

THE SPECTRUM GAMES DATABASE

ARCADIA

PUBLISHER

Imagine

AUTHOR

"D.H.L." - Dave Lawson, one of Imagine's company directors.

YEAR

1982.

DESCRIPTION

A classic vertical scrolling shoot-em-up, with 32 different levels.

CONTROLS:

Left,Right - Alternating keys on CAPS to SPACE row
Fire - Keys on Q to P row
Thrust - Keys on A to ENTER row

INSTRUCTIONS

Using the keys, you have to wipe out wave after wave of alien nasties. Each wave has a different enemy with varying movement characteristics. To reach the next level, you have to survive with a single life until a counter gets from 99 to 0. Care should be taken when the counter does get to 0 since any aliens on the screen will just drop straight down, irrespective of how they normally move. This action can kill your player, thus meaning a restart of same level.

URL

<ftp:dcc.uchile.cl/pub/OS/sinclair/snapshots/a/arcadia.zip>

CHEAT

POKE 25776,0 - Unlimited Lives

NOTES

One of (if not the first?) shoot-em-ups for the Speccy. Small graphics, and lots of attribute clashes make this game look very dated.

