"V" THE COMPUTER GAME

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. "V" The Computer Game runs on the Amstrad CPC 464, 664 and 6128 computers.

LOADING

AMSTRAD CPC 464 – Place the rewound cassette in the cassette deck. Type RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disk attached then type |TAPE then press ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

AMSTRAD CPC 664 and CPC 6128 – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type TAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

THE GAME

Reptilian aliens have arrived to take over the Earth and enslave its population. The freedom of mankind rests with you, Donovan, in your attempt to disable their mother ship – the future is in your hands!

GAME PLAY

Donovan has managed to get on board the Visitor's Mother Ship. His mission is simple: set explosives at key points on the Ship and destroy it. Unfortunately, Diana, the Visitor's commander has ordered the ship's security robots to stop Donovan. They mean business. There are three types of robot to contend with:

Maintenance – These travel along the floors of the ship's corridors.

Surveillance – These robots report Donovan's whereabouts to the central computer.

Security – These robots are on a suicide mission. They aim to kill.

All robots are operated by a high-voltage static electricity which gives a savage jolt to Donovan's heart if they touch him. Donovan's ability to successfully complete his mission is shown on the cardiograph displayed on the Communiputer. Each robot blast causes his heart beat to quicken until, ultimately, the cardiograph shows a straight line . . . If, however, Donovan manages to pass some time without being hit, then his heart might have time to recover.

Donovan must set explosives at the key points of the Ship. They are the WATER INLET, the AIR PURIFICATION PLANT, the CENTRAL COMPUTER, the NUCLEAR REACTOR, and the DOCKING HANGAR. If he succeeds in setting all those explosives and then escapes, the mission will be completed. There are also laboratories, some of which contain parts of the formula for the RED DUST, which is lethal to the aliens. Donovan can find all the parts of the formula and then figure out how to dissipate the DUST

through the Air Purification Plant. This will kill many of the Visitors, thus slowing down the robot pursual.

CONTROLS

This game can be played either with a joystick or by using the keyboard. If you wish to use joystick control please ensure that it is connected to the joystick port.

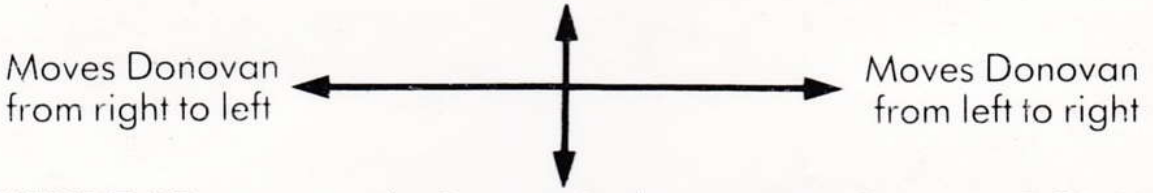
KEYBOARD

Controls are as follows:

UP	– Q	LEFT	– O	FIRE	– Space Bar
DOWN	– A	RIGHT	– P		

JOYSTICK

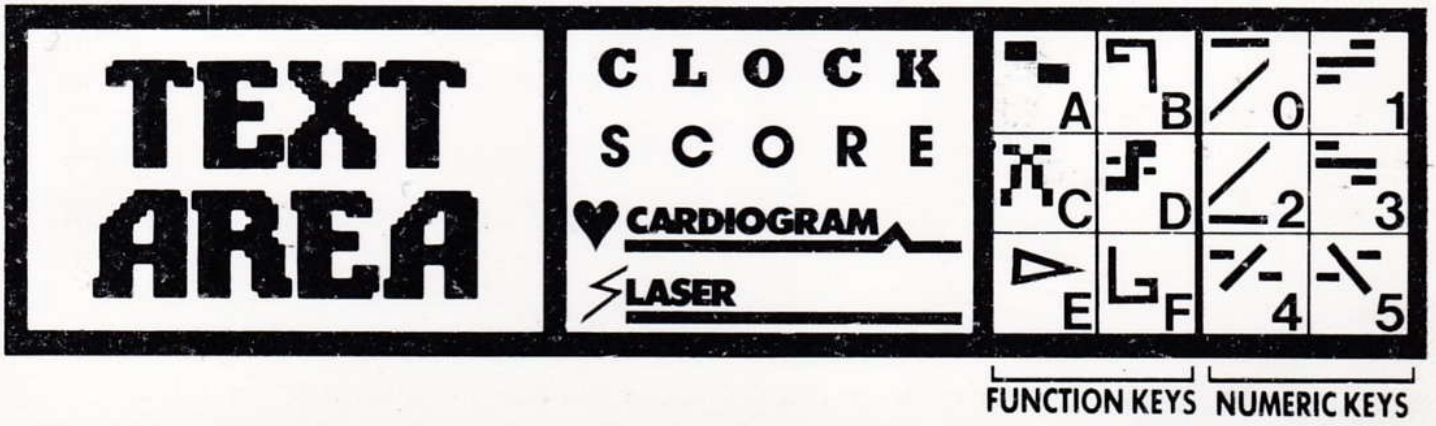
ON BEAM PAD: operates the Beamer Pad to transport Donovan Up a level.
IN FRONT OF LATERAL DOOR: causes Donovan to travel forward to the next plane of the ship.
ALL OTHER PLACES: causes Donovan to jump followed by a forward roll.
SPECIAL USAGE: collect the Red Dust formula or recharge Donovan's laser.



ON BEAMER PAD: operates the Beamer Pad to transport Donovan DOWN a level.
BEHIND A LATERAL DOOR: causes Donovan to travel back to the previous plane of the ship.
WHILST PRESSING FIRE: switches joystick control to Communiputer. Now, the directional control moves to the Function Keys of this device, and FIRE selects a key.

THE COMMUNIPUTER

The Communiputer is the key to the mission's success. It contains the locations of the various parts of the ship, and is also used to open security doors, set the timers for the explosives, and to utilise the Red Dust.



TEXT AREA

This area is used by the fuctions to display the appropriate information.

FUNCTION KEYS

A. – This key in conjunction with B. gives you the location of the laboratory.

B. Information – Choosing this key in conjunction with keys A, C, E and numeric keys (except key 1.) will give the location of various rooms within the ship.

C. Explosives – This function allows you to lay an explosive charge when inside the key points of the ship.

D. Formula – Stores and displays that status of the RED DUST formula collected from the laboratories.

E. Security Code – This displays the security code in the text area.

F. Exit Communiputer – Press to return you to combat mode.

NUMERIC KEYS

The symbols on the numeric keys indicate a counting system from 0 – 5.

HINTS FOR USING THE COMMUNIPUTER

SECURITY DOORS

Access through the security doors is only possible by solving a special code (or slipping through behid one of the robots). The code is obtained with the use of the joystick by entering the Communiputer mode and flipping the LIZARDISE digits displayed by the Communiputer so that they match the code for the door.

EXPLOSIVES

The player must think about setting the TIME for detonation.

DISSIPATING THE RED DUST

The player can disperse the RED DUST only when all parts of the formula have been found and the PRODUCT is known in LIZARDISE.

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This software tape has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it direct to:

Mr. Yates, Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the tape will be returned immediately to you, at no charge.

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Program designed and written by KAOS

Produced by Jon Woods

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