

JEFF
MINTER'S

V

OIDRUNNER +HELLGATE

C16/PLUS 4

2 Blood-Pulsing games in one pack!

ILLUMASOFT



VOIDRUNNER

INTO BATTLE: Loading up the game (for C16 or Plus-4).

Place the tape in the tape drive, then type LOAD then return. Press play as prompted. Loading is automatic, execution will begin when VOIDRUNNER has loaded. You'll see the title page and hear the C16 making some very odd noises.

LEVEL SELECTION: From the Title screen, you can set the level that you want to begin play on. The first sixteen levels of the game can be selected. You press the joystick to the right, and the name of the level will be displayed by the LEVEL label on the lower line of screen text. (Your joystick, by the way, should be in Port ONE). The easiest level is called YAK, the hardest level you can select from the initial screen display is called GNU.

STARTING THE GAME: To begin play from the Title Screen, you should, logically enough, press the FIRE button. When you do so, the screen will indulge in various pyrotechnica and announce the level you're about to enter, then your ships will rez-up and blasting can commence. If the Title Screen has given way to the High Score Table when you go to start, press FIRE twice: once to regain the Title Screen, once more to start).

YOUR SHIP FORMATION: You have four independently-firing ships. In the game's early levels, the ships move around in a cluster. Later on, you'll get symmetrical formations of ships where the motion of some ships is reflected or inverted. You'll need to be on the beam to cope with these. Look at the level called SHEEP for the first example of this. Many formations have the ships firing in different directions, too. This can be useful for nabbing aliens coming up behind you, for example.

YOUR ENEMY: There are many different types of enemy ship

DroidSeg: the most common, explodes when blasted, bounces around the screen in predictable patterns.

CentHed: behaves like the old Gridrunner aliens, leaves a Pod when hit.

Pod: Neutral, explodes when shot. Some pods take more than one hit.

Laser: zaps if you go into its line-of-sight; cannot be shot 'till after it has been discharged. Discharges randomly after a certain time.

Barb: attacks the player from all sides. Can be shot.

Bomb: drops onto the player. One type can be shot; the other cannot and must be avoided.

Vortices: aliens that fly in loose lissajous formations. They drop bombs when shot, so watch it.

Camels and goats: smart bombs. Find out how. Bad karma to shoot these, but plenty big points.

THE ATTACK: The rez-up of an alien is accompanied by a visual effect such that you can easily anticipate where it will appear (except Vortices which are different). Use this to prepare yourself. Sometimes, aliens need more than one shot to be killed, or turn into other aliens when shot: be prepared. Some are particularly high-scoring: watch for and shoot these.

THE ZAPPER: this is the vertically-moving line that traverses the screen. Occasionally it pulses, leaving a bright line for a second or so. If your master ship (the green one) is on the same line, it will DIE. Be aware of the firing pattern of the Zapper and you can stay clear of it.

WAVES: there are thirty waves in Voidrunner, all different. You have to blast all the aliens in a given wave (except for Bombs and Barbs, which detonate anyway) to progress to the next. The first sixteen waves are available from the start-up screen.

LIVES: You begin with five. If your ship or any drone is hit, or if you are zapped, the ships explode and you lose a life. (The ships explode at the end of a wave, too, but you don't lose a life then, you gain an extra life for successfully finishing a wave). You may have a maximum of nine lives at any given time.

GAME OVER: is very pretty, and comes when all your lives are used up. If you have been hero enough to attain a place on the high score table, the High Score display will appear with your score on it. You may enter an appropriate bit of text into the table. You can have thirty lettersworth; press FIRE to accept the letter already there, or else use left and right on the stick to select the desired letter, and FIRE to go on to the next one.

HELLGATE

... I floated, suspended motionless in the airless void. Ahead, the multitudinous infinity of stars which can only truly be appreciated from outside the atmosphere ... and something else, something man-made framing the diamond – bright stars. The Hell Gate.

I could still remember what the technician (from Zappo – Specialists in Mega Powerful Destructive Ultrakill Laser Systems and Painless Dentistry) had told me about the Hell Gate. Apparently subspatial stress monitors had indicated a large hostile fleet of Zzyaxian droids in transit through hyperspace, due to emerge near Pluto in readiness for (surprise, surprise) an attack on Earth. Our scientists predicted the time and place of appearance of their Planar Warp Field through which they would materialise from subspace. The men from Zappo built the Hell Gate around the re-entry point, and it's up to me to blast the little suckers before they can get anywhere.

The Gate itself consists of four physical tracks arranged in a square, upon which are generated the Laser Heads. These are pure force but look solid, but have a tendency to destabilise into so much incandescence at the slightest provocation. Apparently, if I am hit by a droid, they can momentarily disperse the laserheads and ZAP the little blighters with a nasty radiation field. All in the Gate will cop it but – you guessed it – only a limited number of discharges. And to cap it all, the laserheads are in some kind of metadynamic equilibrium – what it means is, if one gets the finger they all go up. Ah well ...

2 minutes to arrival. Better thumb the firing stud to check the weaponry. Zzzzap! Wow! I've never seen so many bullets – they won't stand a chance.

Suddenly I hear a thin, eerie screech getting louder. Time seems to slow down and suddenly something flies together into the Gate. Wierd – sort of like a negative explosion – and there are four bright yellow droids spinning in the Gate.

ZzzzzzzzAP! take THAT, creepos! Easy! Like fish in a barrel ... wait, whats this ... UUURGH (these time distortions really turn my stomach) more nasties! I'll just zap ... AAGH! MORE! How's a man expected to do a good job of zapping when they don't wait 'till I've cleaned up the last lot? Why is that little gauge on my control panel showing red? What do I do about the one's attacking my guns? Why did that green one just split into TWO yellow ones? Why is there a goat in the Gate? Why have all my lasers just blown up? When I can go home???

Can YOU answer his questions? Can YOU single handedly defend the Universe against hostile swarms of enemy droids ... again? If you think you've got what it takes to be a Galactic Hero, then read on for instruction on becoming a
GUARDIAN OF THE GATE

(not to mention the Goats)

LOADING HELL GATE

Type LOAD"1,1 when you see "PRESS PLAY ON TAPE," do so. Loading is automatic until you see the title screen. When the ready prompt appears type SYS 8192

STARTING THE GAME AND PLAY OPTIONS

Plug a joystick into the REAR joystick port no. 2. If the game is in Self-Play or Title Screen mode, pressing FIRE on the Joystick will bring up the High Score / Option Page. With this page on screen, the following options are available:

- 1) Press F1: increases Start Level (possible 1 to 8)
- 2) Press F2: switch between One and Two Player modes.
- 3) Press FIRE: start game with displayed options.

CONTROLLING THE LASER CANNONS

When the laser cannons materialise onto the tracks, you have control of them. You control the YELLOW cannons on the bottom and left hand tracks

The opposite ships are SLAVE ships which perform REFLECTIONS of your motion. Thus if you move the base cannon right, the top cannon will move to the left. The action is similar with the left-mounted cannon. Move it down, and the right-hand cannon moves up. Seems tough at first, but soon it comes naturally and it allows you to cover the entire Gate efficiently. Pressing FIRE will unleash a hail of bullets.

LASER CANNON OVERHEAT

If you fire from a non-moving cannon, it will start to heat up. Heat status is shown on the scale at base of screen. If this goes red, allow cannon to cool down or it will destabilise. To cool a cannon, you can either stop firing or start moving. The easiest and best way is simply to keep all cannons moving nearly all the time – you never have to stop firing. There are exceptions to this rule – see below.

SMART BOMBS

Hell Gate takes the Smart Bomb to its logical evolutionary peak. Consider - on any game when do you trigger a smart bomb? Answer – at the last moment, when you can't avoid being hit. Hell Gate Plasma zaps are triggered by the act of an enemy hitting your ship. As long as you have Plasmas left, getting hit results in the destruction of all on screen. Don't get complacent, though – play skilfully and save up Plasmazaps. They are essential for survival on later waves.

ZAPPERS

Zappers appear as the waves get more difficult. They cannot be shot, and pulsate through colour changes. Beware them as they get brighter – when they are WHITE they unleash a laser bolt which is lethal to any laserhead caught in it – Plasmazaps regardless. Be aware of their possible zap lines and the periodicity of their zapping.

MULTIPLYING ALIENS

Shooting some aliens causes more aliens to materialise in the same place. Be aware of which aliens cause this type of split, and be ready to deal with the consequences.

END OF WAVE

The end of a wave occurs when all the aliens (except Zappers) have been destroyed. It is signalled by the de-resolution of all laserheads and your bonus (based on how many Plasmazaps are in storage and the wave number) is awarded. Two extra Plasmazaps (up to a maximum of 9) are awarded and play begins on a higher level.

WHAT ABOUT THESE GOATS THEN?

Oh yes, the goats. These poor Meta Goats occasionally accidentally materialise at the left-hand edge of your Gate. The poor frightened beasts will run across the Zone in an attempt to reach the other side. For any which make it without getting lasered or Plasma zapped, you get bonus of 5000 points. Goats are nice. Be kind to them. Don't blast them into little pieces. They're not Droids.

END OF GAME

This occurs when all your Laserheads in reserve (shown on indicator at bottom-right of screen) are used up, if you have a high-score, change initials by Joystick Left. Right. enter by Fire. The game remembers the High Score signature of the last player for convenience of use when playing on your own.

YOU'RE NOT KIDDING ABOUT THE GOATS THEN?

No, honestly, play the game. Don't shoot them. You'll get lots of points.

ARE THERE ANY INVISIBLE DROIDS?

Yup.

HOW MANY LEVELS ARE THERE?

Twenty. Level Twenty goes on forever, but doesn't throw any zappers at you. I'm not a sadist.

SO I CAN'T MAX OUT, THEN?

No. Some of the aliens on Level 20 can only be completely destroyed with a Plasmoid zap. Level 20 is infinite. Just hold them off as long as you can. Good players will still get the high scores. And don't shoot goats.

STRATEGIES

- 1) **CONSTANTLY** strafe the centre of the Gate. This is where all aliens materialise.
- 2) Line up on aliens simultaneously with all 4 guns. It can be done and will get you out of many tight spots.
- 3) Use wraparound tactics to cover the track of opposite guns.
- 4) Keep moving with both guns. Don't allow heat to build up.
- 5) Learn when to expect goats – And **DON'T SHOOT THEM!!!**