

## LOADING INSTRUCTIONS

### SPECTRUM:

**48K;** Rewind the tape to the beginning of side **A**. Type **LOAD'' ''** and press **ENTER**. The game should load automatically. Please follow all on screen prompts.

**128K;** Rewind the tape to the beginning of side **B**. Select **LOADER** option from the menu. The game should load automatically. Please follow all on screen prompts.

### AMSTRAD CPC:

**CPC 464;** Rewind the tape to the beginning of side **A**. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

**CPC 664/6128;** Rewind the tape to the beginning of side **B**. Type **I** (shifted **@**) **TAPE (ENTER)**, then type **RUN'' (ENTER)**. The game should load automatically. Please follow all on screen prompts.

### COMMODORE C64/128

**C64;** Rewind the tape to the beginning of side **A**. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

**C128;** Rewind the tape to the beginning of side **B**. Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

Far, far, away, in a galaxy presently undiscovered by mankind, a battle for survival is taking place. The evil Dargons, masters of the planet Dartress, have master-minded a plot to enslave the populations of the entire galaxy.

As a Commander of the Liberation Fleet, it is your mission to stop the Dargons' invasion forces from overrunning the galaxy. The Dargons utilise colony ships, known as RingWorlds, which are ordered to fly towards targeted planets, conquer, and then occupy them. Once occupied, a planet can act as a base for the further expansionist activities of the Dargons. Soon, the evil Dargons will have conquered the entire galaxy - only you can stop them!!!

## CONTROLS AND EQUIPMENT

To succeed in your mission you must destroy all the RingWorlds (to scale they are about the size of a planet), and liberate all the occupied planets. RingWorlds can be destroyed by making a number of direct hits with your photon torpedoes. In order to liberate an occupied planet you must first capture a shooting star - there are plenty of these around - and steer or tow it into the vicinity of the occupied planet. Once in place, release the shooting star towards the occupied planet. The shooting star will destroy the Dargons, and you will have liberated the planet.

Your fleet is equipped with the following vital components:-

A solar power collector - this recharges your energy. You must be adjacent to a sun, or a friendly planet. Beware of overloading your power cells if you hang around too long.

A tractor beam - this will let you tow wandering planets, and pods, around behind you. It is activated/deactivated by pressing SPACE when moving.

A long range scanner. This lets you see the positions of the various things in the universe - unoccupied planets (cyan), stars (white), occupied planets (red), RingWorlds (yellow with pointers showing which way they're going), and wandering planets (green). The range of the scanner depends on your power level unless you are next to a power source (planet or star). Activated by SPACE when you are not moving.

A shield/missile launcher. This is activated by pressing FIRE. When you run out of missiles it still acts as a shield while FIRE is pressed. Missiles have an auto-repeat until they are all used up, then they are limited to one per press of the FIRE button to conserve them.

All the above components use power, and wear out. You can get replacement components from pods, which you will occasionally discover floating in space - specifically if you shoot a RingWorld. Pods come in two varieties:-

- Coloured ones. These boost one of the above four components depending on what colour they are when you collide with them.
- White ones which have to be shot and have various effects. They will either split into two coloured pods, give you an extra direction of firing, give you an extra missile platform which orbits your main craft, or repair some of the damage sustained by your fleet.

## **CONTROLS**

You may use either the keyboard, or a joystick.

Keys:-

Q - UP

A - DOWN

B - LEFT

N - RIGHT

1 - FIRE

## **STATUS PANEL**

There is a status panel on each side of the screen.

### **Left Hand Status Panel**

- Score

- Red Arrow - distance & direction of nearest RingWorld

- Magenta Arrow - distance & direction of nearest occuc planet

### **Right Hand Status Panel**

- Number of lives left

- Energy status

- Damage status

- Energy of Rapid Fire Unit

- Energy of Scanner
- Energy of Solar Cells
- Energy of Tractor Beam
- Yellow Arrow - distance & direction of nearest friendly planet or star
- Green Arrow - distance & direction of nearest pod or shooting star

## CREDITS

CODE & GRAFFICS: CHARLES GODWIN

FRONT COVER : TIM WHITE

# PLAYERS PREMIER SOFTWARE

		SPEC	AMST	C64	C18	MSX	XL/XE	BBC/ELE
3D SNOOKER	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>
ARMED RETALIATORS	2.99	soon	soon	soon				
ASSAULT COURSE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
COBRA FORCE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
ELVEN WARRIOR	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
JOE BLADE III	2.99	<input type="checkbox"/>	<input type="checkbox"/>	soon				
LOST CAVES	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
MIG BUSTERS	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
MOVING TARGET	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
MUTANT FORTRESS	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
SAIGON COMBAT UNIT	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
SHARK	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
SPOOKED	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
STEEL EAGLE	2.99	soon	soon	soon				
ST. CRED BOXING	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
ST. CRED FOOTBALL	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
SUBWAY VIGILANTE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>
SUPER LEAGUE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
TASK FORCE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
THE RACE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
WAR MACHINE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

# PLAYERS '90 SOFTWARE

		SPEC	AMST	C64	C18	MSX	XL/XE	BBC/ELE
ACTION SERVICE	2.99		<input type="checkbox"/>	<input type="checkbox"/>				
AMAZON RESCUE	2.99	soon	soon					
CAPTAIN BLOOD	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
CHAMPIONSHIP WATERSKI	2.99		soon					
JOE BLADE II	2.99						<input type="checkbox"/>	
PROHIBITION	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
MACADAM BUMPER	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
SPACE ACE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
TOURNAMENT OF DEATH	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

All the titles listed should be available from your local stockist. However, if you are unable to obtain any specific Players title you may order them direct. Please send your order to;

Belinda, The Mail Order Dept. 8 Mercury House, Calvea Park, Aldermaston, Berks. RG7 4QW

Dear Belinda please send me the games I have indicated. I have enclosed a cheque/postal order for;

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