

COMMODORE 64/128

JEFF MINTER'S

REVENGE II



MASTRO

MASTERTRONIC ADDED DIMENSION

THE GAME

1: THE PRESIDENT OF EARTH SPEAKS

'We, the people of Earth, are long unused to the rigours of conflict, having been many millennia a unified people, seeking only to roam amongst the stars, learning and sharing our knowledge with such sentient beings as we might encounter on our way. However, we have recently learned of the re-emergence of our ancient enemy, the empire of Zzyax, and of its plans to strike at our very homeworld and destroy our race forever. Thus we are forced to fall back upon this, our last defence – left us by our ancestors of 6000 years ago – against the day that the blight of Zzyax returned to darken the Galaxy. The doings of those ancestors, and their triumph over the mighty and tyrannical Zzyaxian Empire, have long since become the stuff of rumour and legend. Suffice to say that as far as we can tell, the myth can be traced back to actual historical events. These are that:

a) at some time before Mankind availed themselves of an interstellar drive and left the Earth, they were adept in genetic engineering, and utilised mutated forms of contemporary beasts as engines of warfare; and that certain of these enhanced forms were abducted and used in turn against the human forces by alien adversaries;

b) these beasts were persuaded to rebel against their captors and fight on the side of Earth in the epic conflict known as the Revenge of the Mutant Camels; they subsequently returned to earth persuaded by a number of cerebrally-enhanced goats (an Earthly species of astonishing beauty, sadly now extinct) and after their return we know not what was their fate, bar a few shards of data distorted wildly by the passage of the eons.

We do believe that these beasts may have something to do with this ultimate defence left us against the Zzyaxians; and that they represent our last hope against defeat by the Zzyaxian evil. Thus, I have given the coded RF signal that will re-activate the ancient defence station on the Dark Side of the Moon. God help us in our time of need; and God help the Zzyaxians if the legends be true and we have let loose the Mutant Camels of old amongst them

Starting a Game

When the game has loaded it will be displaying the Title Screen. From this screen, you begin game play by pressing FIRE on the joystick. (Joystick to be used in Port 2, the back one). This will bring you on to the Wave Select Grid.

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Wave Select Grid

If you've just started a game, the only thing you can do on the Wave Select Grid is press FIRE, to enter the first wave. The Grid represents the attack waves of the game, each square representing one wave. You are returned to the Grid after each wave. Depending on whether you survive the wave or not, a different icon is placed on the Grid: transparent if you survived, a little cross if you didn't. Your aim is to get as much of the Grid completed – and therefore transparent – before you lose all your lives.

Energy

You begin each fresh camel with full Energy (shown by a bar on the top of the Gameplay screen, or underneath the Grid on the Wave Select Grid). As you take hits in the action, your Energy decreases. Should it reach zero, you lose a life.

At the end of each wave, if you survive, your remaining Energy is doubled, and you are allocated Credits. you get more Credits for finishing with a lot of Energy. Credits are useful, as they allow you to get extra weapons.

Buying Weapons

You have the opportunity to buy Weapons before entering a new attack wave. To access the Weapons shop, position the select cursor over a wave which you've already attempted (i.e., one which has either a blank square or a cross on it). Press FIRE, and the message underneath the Grid will change to read 'SELECT WEAPON'. To purchase a weapon, use Joystick UP/DOWN to position the arrow opposite the weapon you want, then press FIRE. The weapon's price will be deducted from your CREDITS, and you'll be returned to 'SELECT WAVE' mode. This process may be repeated if you wish to Shield and Bullet at once: you cannot, for example, use SHIELDS 1+2, or BIG SMART YOYO bullets.

If you decide you don't want to buy, or you haven't enough creds, JOYSTICK LEFT will return you to SELECT WAVE mode.

The Weapons

The following options are available to you:

SHIELD FACTOR 1: Doubles the amount of hits needed to destroy you.

SHIELD FACTOR 2: Trebles your hit factor.

YOYO BULLETS: Return to you when they hit a target, instead of disappearing.

BIG BULLETS: Just that. These possess a much larger collision-area than normal bullets, making it easier to clobber the nasties.

SMART BULLETS: Once fired off, these bullets chase down any aliens they find. Upon reaching close proximity to a target, they revector onto another until the end of the wave.

RESET MAX: If you finish a wave with a piffling little bit of energy, you can select RESET MAX to restore it to a full amount.

EXTRA BEASTIE: An extra life. you can have up to nine lives in reserve, if you can afford it. In much the same way that a new Ford might come with a free stereo cassette, you get Shields 2 and Big Bullets complete with each new camel.

A word of caution about Smart Bullets: they look groovy, nipping 'round all over the screen offing the baddies, but before selecting them, remember that

there are some waves in which certain targets positively **SHOULDN'T** be shot – and Smart Bullets don't discriminate amongst proximate targets!

Selecting the Next Wave

Once you've finished using the Weapons Shop, you can select a wave to do battle in. You move the round, pulsating Selector Thingie using the Joystick. Position the Thingie over a wave you haven't yet attempted, then press **FIRE** to join the battle.

The waves deemed to be 'available' are those that abut on the north, south, east or west side, to any wave that's already been attempted. This sounds needlessly complex when written down, but it's more logical when you see it happen. You'll find that the Selector Thingie knows which waves are available, anyway – it won't go onto waves as yet inaccessible. By choosing your waves carefully, you can make your own way through the game, playing the waves in whatever order you like.

Entering Battle

Having pressed **FIRE**, your camel comes out of warp and drops into the battlefield. The very first wave is deliberately very easy to allow you time to learn to control your beastie – don't worry about colliding with the aliens, they're virtually harmless on that first wave.

Basic Camel Control

You should play most of each wave with your thumb jammed down on the **FIRE** doobrie on your joystick. With **FIRE** held down, your camel fires continuously. The camel fires straight ahead, unless you direct the stream of bullets by leaning the joystick.

The only time you should let go the **FIRE** button is in cases where you really, truly don't want to hit any of the aliens, or when you want to jump in the air and fly.

Flying is achieved by letting go the **FIRE** button and pushing **UP** on the joystick. Your beast will leap into the air and remain there until you decide to cease the upward thrust of your joystick. Letting go the stick, or pushing it down, will cause your animal to crash back to the surface of the planet.

You can also remain flying by holding down **FIRE** whilst you're aloft. This allows you to direct your bullets against ground-based targets. You automatically drop bombs as well as fire bullets while you're flying.

Scoring

Your main score is shown on the Wave Select Grid each time you return there. You have a separate score in battle, which starts at zero at the start of each wave, and which is only added on to your main score if you survive the wave.

That's basically all you need to know in order to play the game. Your aim should be to complete as much of the game as you can before you cop it. Your percentage score, calculated by how many waves you completed without dying, is given at the end of each game.

LOADING INSTRUCTIONS

Hold down **SHIFT** key and press **RUN/STOP**

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