanced through the window and could see a dark speck move across the swirling face of Jupiter. It was too small to be a Galilean Moon, too large to be Amalthea. It must be Astra. It looked like I'd be down there pretty soon.

"What could be worse?" I asked, trying to set the voice to cool.

"You know the quantum-quantum power beams that Astra sends out? They go in all directions, wherever there's a deep-space machine that needs energy. It looks like the beams have taken 2-way traffic."

"Huh?" By this time, I was holding a smouldering stub.

"The Quadraliens. They've ridden a beam down into Astra."

"You mean......?"

"Yes. The Quadraliens have established a foothold in our Solar System. There's a mother in the very heart of the Reactor itself."

"Okay, de Boochs, what can I do?"

"We'll give you six droids. They're all packed and ready to go. Its too radioactive for you, even in a suit. You'll have to control them from the comms-room on each of Astra's levels. You know now it's a double mission, don't you?"

"Yeah", I said. "Prevent meltdown. That's hard enough. But you also want me to seek and destroy the Quadralien mother, don't you?"

As I spoke, the lights dimmed for a moment, then came back on, but blue and eerie.

"They must be tampering with our energy beam" said de Boochs."The Quadraliens have us in their power already. You'd better go. Any questions?"

"Where's the rest rooms?"

LOADING

Atari ST: Double click on the icon labelled QUAD.PRG
Amiga: The program will auto-boot.
PC: In MS-DOS, type "quad" and press RETURN
NB - PC version: all mouse functions must be actioned by indicated function keys.

MISSION BRIEFING: ASTRA

Astra was the last and largest of humanity's fission reactors.
It orbits Jupiter and transmits power on quantum-quantum beams to almost all machines and outposts in Deep Space.
Astra has 3 levels, each comprising 6 chambers, and the Reactor Core. Each chamber is a unique environment.
Astra is fully automatated, day-to-day maintainance being controlled by the Dynamic Magnetics System of Entropy Control (DyMSEC). This system comprises slave droids which either attract (red -black on PC) or repel (blue -white on PC) and Mega-boxes whose fields extend indefinitely.

OBJECTIVES

You have a double mission.
1. Prevent Complete Breakdown of Astra
Astra will cease to function if the core TEMPERATURE is too high or the operations ENERGY is too low.
Temperature is reduced by sending water barrels down chutes, or occaisionally reducing the Entropy level, which is a measure of the movement of the DyMSEC (see above).
2. Find And Destroy the QUADRALIEN MOTHER

SELECTION SCREEN

The first mouse operated screen is the Selection Screen. This enables you to choose your <LEVEL>, select Droids and Chamber, and <ENTER> upon a chamber.

LEVELS

Astra's computer has sealed all but Level One. To gain access from one level to the next, you will need to reach a Target Score for that level. Then you will be given the security code to the next level. This code must be entered on the Levels Screen (on which you appear in a spacesuit, except on PC) using mouse or keyboard. Once you have reached a higher level, new games can begin if you retain the code number.

THE DROIDS
1.SELECTION

You have 6 droids from which to choose 2 to deploy at any one time. A droid is selected or deselected by moving the arrow by mouse and clicking on its picture. The selected droids' pictures are highlighted by a drop-shadow.
2.WHICH DROID?
Each droid has different characteristics, and these can be studied by clicking on the red squares at the top left of the droids' pictures. Detailed information is similarly available for each characteristic click on the red box.
Particular characteristics are likely to favour certain droids for work in particular environments.
3.CHANGING DROIDS
You may change your droid selection at any time by bringing a droid to a console, accessing it (see below) and clicking the <QUIT> function and then entering the Droid Selection Screens
4.OPERATING THE DROIDS
Once you are in a chamber, you can only operate one droid at a time. This droid is represented by the icon near the top right of the screen. This droid's energy is directly below the icon, and the other droid's energy is to the right of this.

THE CHAMBERS

Each level has 6 chambers, increasing in complexity clockwise from the top. The chambers in the same position on each level constitute a module.
Chambers can be studied and selected in a similar way to Droids, by mouse control from the <SELECT MODULE> function.
Information about radioactivity, chutes and consoles is displayed in plan form.

CONTROLS

Once you have selected your droids and chamber, you enter the chamber by clicking on the ENTER icon.

The MODE of directional control of your droid can be altered using function keys;

F1: move droid
F2: reorientate droid
F3: pan screen

Directional control is by mouse or joystick or the following keys;

Z: Left	@: Up
X: Right	? : Down

F4: Activate Geiger scanner (if you are carrying one)
F5: Swap active droid
F6/7: Music off/on (F8/7 on PC)
F8/9: Pause on/off (F9/10 on PC)
Help restarts game, (ESC restarts on PC)
RETURN key or Left Mouse Button: Fire laser
SPACE bar or Right Mouse Button;

       Absorb radioactivity
  or Access Console
  or Detonate Explosive
  or pick up Detonators/ Geiger Scanners

The following are available from the Selection Screen;

S: Save game to disk
L: Load game from disk

CONSOLES

Every chamber contains a number of information consoles. To access them your active droid must be at the console, facing it. The Database Menu Screen will then come up, which is mouse accessed.

This screen tells you the name of your active droid, the chamber and the level (top left panel); the TARGET SCORE for the level (the panel below); and provides you 8 mouse accessed functions.

<QUIT>

This removes your droids and enables you to reselect droids, chamber(module) or level.

<RECHARGE>

This recharges the energy of your active droid.

<SCRUB>

This scrubs your active droid of radioactivity, enabling you to absorb more.

<LEGENDS>

All objects in chambers other than radioactive ones and Quadralien workers are displayed. These are described below in the Special Objects section.

<ENVIRONMENT>

This accesses the databank on the chamber you occupy. On the plans showing chutes, consoles or radioactivity, the location of the droids is also indicated.

<STATUS>

This accesses the database on your active droid.

<POINTS TABLE>

All RADIOACTIVE objects are green (not on PC) and throb, except radioactive symbols on the floor. The points gained by shooting or absorbing radioactivity are given in this database. Exterminating Quadralien workers with laser also gains points.

SPECIAL OBJECTS

All these objects are displayed in the <LEGENDS> database.

REPELLERS AND ATTRACTORS

These constitute the DyMSEC. The magnetic field of a circular slave droid extends one space and those of the Mega-boxes indefinitely. Other objects are sometimes contaminated with attractive or repellent properties.

<OK>

Returns you to the chamber.

LIQUID COOLANT BARRELS

These will reduce temperature when pushed down a CHUTE. Some may be magnetically contaminated, indicated by colour.

ENERGY CELLS

These will replenish Astr's operating energy when pushed down a CHUTE.

EXPLOSIVE CHARGES

These can be moved by a droid and detonated by a droid (if it is carrying detonators) positioned adjacent to it. Whatever is on the other side and underneath will then be destroyed.

INFORMATION CONSOLES

See above

MAGNETIC TRACK

Originally designed to guide slave droids of the DyMSEC system, these will now automatically move any objects with attractive or reppellent properties.

UTILITY CHUTES

It is down these that COOLANT BARRELS and ENERGY CELLS are dropped.

GEIGER SCANNERS

These can be picked up by placing your droid over them and pressing the SPACE bar. Some droids already carry these, and the are used to highlight radioactivity.

EARTHING BOX

If a droid is moved onto an earthing point, he is disabled as all his energy is drained away.
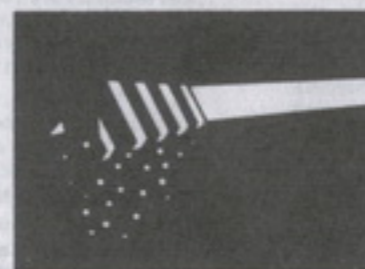
2 EXTRA DETONATORS

These can be picked up like GEIGER SCANNERS. They are used to detonate EXPLOSIVE CHARGES.

LIGHTING POINT

When a droid is placed on a lighting point, the entire chamber is illuminated.
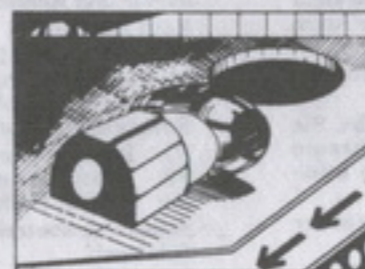
HINTS AND TIPS are available on request from Logotron.

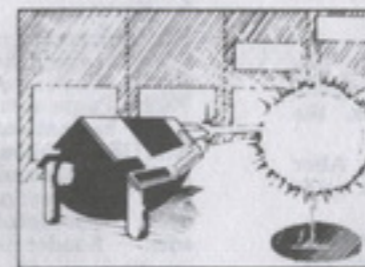Scooter's headlight illuminates a dark chamber.

Rambot is lasering a Quadralien worker.

Martina is pushing a coolant barrel to a utility chute.

Spud has just detonated an explosive charge.

Barney shoots a radioactive thing!

Jack considers how to deal with a Quadralien worker.