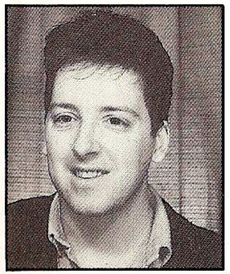
QUASAR

Welcome, Stranger from the Time to Come. My name is Melcior. You have been chosen to regain the stolen Eye of Quasar. In the Time that is Past our race ruled all things of Air, Fire and Soil. The great Lord Neptune held sway over all manner of Water and the Creatures of the Oceans.

There came a time when my people polluted Netpune's Kingdom and consumed or destroyed all his creatures. In revenge Neptune created the Flood and stole our Talisman, the Eye of Quasar. He placed it in the care of The Guardians. Every thousand years, since that time, we send a Chosen One to attempt the recovery of the Talisman. It is foretold that when the Talisman is returned my people will once again multiply, and be mighty.

The way to the land of the Guardians is fraught with danger, but I can give you three Star Class 5 space ships. They are equipped with automatic ion shields and a built in Pulse Cannon. You may add to your weaponry by collecting star mines. Your journey will take you through five different sectors and you must navigate through meteor showers, sun corridors, underground caverns as well as fight against the Creatures of Neptune and the allies of The Guardians. You can only defeat The Guardians by destroying their power globes.

Go with Glory Chosen One, from the Time that is to Come, and help my people prosper."



The Author

Chris Birch, *aged 24, started his working career as an Upholsterer but, restless spirit that he is, has worked in a Pottery, has been a Market Trader and Seaman. He lives in East Anglia and now is a full time programmer. When he is not computing he enjoys playing the organ and, for exercise, he roller skates.*

LOADING

Reboot while Drive is empty.

When Kickstart appears insert QUASAR disk into Drive.

Game will auto load.

CONTROLS

Joystick and Keyboard as applicable.

PLAYING HINTS

You will travel through the following five sectors.
Sector 1: Deep Space
Sector 2: Sun Corridor
Sector 3: Cavern City
Sector 4: Neptune's Alley
Sector 5: Cold as Ice

Your weapons, Pulse, Multi, Laser and Missile, are power graded in upward ascending order. The major aliens are more quickly destroyed with missiles.

Make sure that you collect Star Mines but avoid tractor mines, you can deactivate them with fire power.

Do not pass through laser beams, fired from the laser turrets, and avoid bouncers and splatter pods.

Finally BEWARE THE GUARDIANS who can only be destroyed by multiple hits on their power globes.

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