KINETIK

Throughout the Universe the laws of motion remain constant, alter or distort those laws and everything is thrown into chaos. Moving in space becomes a skilful challenge, avoiding other objects a tactical battle.

Kinetik is such a world. It is your mission to restore the laws to their natural balance. You must deliver the word of peace into the hands of the Kinemator who will then exercise his control over the forces of the cosmos. The three letters that spell the word are found scattered through the forty-three zones of Kinetik, it is up to you to find them.

Your spherical hydro-craft is ideally suited for enduring the stresses of the gravitational forces you will encounter, but when you start the game you have no way to challenge them. As you progress you will be able to collect weaponry, a variety of thrusters, a deflector shield, and a teleport system which will protect you from the forces of kinetik or arm you against the multitude of inhabitants. To pick up the equipment simply move over it, and it will be installed into the currently selected instrument box (illuminated in red). Any piece of equipment already installed in that box, will be removed and teleported back to its place of origin.

HYDRO-POWER

Your power level is indicated by the bar to the right of the control panel, power can be replenished gradually by immersing your hydro-craft in any of the numerous pools of water or by colectig the rarer bonus flowers which gives you immediate full power and adds 500 points to your score. It is important that you keep your power topped up as you are detroyed if it runs out.

KEYBOARD CONTROLS

	Spectrum	Amstrad	Commodore
Left	9	9	9
Right	0	0	0
Up	A	A	A
Down	Z	Z	Z
Instrument select	Q–P	CNTRL	SPACE
Action	X-symb shift	CAPS LOCK	+
Pause	SPACE	ESC	C=
Abort game	CAPS SHIFT+ SPACE	ESC twice	RUNSTOP+ RESTORE

Or you may use a joystick (port 2 on the Commodore 64).

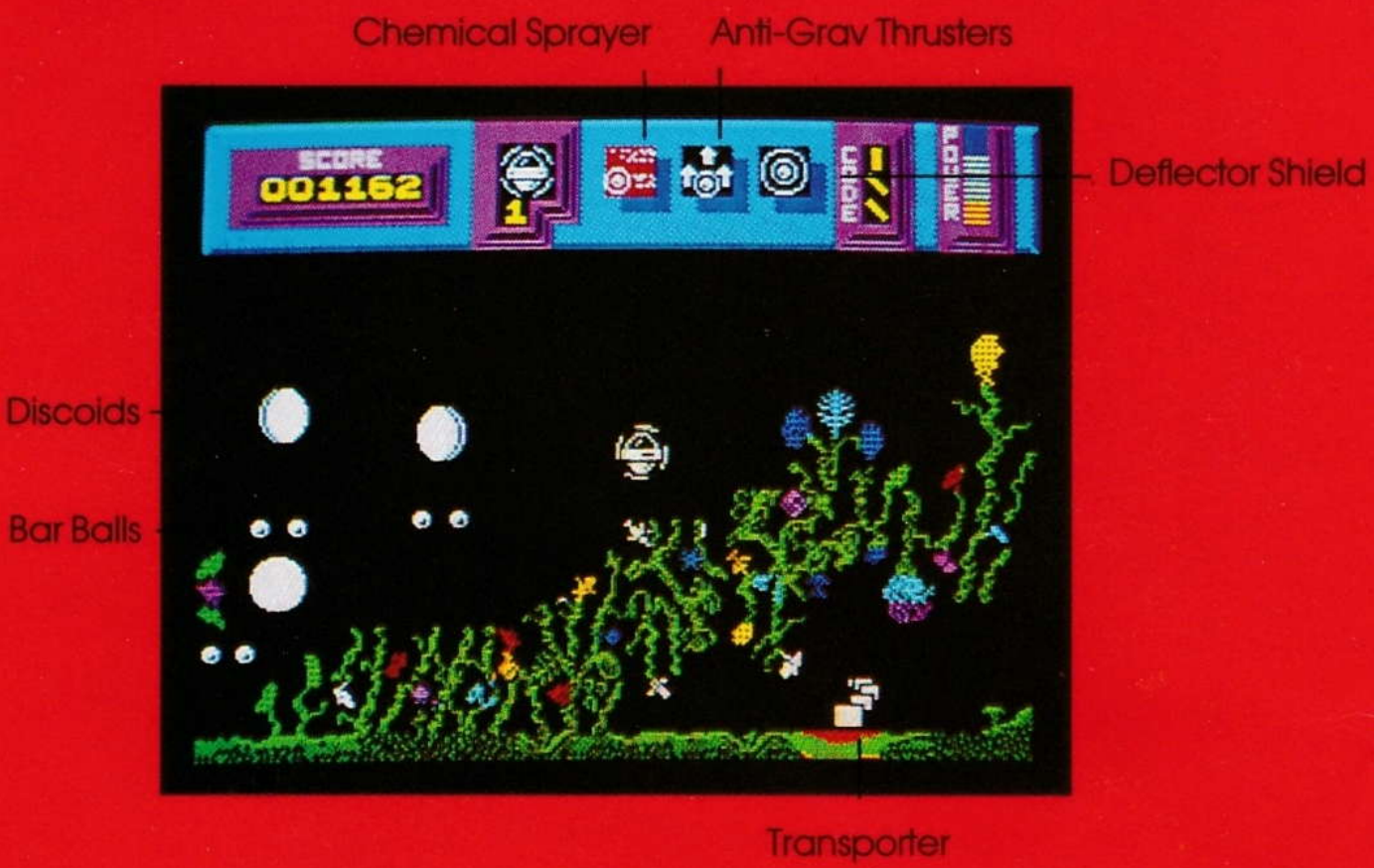
LOADING INSTRUCTIONS

SPECTRUM
Type **LOAD""** Press **ENTER** then **PLAY**

AMSTRAD
CPC 6128, 664 and CPC464 with disc.
Hold down **SHIFT** and press the @ key. Type **TAPE**, then press **RETURN**. Now follow the CPC464 loading instructions

CPC464
Hold down **CNTRL** and press the small **ENTER** key. Press **PLAY.**

COMMODORE 64/128
Hold down **SHIFT** and press **RUN/STOP.** Press **PLAY.**



TELEPORT SYSTEM – Allows you to teleport to any zone except the central defence zones which lead to the Kinemator.

To use the teleporter make sure the teleporter box is activated on the instrument display panel, then press the action key. The teleportation controls will then appear. Each screen is coded with a sequence of three shapes. This is the code that you enter when you want to jump to that particular screen. By manoeuvring the hydro-craft at the centre of the circle of shapes in the teleportation screen, touch the given shapes in the correct order and the code will appear in the box to the left. If this code is correct you will appear in the corresponding screen, if it is wrong, you will appear in the screen you left. The teleport may only be used once.

EQUIPMENT

DEFLECTOR SHIELD – Protects you from all the inhabitants except for the thief.

CHEMICAL SPRAYER – Activated by the action key, this weapon scatters the inhabitants. Its highly corrosive acids can also eat through walls.

E.Z. CONTROL THRUSTERS – Nullifies all gravitational forces, including friction and bounce, on the planet and so allows you normal movement.

ANTI-GRAV THRUSTERS – Only nullifies gravity.

ENEMIES

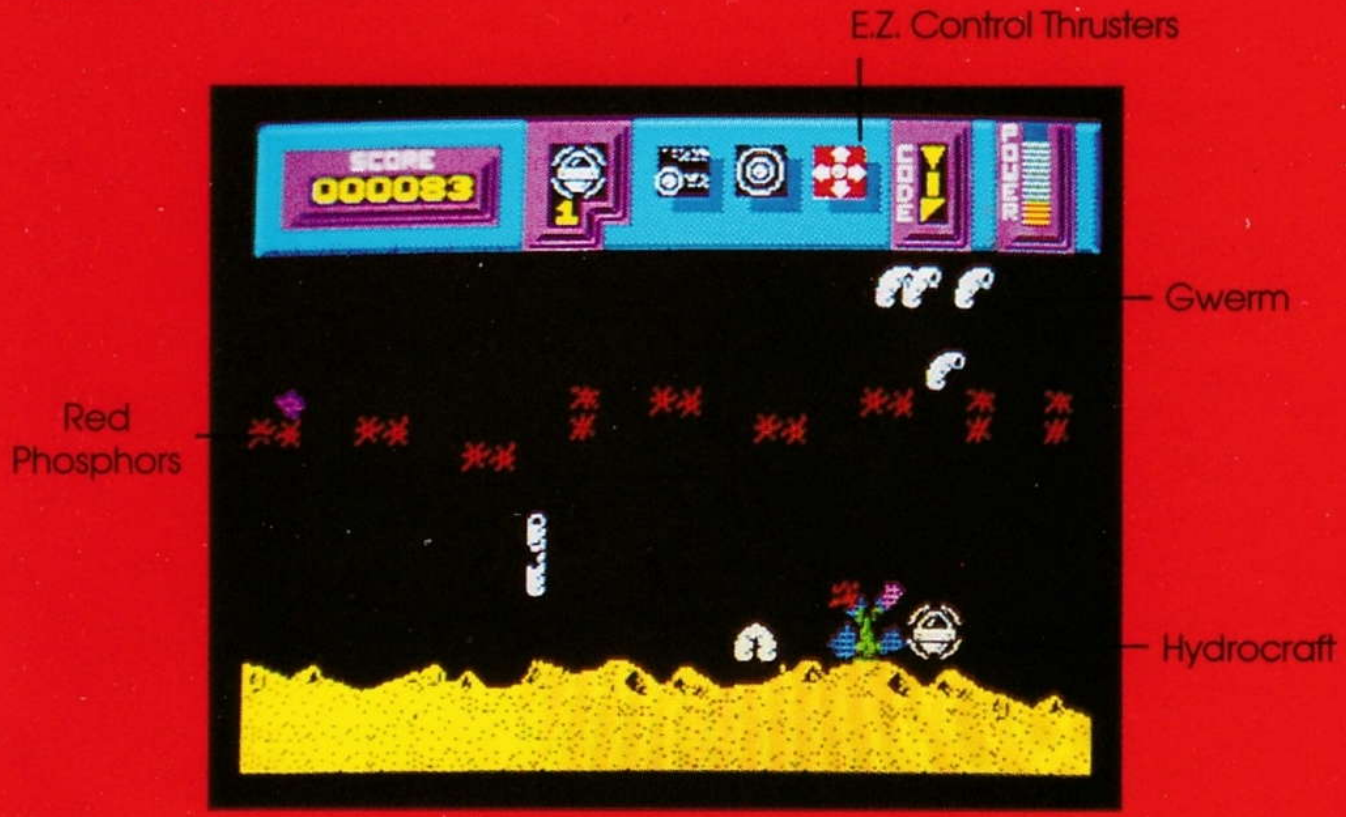
Once you have begun the game, do not be lead into a false sense of security by the lush vegetation or sereen city complexes – each in its own way has its dangers!!

RED AND YELLOW PHOSPHORS

Red phosphors are deadly, yellow phospors bind you to their surface. They are found on the vegetation and in the cities, contact is dangerous to your health.

GWERMS AND STARMOEBAS

These are the simple organic life forms of Kinetik, being parasitic their touch will eat your power away. The starmoebas are more dangerous as they will attempt to cling on to you and drain all your power: both appear mindless but do all in their power to obstruct you from your course. If you have found the chemical sprayer you can use it to scatter them.





Bonus Flower

Yellow Phosphors

Energising Water Pool

BARBALLS, DISCOIDS AND BLADERS
These are the mechanical entities of Kinetik. They mimic the frustrating antics of the Gwerms and Starmoebas, draining your power to feed their own batteries. Again they can be scattered by using the chemical sprayer.

THE THIEF
This more intelligent lifeform, will on contact, take one item of equipment from your instrument display panel. This item will be returned to its zone of origin.

You start the game with three spherical craft, a fourth is gained after a score of 10,000 points is reached.

Kinetik was written, designed and programmed for the Amstrad and Spectrum by Jasdan Joerges. Commodore version by Software Creation. Cover illustration by David John Rowe.

Published by Firebird Software
First Floor, 64-76 New Oxford St.
London WC1A 1PS

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