

REBELLION

LOADING INSTRUCTIONS ATARI ST/ AMIGA

Ensure that your computer has been switched off for at least sixty seconds immediately prior to loading the game. If you have a mouse connected to your computer remove it before loading the game. Switch on your machine and insert the game disc in your first disc drive, the game should load automatically. In case of difficulty please remove any additional hardware and try again. If the game fails to load on the first attempt leave the disc in the drive and reset your machine.

THE GAME

The object of the game is to rescue as many humans as possible from their captors (the Robots). This is achieved by touching them and leading them back to the dropship. Humans flash green periodically when collected and will enter the dropship when they step onto the door/ramp. Remember they are frightened and confused, so may need a little encouragement.

When collected, Humans cannot be killed by your weapons, but great care must be taken to avoid shooting them before. Also they are still vulnerable to enemy fire etc. when collected, unless you currently have shielding powered up, in which case this will extend to any Humans you may have in tow.

The number of Humans which must be saved varies with different locations and is shown at the bottom of the screen in white, any Humans over this are shown in grey. Dead Humans are displayed as red skulls and orange if below the necessary quota.

Each location has a set time limit, shown at the bottom right of the screen. You must have rescued the quota of Humans, entered the Dropship and pressed the fire button before the counter runs down to zero. In two

player mode, when one player enters the Dropship and presses the fire button, a warning klaxon sounds and the other player has 30 seconds to enter the Dropship or it must go without him, (he will lose a life).

ROBOTS

These have all now received orders to destroy any intruders and while trying to kill you they may also kill any Humans that get in their way, so be careful not to lead robots towards areas where people are.

ROBOT TYPES

Service Droid 1: Small and blue in colour, slow moving. Has no weapons or armour, but is dangerous at close quarters.

Service Droid 2: A fast moving, white droid, no armour or weapons. Runs on 3 wheels and can kill on contact.

Minelayer: Heavily armoured, slow moving and silver in colour. Generally safe to touch but mines must be avoided (these self destruct after a short time, but can be shot to remove).

Repair Droid: Cannot be destroyed. Will appear when a fence post has been destroyed and will repair it and then leave.

Pod Carrier: Lightly armoured, hovering droid. Red/orange in colour and circular. Generally safe to touch, but will constantly try to get in your way. If killed will release small pods.

Pods: Fast moving orange discs. Generally safe to players, but will rapidly kill any Humans in its path. No armour, but very difficult to hit.

Gun Emplacement: Large, white and very dangerous. Will track player and fire large energy bolts when targeted. Heavy armour and immobile.

Tank: Large, green and just as dangerous. Slow

moving and heavily armoured. These shoot missiles and are able to partly penetrate fences to kill humans.

Spotter Droid: All enemies will attempt to transmit information of your presence back to the central CPU. Unless an enemy is destroyed at least every 30 seconds the spotter droid will be dispatched to investigate further. In effect you will have less time to complete your mission before you are discovered thus the time remaining counter will speed up. When shot the counter resumes normal speed.

Security Droid: White with black legs, this robot is heavily armoured and extremely accurate with its plasma cannon.

OTHER OBJECTS

Fence Post: Each is both a transmitter and a receiver for the energy fence. The fence is safe to touch, but will not allow objects to pass through. The fence is transmitted in a clockwise direction. Posts are heavily armoured and when destroyed will signal to the nearest Repair Droid.

Doors: A key is needed for each door. Keys can be recovered from destroyed robots, however, they only stay on screen for a few seconds before disappearing.

Trap Doors: These will open and close periodically, killing anything standing on them when they open. Shooting the flashing light in the top right hand corner locks them in a closed position.

PICK-UPS

Shield: Shield symbol on icon. Stops all projectiles and robots from harming the player for the duration of powerup.

Extra life: Human symbol on icon.

Invincibility: Red dot in brackets on icon. Similar effect to Shield.

Plasma: White star on blue icon. Higher potency fire-power, with greater velocity.

Rockets: Blue rocket symbol on icon. Press and hold down the fire button to launch rocket. 10 are contained in each icon.

Scrambler: Antenna symbol on icon. Scrambles Robots sensory circuits at short range.

Key: Key on blue icon. Collect and walk against a door to open it.

CREDITS

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