

THRUST II

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Amstrad conversion by Andrew Rodgers

THE GAME

The war against the Galactic Empire continues.

The Federal Resistance force has captured a small artificially created planet, designated simply P2112. This planet is an essential forward base for the next offensive against the Empire. Planet 2112 has not yet been atmospherically completed and is covered in a cloud of red dust which blocks out sunlight and prevents the existence of life on the surface. The Resistance needs to complete the purification of the atmosphere to make Planet 2112 an effective base.

Deposited underground are orbs of varying masses that need to be brought to the surface and put in place to construct the atmospheric processor. The orbs, once separated from their holder, become unstable and will explode within a certain time period unless correctly deposited.

Your task will, however, not go unopposed; Planet 2112 is still inhabited by Imperial android guards. The only effective weapons against the androids are chemical agents stored in boxes inside the planet. Certain chemicals will only work against specific androids, so inspect the boxes for the correct chemical required.

Once collected, agents have a limited life span, and only one can be used at a time, but it can be used against several androids before its time runs out.

LOADING

AMSTRAD 464 OWNERS

1. Place the reword cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464 + DISC OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the reword cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Thrust II can be played with definable keys. There are a total of 16 orbs which have to be collected and placed in position to construct the processor. To pick up an object, hover above it and press the designated pick up key.

Scoring: Depositing an orb — Countdown time x 10
Erasing androids — Agent time remaining x 10
Extra shield after every four orbs deposited.

If you have played THRUST (also available in the Silver Range) then the control of the Federal Resistance class Planet Going Battlecruiser (PGB) will be familiar to you. However, you must remember that in THRUST II you will be collecting objects of VARYING MASSES causing the handling of the ship to alter dramatically. Good Luck



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