

# MEDIATOR by Michael Hedley.

## SCENARIO:

Long ago, eons past, a doomsday machine was placed in high orbit above the satellites **XYLOS** and **PHOLOS**: its role, to deter further acts of nuclear war between the empires of the galaxy. Should critical levels of nuclear activity be detected emanating from the surface of the satellites, the machine will activate and destroy both civilisations.

Marauding invaders, from the **ZAGOS GALAXY**, unaware of the danger from the doomsday machine, launch a nuclear attack against **PHOLOS**. **XYLOS** launches a counter-offensive with hypnobeams against the **ZAGS**, slowing down the critical build-up of nuclear radiation.

## YOUR MISSION:

As the saviour of the galaxy, you must locate the legendary **GOOD MEDIATOR** to acquire the 'mythical' **TIME CRYSTAL**, which endows the possessor with the power to psychokinetically despatch any destructive elements to another time zone. Leave **XYLOS**, and seek out the planet far, far below... but be prepared at any time to be recalled to **XYLOS** and **PHOLOS** to combat the **ZAGS** using your joystick controlled missiles...

## THEM BONES, THEM BONES, THEM DRY BONES...

Lethal trees... skeletal remains... building a horse, is your only recourse! Bones and brown soil go very well together!

## TURNING TURTLE IS THE ONLY WAY TO TRAVEL...

An apple a day brings your horse into play!

## THE HILLS ARE ALIVE...

Ding Dong; if I had a hammer, I'd compose a mortal melody.

## A STEAMY SITUATION FOR A HOTFOOTED HERO...

A fate worse than death? False mediators abound, but a safe exit must be found.

## THOSE NASTY SPIDERS AND SNAKES...

Strike the right lights to trigger your safe exit...

## A TIME TO REFLECT... A TIME TO DIE?

Terrible cerebrals—out of their minds, Shed some torchlight on the problem: false mediators hate the sight of their own faces!

A trip through an open door will create an unexpectedly sympathetic response... A hotshot or two will crystallize the situation!

## FACE-TO-FACE:

Match the faces to discover the correct exit point: but who do you really believe!!??

## LOADING INSTRUCTIONS:

### ATARI

**Cassette:** Empty the cartridge slot. Advance the tape just past the leader.

Switch computer on whilst holding down the **START** key. On the **XL** and **XE** models, switch computer on whilst holding down **BOTH THE START AND OPTION** keys. Press **PLAY** on your recorder, then press the **RETURN** key.

**Disk:** Empty the cartridge slot. Switch the disk drive on. When the busy light is off, insert the diskette. Switch computer on. On the **XL** and **XE** models, switch computer on whilst holding down the **OPTION KEY**. The program will now load automatically.

### COMMODORE 64/128

**Cassette:** Type **LOAD**, press **PLAY** on the tape deck, then press the **RETURN** key.

**Diskette:** Type **LOAD "MEDIATOR"**, 8 then press the **RETURN** key.

**MAKE SURE YOUR COMMODORE C128 IS IN THE C64 MODE BEFORE LOADING.**

### CONTROLS:

**MEDIATOR** uses joystick ports 1 and 2. To start the game on the **ATARI** version, use the **SELECT** key to select one or two player mode, then press the joystick button to commence play. On the **COMMODORE 64/128** version, press the **F7** key to select one or two player mode, then press the joystick button to commence play.

### STATUS INDICATORS:

The display panel indicates the number of lives left for each player, on the left-hand side, and the level of remaining energy, on the right-hand side.

#### LIFETIME REPLACEMENT GUARANTEE:

ENGLISH SOFTWARE will replace any cassette or disk that is faulty, provided it is returned with the *RECEIPT OF PURCHASE*. This guarantee applies to the original purchaser only. Simply return the program complete in original packaging for a free replacement copy of the same program.

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