

MARTIANOIDS[®]

The Mission

After a long journey with only routine maintenance to do, Markon is suddenly attacked by vicious and barbaric Aliens.... THE MARTIANOIDS.

The MARTIANOIDS enter your ship, disrupting the passage of programs as they are transmitted through The Brain of Markon, draining your Battery in desperate suicidal attacks to destroy you and your ship. Their Photon Weapons pass through the internal parts of The Brain destroying all Active Components in their path.

Your task is to guide the program from the Transmitter to the Receiver in each sector. When a program is received the internal defences are activated, thus preventing any further damage in that sector of The Brain. Beware of Disposal Chutes as your program will fall down these and be lost. You must repair any damaged Active Components using the Replacement Cones. If all the Active Components in a sector are destroyed, then that sector is destroyed and can no longer be repaired or activated. Spare Batteries are located around The Brain for you to use when your charges become low. To defend yourself you have Lasers which destroy Internal Walls, Active Components, Replacement Cones and Aliens.

To help you in your mission, your Console displays a map which shows your position within The Brain, the position of the program and the status of each sector. Red indicates that sector has been destroyed, White that it has been activated and flashing Red and Yellow indicates a sector under attack. Also your Console displays messages to tell you what is happening within The Brain.

Loading Instructions

Place the cassette tape in the Recorder and rewind to the beginning.

Type **RUN**".

Press **Play** on the Recorder. Press any key


MARTIANOIDS will now load and run automatically. If loading is unsuccessful, rewind the cassette and adjust the volume control on the Recorder and try again.

Play the Game

• Keyboard Controls

Left: Your Droid will turn Left using Z, C, B, M.. and \ keys.

Right: Your Droid will turn Right using X, V, N, , and / keys.



Forward: Your Droid will move forward using A, S, D, F] row.

Laser: You can fire your laser using Q, E, T, U, O and ; keys.

Blaster: You can fire your blaster using W, R, Y, I , P and [keys.

Pick Up/Drop: You can pick up and drop spare parts using 1, 2, 3, CLR row and SPACE keys.

Joystick Controls

Your Droid can be fully controlled using Kempston, Cursor and Interface II joysticks which replace turn Left, turn Right, Forward, Laser Fire, Pick Up/Drop (Pull Back). The blaster is fired using 1, 2, 3... CLR row and SPACE keys.

Pause: MARTIANOIDS can be paused by pressing **ESC** or **DEL** keys.

MARTIANOID Features

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| 1. 3D Scrolling | 13. Battery Charge Indicator | 25. Joystick Control |
| 2. Transmitters | 14. Scrolling Message | 26. Extra Lives |
| 3. Receivers | 15. Lasers | 27. Attacking Photons |
| 4. Disposal Chutes | 16. Blasters | 28. Materialisations |
| 5. Active Cells | 17. Penetrable Walls | 29. Destroyed Cells |
| 6. Replacement Cones | 18. Program | 30. Large Play Area |
| 7. Spare Batteries | 19. Photons | 31. Sector Status Display |
| 8. Map Display | 20. Indestructible Walls | 32. Sounds |
| 9. Pick Up/Drop | 21. Droids | 33. Amazing Animation |
| 10. Scores | 22. Clockwork Mice | 34. Continuous Pause |
| 11. High Scores | 23. Aliens | |
| 12. Name Registration | 24. Explosions | |

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U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Telephone: 021 356 3388.

