

INERTIA DRIVE

(c) 1987 Ozi Soft

by Tony Barker

AMIGA

Note: For operation on a 512K machine **ALL EXTERNAL DRIVES MUST BE DISCONNECTED.**

Loading: 512> Disconnect External Drives.

When prompted for kickstart insert Kickstart V1.2.

When prompted for workbench insert your Inertia Drive Disk.

To proceed after the introduction screen move the pointer to the top left of the screen and click, If this fails click once in the centre of the screen then move to the top left corner and click.

Inertia Drive will now load automatically.

Controls - joystick in Port 2.

Lives - you are supplied with 10 Inertia Drive ships when you begin your mission. You will receive an extra Inertia Drive every 5,000 points.

Hint: Use your radar display on the bottom right of the screen to detect the gatepods.

Here it is! INERTIA DRIVE. This game will keep you captivated for hours. You start the game with 10 ships. Your heartbeat is all you can hear from within your ship as you take off in search of the alien Gatepods which you must destroy in order to attack the central installation. The thundering explosion echoes throughout the enclosure when you destroy a Gatepod. You hear your heart-rate accelerate as you progressively clear your way toward the installation. Don't take too long or the Gateprotectors will seek you out and end your mission. There are twenty installations to destroy. Each one becomes an increasingly difficult task as the Gatepod locations become trickier and the Gateprotectors become more aggressive. You feel the power of your ship's Inertia Drive as you locate your adversaries, but beware! If you cannot control it, you may end up crashing to your doom. Use the power of the Drive to propel your ship while you target and destroy the gatepods, attacking Gateprotectors and the Central Installation to complete your mission.