It is the beginning of the Twenty Fifth Century and the whole of humanity is entering a new golden age of enlightenment and reason under the beneficent rule of the Galactic Federation. Democracy is flourishing. The planets of the Federation are held together throughout the galaxy, using the instantaneous communication offered by the new McIntyre Psychic Resonance Consoles.

These were developed following the advances in resonance theory. This replaced Einstein's relativity theory as the dominant theory of physics, when the work by Donald McIntyre, the Koestler Professor of Parapsychology, at the University of New Edinburgh, on Caledonia 3, proved conclusively that telepathy was a real phenomenon, and that it provided an instantaneous form of communication of any distance, at the end of the Twenty Third Century.

With the advances in mathematical physics that followed the overturn of relativity, came rapid advances in the fields of computing, leading to true cybernetics and artificial intelligences. More and more of the work was being done by computers. This left humans free to enjoy their new found wealth and leisure. Feats of engineering reached new heights, with the computers able to actively stabilise the most flimsy of structures, rings were built around planets, with staircases linking them to the surface.

The Galactic Federation has brought peace and freedom throughout mankind's realms, with no other space faring races in the galaxy there is no cause for confrontation. And with the advances in cybernetics and artificial intelligence, there is now no need for any human to have to work, all the necessary tasks are carried out by robots or computers, leaving humanity to a life of pleasure and idleness, with the entire galaxy as its playground, there is always something new to see, a new sensation to try, a new thrill to seek. The whole of the universe has opened up as a great pleasure garden for all.

Like all the other planets in the galaxy, Armageddon had prospered under the new order of peace and prosperity. Though with the surface of the planet blackened and seared from the last ever war, habitation is only possible on the moons. This encounter between the forces of the Galactic Federation, all robots of course, and those of the Tar'Sians, the only race not to welcome the Federation.

The Tar'Sians ruled five planets in the galactic core, they dominated the other races on the planets in a despotic rule of violence and barbarism. The exploratory task force sent to the sector first landed on one of the planets occupied by the Tar'Sians in 2371. Although rebuffed by the Tar'Sians the subservient races pleaded with the Federation for deliverance. Within a year, the Tar'Sians had attacked five Federation planets, and for the first time in Thirteen Decades the Federation found itself at war.

Armageddon found itself at the centre of the conflict, even though it had been a Federation planet for more than fifty years, under its earlier name of Sarac. The war left its mark on Armageddon, and it will never again be fit for habitation. Fortunately it was the only planet destroyed, this however made the planet famous, and earned it its new name, a name based on an ancient legend, dating from the old earth and the time before space.

As the last planet destroyed by war, Armageddon, achieved a large degree of notoriety. In a Universe of peace and tranquillity, Armageddon was unique. It rapidly became a major centre for tourism, the only activity left for real people, and its future prosperity was assured. Instead of dying from its overdose of radiation, Sarac rose like a phoenix from the ashes as Armageddon, a museum to destruction and a monument to peace.

With the population forced by the war to move to the moons, these were linked together by a series of space roadways. These magnificent pathways, provided fast and easy access between the different moons. They required all the power of the latest

developments in intelligent computers to maintain the links between the moons, which of course circle the planet at different rates. The computer also controlled the safety mechanisms that kept the travellers on the roadways. These in themselves became tourist attractions, with visitors from all over the galaxy coming to marvel at the engineering achievement of the universe, the only space roadways to link natural moons anywhere in known space.

However now there is a problem! The computer has gone rogue. The roadways are no longer safe for traffic. Some of the side panels that create the magnetic field that keeps vehicles on the roadways have been altered and are now sending violent electric sparks arcing across the roadway, destroying all that try and cross their path.

You have been chosen to clear the roadway. You are to control a battlesphere. These robot droids are highly manoeuvrable, heavily armed and armoured weapons of destruction, two of these are being sent out to clear the road, of which you will control one. You must work together to clear the road, but do not take cooperation for granted.

Your battlesphere is armoured with a protective shield, you can lower this at any time, to reveal your lowerful laser canon. Use this to keep the space-highway clear. But be warned although you can replace your shields at the touch of a button, if you are a fraction slow you will be utterly destroyed. If you lose your shields, and you will, you will have to rely on your skill, speed and reflexes, mixed with a little luck to survive.

Destroy the sparks by blasting the correct side panels, but do not be indiscriminate, they are all that are keeping you on the road. Shoot too many of the side panels and you, and your opponent are vulnerable to being forced off the road and in space there is a long way to fall!

To get a far as possible along the road you need to co-operate with the other player. In a one player game the computer will act

as a good but not a perfect partner. Remember that in the bonus stages you are rewarded for killing your opponent, so do not co-operate too much.

Due to the limitations of each machine, there are certain differences between the versions. Therefore we have included three sections, one for the Atari ST, one for the Amiga and one for the C64/C128, each has its own section on Gameplay, Hazards, Controls and Loading Instructions, however the actual method of controlling the battlesphere is the same on all machines and is listed at the end of the document.

ATARI ST

Game Play

The object of the game is to clear the road of obstacles.

On either side of the roads there are panels, these serve to keep you on the road. However some of these have turned rogue and are producing sparks. These are blue whereas the normal panels are brown.

For each spark there are two blue panels, one on either side of the road. If you shoot either of the two blue panels the spark will be stopped.

However, associated with each blue panel there is a red panel. Shooting the red panel will cause the blue panel to reappear provided that the blue panel on the other side of the road is still intact. If both blue panels have been shot, shooting the red panel will have no effect.

When you have cleared the road of all rogue panels, two green panels will appear. You need to shoot these to open up the gateway to the next road. When you reach the open gateway you will drop down to the next road.

After each level you complete you will have a short battle sequence. During this you will receive extra points for forcing your opponent's battlesphere off the road.

Hazards

There is a range of other hazards to impede your progress.

Satellites appear at the side of the road and shoot laser beams.

The small red balls run in the opposite direction to you along the road. If you hit these with your shield up they will destroy your shield, if your shields are down or have been destroyed then your battlesphere will be totally destroyed.

Chevrons in the middle of the road cause the same damage as the balls. That is, they will destroy your shield if they are closed or the whole of the battllesphere if the shields are down or destroyed.

Spikes completely destroy your sphere, even if your shield is up.

Orbiters

If you run over an arrow pointing towards you in the road, you will be rewarded with an orbiter. This is a small extra sphere that orbits around your battlesphere. They give you increased firepower, firing when you do.

CONTROLS

Player one uses a joystick in port 2 or the keyboard using the keys.

```
              Q
              |
    O --------+-------- P
              |
              A
```
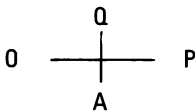
Space to fire

Player two uses a joystick in port 1, the normal mouse port, or the keys

It is not possible for both players to use the keyboard.

See controlling your battlesphere at the end of this booklet for the effects of the controls.

LOADING INSTRUCTIONS

Atari ST

The disk auto-boots.

Simply turn the computer off.

Make sure the disk-drive is switched on. Insert the disk into the drive.
Switch the computer back on.
The program will load and run automatically.

COMMODORE AMIGA

Game Play

The object of the game is to clear the road of obstacles.
On either side of the roads there are panels that serve to keep
you on the road. However some of these have turned rogue and
are producing sparks. These are blue whereas the normal panels
are brown.

For each spark there are two blue panels, one on either side of
the road. If you shoot either of the two blue panels the spark will
be stopped.

Shooting all the blue panels will open up the gateway to the next
road. When you reach the open gateway you will drop down to the
next road, the number of panels varies on every road depending on
the difficulty.

You can run through a spark with your shields up, but eventually
they destroy them. Crossing a spark with your shields down is fatal.

On the later levels there are aliens that live in the side panels,
these should not be shot as killing these generates two new rogue
panels and a new spark.

After every four levels you complete you will enter a bonus road.
During this you are actively competing against the other
battlesphere. Both battlespheres are now targets and can be shot.
The gate will only open for one battlesphere. If you are killed or
forced off the road on a bonus road, you will not regenerate until the
other player dies.

When you regenerate the energy involved clears all the aliens
from the section of the road that is visible. This gives you two
seconds grace before any aliens, spikes, barriers etc. can actually
kill you.

Hazards

There is a range of other hazards to impede your progress.

Satellites appear at the side of the road shoot lazar beams. These aim for the centre of your path. They do not always fire. You will have to learn their fire pattern and use your judgement as to whether you need to dodge them or not.

The small red balls run in the opposite direction to you along the road. If you hit these with your shield up they will destroy your shield, if you shields are down or have been destroyed then your battlesphere will be totally destroyed.

Certain of the balls mutate into missiles when hit. These then head straight for you and need to be shot again to be finally killed. Other aliens cluster together, and what looks like a single red ball is in fact four. Shooting these causes them to split into the individual parts and you then have four targets to hit instead of one.

Chevrons in the middle of the road cause the same damage as the balls. That is, they will destroy your shield is they are closed or the whole of the battlesphere if the shields are down or destroy.

The red and white barriers can be barged through if you have your shields up but destroy you if your shields are down.

Spikes completely destroy your sphere, even if your shield is up.

On the later levels fast aliens appear. These travel along the road in the same direction as you but at a higher speed, so they catch up with you from behind. Once these have past you, they will line up a good shot. They rarely miss so you are advised to shoot them early.

Orbiters

If you run over an arrow pointing towards you in the road, you will be rewarded with an orbiter. This is a small extra sphere that orbits around your battlesphere. They give you increased firepower, firing when you do.

CONTROLS

You can use either a joystick or a mouse. There are five controls, each selected by moving the joystick or mouse in a different direction. Fire button on the joystick or mouse button one fires your gun. See controlling your battlesphere at the end of this booklet for the effects of the controls.

LOADING INSTRUCTIONS

Insert Kikstart disk if required.
At request for Workbench disk, insert program disk.
Program will load and run automatically.

COMMODORE C64/C128

Game Play

The object of the game is to clear the road of obstacles. On either side of the roads there are panels, these serve to keep you on the road. However some of these have turned rogue and are producing sparks. These are blue whereas the normal panels are brown. You need to shoot these panels, but beware as you shoot out the panels the chance of you being forced off the road increases. When you have cleared the road of all rogue panels you will move onto the next level.

There is a range of other hazards to impede your progress. Satellites appear at the side of the road and shoot laser beams. The small balls run in the opposite direction to you along the road. If you hit these with your shield up they will destroy your shield, if your shields are down or have been destroyed then your battlesphere will be totally destroyed. Chevrons in the middle of the road cause the same damage as the balls.

If you run over an arrow pointing towards you in the road, you will be rewarded by increased firepower.
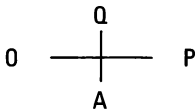
CONTROLS

Player one uses joystick in port two or keyboard.

Player two uses joystick in port one or keyboard.
Both players can use joysticks, but it is not possible for both players
to use the keyboard.

The keys are:

```
              Q
   O  ——————+—————— P
              A
```

Space to Fire.

See controlling your battlesphere at the end of this booklet for the
effects of the controls.

LOADING INSTRUCTIONS

C64
1) Turn on your computer and your disk drive.
2) Place the disk into the drive with the label facing upwards.
3) Type LOAD "*",8,1
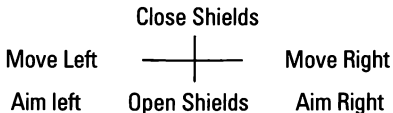4) Press RETURN
5) The game will load and run automatically.

C128
1) Switch on your computer and your disk drive.
2) Hold down C= key while pressing the reset button.
3) Keep the C= key pressed until the screen displays show C64
mode.
4) Place the disk into the drive with the label facing upwards.
5) Type LOAD "*",8,1
6) Press RETURN.
7) The game will load and run automatically.

CONTROLLING YOUR BATTLESPHERE

The control method for a battlesphere is the same whether you are using the joystick or the keyboard.

The control positions are as follows:-

```
                    Close Shields

        Move Left      ———|———      Move Right

        Aim left    Open Shields    Aim Right
```

Close Shields

This shuts the battlesphere's protective shield, protecting it from sparks and aliens.

Open Shields

This allows you to shoot, shield will also open automatically if you fire.

Move Left/Move Right

Moves the battlesphere across the road.

Aim Left/Aim Right

Rotates the gun but leaves the battlesphere in the same place on the road. Used for aiming at specific targets.