

BUGGY BLAST

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THE MISSION

For over three centuries, the planet ENDRA has been inhabited by the LURGONS. The key to their power is held in the CENTRAL LURGON CORRIDOR (Sector 8). A pilot skilled enough to gain entry to this sector and destroy 20 Lurgons will cause a power reversal that will consume the whole complex.

Because of the highly dangerous nature of this mission, a system of Cyccredit Ratings is used to ensure, as closely as possible, that pilots do not attempt to make attacks in sectors beyond their capabilities. At each stage of the mission the Buggy will launch and locate the correct sector automatically – no pilot control is required. All systems are powered by an ARGON GAS CRYSTAL CONVERTER – pilots must watch the Energy Counter and return to the Mother Ship in time to refuel.

This involves avoiding or destroying the MINE JAMMERS, and delicate docking manoeuvres with the Mother Ship.

THE BUGGY

Latest space/ground attack vehicle, fitted with:

- * **TWIN PHOTON LASERS** * **TEN XION SPACE PHASERS**
- * **SPLIT DIMENSIONAL FORCE FIELD (S/D/FF)**
- * **HOLOGRAPHIC SPACE CANOPY** * **QUANTUM LOCATER**

Instruments:

- * **Remote Space Scanner** (top left panel)
high numbers denote high density of MINE JAMMERS.
- * **Mega-Bit Onboard Computers** (main information panel)
to relate warning information and damage status.
- * **Run Counter** (top right panel)
used in Final Analysis to compute skill level.
- * **Life Mode Indicator** (GJD – below main information panel)
G – Reverse Gravity Zone encountered.
J – Jump Control activated.
D – Returning to Dock with Mother Ship.

- * **Xion Indicator Lights** (both sides of main panel)
ten lights indicating use of Xion Phasers.
- * **Energy Counter** (above main panel)
Energy Level remaining.

LURGON DEFENCES

- Sector 1 – Lurgons, Helibombs, Orbital Saucers, Orbital Doomships
- Sector 2 – Time Dimensional Spinners
- Sector 3 – Radiation Storms
- Sector 4 – Argon Magnets
- Sector 5 – Reverse Gravity Zones
- Sector 6 – Time Zones

THE LURGONS

These creatures evolved from a batch of defective self-programming computers which in turn created the first robotic life force dedicated to the destruction of all organic life forms. This robotic life force has evolved to such a degree that it threatens the very existence of mankind.

The Lurgons have developed elaborate weapon and defence systems:

- * **MINIATURE CYTRAX CANNONS**

Carried by all Lurgons – cause variable energy drain.

- * **HELIBOMBS**

Cause variable energy drain – very powerful in Sector 3 – destroy with Photon Lasers.

- * **ORBITAL SAUCERS**

Cause large variable energy drain – more powerful in higher sectors – destroy with Photon Lasers.

- * **ORBITAL DOOMSHIP**

Beam will penetrate S/D/FF and is therefore FATAL – identify as BLUE ORBITAL SAUCER – main panel will warn – destroy with Photon Lasers.

- * **TIME DIMENSIONAL SPINNER**

Left behind on impact of MAGENTA HELIBOMBS – produces a Limbo time hole – causes energy drain equivalent to 1,000 times Sector, if allowed to explode – destroy by using a Xion Phaser at the PRECISE MOMENT it ceases to emit sound distortion (only ten Xion Phasers are carried for the whole mission!)

- * **RADIATION STORMS**

Reduce effectiveness of Photon Lasers and distort visual contact with the enemy – no defence.

- * **ARGON MAGNET**

Fully automatic – locks into Argon Crystal Converter – will attack IMMEDIATELY upon turning RED – avoid by using JUMP control.

* **REVERSE GRAVITY ZONE**

High density quark carrier wave activates Buggy Dock Control – indicated by G on control panel – stabilise by using Buggy DOWN control.

* **TIME ZONE**

Increases time flow by a variable warp factor – remain CALM.

* **MINE JAMMERS**

Will auto-locate during attempts to dock, disrupt Quantum Locator and prevent docking manoeuvres – destroy with Photon Lasers or Xion Phasers when they re-energise and turn red – the REMOTE SPACE SCANNER shows the density of Mine Jammers at any time.

Finally, be careful out there and watch out for Orbital Doomships at all times!

LOADING

1. Connect the EAR socket of your Spectrum to the EAR socket of your tape recorder.
2. Place the tape in the tape recorder and rewind to the beginning.
3. Type LOAD " " and press ENTER on your Spectrum.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be found in your Spectrum manual.

BUGGY CONTROLS

Select Standard Keys or Cursor Keys:

STANDARD KEYS

CURSOR KEYS

LEFT=Q

LEFT=5

RIGHT=W

RIGHT=8

UP=O

UP=7

DOWN=M

DOWN=6

XION PHASERS=X

XION PHASERS=X

FIRE=P

FIRE=∅ (zero)

The normal direction keys control both PHOTON LASERS and DOCKING MANOEUVRES.

While in the LURGON CORRIDORS the Buggy can be made to:

JUMP (over ARGON MAGNETS) – press a Secondary Key and UP.
DOWN (to counter REVERSE GRAVITY) – press a Secondary Key and DOWN.

DOCK (return to Mother Ship) – press a Secondary Key and FIRE.

Secondary Key – any key from CAPS SHIFT to V.