

Your objective, as a member of the Planetary Liberation Force is to travel to a series of alien worlds, freeing them from the darkness that has beset them.

At the outset of each level, the world you must free is shown briefly before it is blacked out.

Take careful note of this, as you will not get another look at the entire level until it is completed.

By travelling over the square sectors that make up each chequered world you can illuminate it. When all the squares have been illuminated, the exit square for that level flashes and must be reached before the time limit expires to teleport to the next world. Counters at the bottom of the screen display time remaining and how many squares still need to be revealed to complete the level.

To make things more difficult, some squares are 'dead ends' and unlit squares beyond cannot be reached unless an alternative route is found.

Another problem is represented by the marauding aliens that patrol each level intent on destroying your work. While patrolling each planet they black out the squares you have uncovered, making it necessary for you to return and uncover it again before the level can be completed. If you come into contact with an enemy a life is lost. Similarly, if you

A MEMBER OF THE VIRGIN MASTERTRONIC GROUP OF COMPANIES

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Made in Great Britain

Design: Words & Pictures Ltd., London



MASTERTRONIC



become trapped on a 'dead end' square, your only alternative is to commit suicide. As the game progresses, more alien enemies are introduced and the hidden paths for each level become more difficult to negotiate. Points are awarded for revealing squares, with a bonus given upon the completion of each level, and additional points awarded for time remaining.

CONTROLS

JOYSTICK

KEYBOARD

UP	-	MOVE UP	-	;
DOWN	-	MOVE DOWN	-	/
LEFT	-	MOVE LEFT	-	A
RIGHT	-	MOVE RIGHT	-	B

LOADING INSTRUCTIONS

SPECTRUM

Put your machine into 48K mode.
Type LOAD"" and press ENTER.
Press PLAY on tape. Program will load and run.

AMSTRAD

464: Press CTRL and small ENTER.
6128: Type |TAPE and press RETURN.
Press CTRL and small ENTER.

CREDITS

Designed and Programmed by Barney
Player's Instructions By Gary Whitta

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FRENCH

COUVERTURE ARRIERE (Back Cover)

Battez-vous contre la montre et les ennemis maraudeurs en essayant de libérer chaque écran de l'obscurité dans ce puzzle d'arcades stimulant et compliqué. Un joueur. Manche à balai ou Clavier.

LES COMMANDES

MANCHE A BALAI

HAUT - ALEZ EN HAUT
BAS - ALEZ EN BAS
GAUCHE - ALEZ A GAUCHE
DROITE - ALLEZ A DROITE

CLAVIER

- ;
- /
- A
- B

INSTRUCTIONS DE CHARGEMENT

SPECTRUM

Mettez votre machine en mode 48k. Tapez LOAD** et appuyez sur ENTER. Appuyez sur PLAY sur la cassette. Le programme se chargera et se déroulera.

AMSTRAD

464: Appuyez sur CTRL et la petite touche ENTER.

6128: Tapez | TAPE et appuyez sur RETURN. Appuyez sur CTRL et la petite touche ENTER.

GERMAN

RÜCKSEITE (Back cover)

Sie kämpfen unter extremen Zeitdruck gegen plündernde Feinde. Dabei versuchen Sie, jedes Screen von der Dunkelheit zu erlösen in diesem herausfordernden und verblüffenden Arcade-Rätselspiel. Für einen Spieler. Joystick oder Tastatur.

STEUERUNG

JOYSTICK

HOCH - NOCH OBEN
RUNTER - NACH UNTEN
LINKS - NACH LINKS
RECHTS - NACH RECHTS

TASTATUR

- ;
- /
- A
- B

LADLEANWEISUNGEN

SPECTRUM

Gerät auf 48K einstellen. LOAD** tippen und auf ENTER drücken. PLAY auf dem Kassettenrecorder drücken. Das Programm lädt sich und läuft automatisch.

AMSTRAD

464: Auf CTRL und die kleine ENTER-Taste drücken.

6128: | TAPE tippen und auf RETURN drücken. Auf CTRL und die kleine ENTER-Taste drücken.

ITALIAN

RETRO COPERTINA

Lotta contro il cronometro a le scorrerie dei nemici cercando di liberare ogni videata dalle tenebre, in una sconcertante sfida di questo gioco arcade.

Per un solo giocatore. Joystick o Tastiera

CONTROLLI

JOYSTICK

SU - MUOVE IN ALTO
GIÙ - MUOVE IN BASSO
SINISTRA - MUOVE A SINISTRA
DESTRA - MUOVE A DESTRA

TASTIERA

- ;
- /
- A
- B

ISTRUZIONI DI CARICAMENTO

SPECTRUM

Metti il computer in modalità 48K. Batti LOAD** e premi ENTER. Premi PLAY sul registratore. Il programma si carica e gira da solo.

AMSTRAD

464: Premi CTRL ed ENTER Piccolo.

6128: Batti | TAPE e premi RETURN. Premi CTRL ed ENTER piccolo.



Programmers...

Don't be duped by other companies claims
- when it comes down to publishing budget
software there's really only one choice.

If you think you can meet our standards
send a copy of your game with
instructions to:

THE MAGIC POST BOX. Mastertronic,
2-4 Vernon Yard, Portobello Road, London W11 2DX.

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Nobody does it better!