

MATRIX AND LASERZONE

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LASER ZONE INSTRUCTIONS

LOADING

TYPE "LOAD"

THEN RETURN

It is a dark time for the Terran federation. The evil Empire of Irata and the devilish War fiends of Zzyzax have combined forces to attack Terran outposts throughout known space.

The attack consists of the vile Iratain Skull ships and the extremely nasty Bugships of Zzyzax.

To counter this horrifying onslaught, the Terrans have constructed the Laser Zones – upon which two computer-controlled plasma cannons deal instant death to the swarming alien hordes with relentless accuracy.

"Fine", you say. "Let the computers destroy our enemies while we stay safe on Earth". Unfortunately, you just happened to be on Laser Zone 106-A when the computer failed.

Even worse, hordes of Iratain and Zzyzaxian ships have just materialised and are converging on your zone. So now you must manually co-ordinate two very powerful plasma cannon, each capable of destroying your enemies – or each other. You must make the two cannons weave a web of plasma impenetrable to the enemy.

Be warned. You won't find it easy.

THE CONTROLS

The controls of Laser Zone are quite complex, and must be mastered absolutely to play effectively.

1) Plasma cannon movement: Moving the joystick up and down causes the vertically mounted cannon to move. Moving the stick left and right causes the horizontally mounted cannon to move. Using the diagonals causes both cannons to move – unless you are firing – see below.

FIRING

Pressing the FIRE button unleashes plasma bolts towards your enemy. Each cannon can fire in two-bolt bursts.

DIAGONAL FIRE

Diagonal firing is the key to masterful Laser Zone play. Holding down the FIRE button and pressing the joystick in a South-Westerly direction causes the vertically mounted (or "AXIS") cannon to fire diagonally, onto the track of the horizontal (or "BASE") cannon. Likewise, pressing FIRE and pushing the stick to the North East causes the base cannon to fire diagonally towards the track of the axis cannon. Releasing the fire button releases any diagonally firing cannon to normal mode.

The importance of this manoeuvre cannot be over-stressed. An enemy landing on the Base track will march towards the Base cannon and can only be destroyed by an Electro bolt (see below), or by a well aimed burst from the Axis cannon. Likewise, aliens attacking the Axis cannon can be destroyed by the Base cannon. But be warned: a badly-aimed diagonal burst may destroy the cannon you aim to protect! Don't shoot yourself.

ELECTRO BOLTS

Your Laser Zone is capable of discharging a limited number of Electro Bolts. Press the SPACE key to fire the bolts.

These bolts destroy all Skull and Bugships in your zone. Use them sparingly, supplies are limited! Your store of Electro Bolts is displayed on the right of the screen.

ATTACK WAVES

Attacks come in waves of a specific number of alien ships. Keep an eye on your THRESHOLD gauge. When it hits zero, the attack wave is over. At the end of a wave you receive bonus points – and if you have fewer than 4 Electro bolts, an extra Electro – before beginning the next wave!

IRATAIN DEATH SATELLITE

This can appear after the first Zone is cleared. It possesses Neutronium deflector shields. Fire repeatedly at it and eventually the Neutronium will de-stabilise – you will see it change colour as it does. Watch out for the explosion!

SCORING

Points are awarded as follows

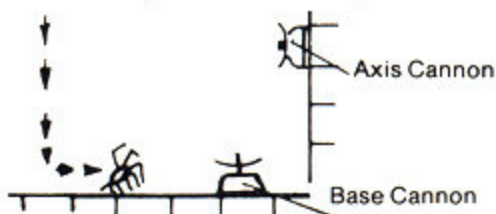
Skull ship or Bugship etc.

100–800 pts

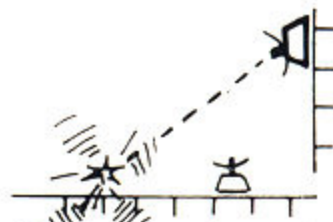
Clearing a wave

Bonus plus 1 extra electro

The highest score to date is displayed at top right.



A Bug Ship threatens the Base Cannon



The Axis Cannon tilts to dispose of the threat

GAME PLAY OPTIONS

1) SOLO/COMPETITIVE. Select COMPETITIVE for competition between two players or teams. Player 1 controls Primary Zone, player 2 controls Secondary Zone, taking alternate turns.

2) INDIVIDUAL/TEAM. In individual play, each player controls both cannon. In team games, two players can operate a single zone. Two joysticks are required for team play. The front stick controls the Base cannon and the rear stick controls the Axis cannon.

3) LEVEL. There are 20 levels. The first 9 are selectable.

4) STICKS. Set to 1 if you only have a single stick and want to have competitive play. Pass the stick back and forth between players. If set to 2, each player can have his own stick.

TRAINING MODE

Press T to enter Training Mode. You can practise moving and firing without actually being attacked. To leave this mode press COMMODORE KEY.

PAUSE MODE

During the action press COMMODORE KEY. The screen will freeze. To re-start the game waggle the Joystick.

PLAY HINTS

1) Learn diagonal fire! It is your key to success.

2) Use ELECTRO sparingly. Use it, if you can see it will push you over Threshold – you'll get a new Electro at the end of the wave.

3) Blast 'em when you see 'em. If you let them land you'll need fancy shooting, or an Electro, to get out of trouble.

4) Don't panic and have fun!

MATRIX INSTRUCTIONS

TO LOAD
TYPE "LOAD"
THEN RETURN

It is 10 years after the infamous Grid wars. You, one of the few survivors of the Gridrunner squadrons, are sitting watching TV when suddenly an announcement breaks in:

"All pilots with Gridrunner experience report to base immediately. This is an emergency!"

Arriving at base, you are shown into a briefing room, already thronged with pilots. The briefing begins:

"We have brought you here because once again earth is in danger. The droids have returned – with superior weapons and tactics! We intend to form a new squadron – Codename MATRIX – of the best pilots to combat the menace!

You will be flying the latest fighters – capable of operation on or off the power matrix and with improved firepower and manoeuvrability.

However, the droids have better weapons too... Scouts have reported droids dropping bombs and flying at crazy angles, and areas out in space with forcefields which are liable to hurl your fire straight back at you!

We also believe the droids are attempting some kind of bizarre psychological disorientation tactics – some pilots have reported sighting what appeared to be camels running down the matrix...

We can only advise you to be prepared for anything to happen. You will be assigned twenty sectors each – Please do your best to clear all sectors!

The earth depends on your success! ..."

So now you find yourself seated in your fighter as the Power Matrix slips gently by below you, every nerve taut as you wait to unleash a stream of white hot death on the enemy...

MATRIX CONTROLS

1) SKILL LEVELS

There are 20 zones (skill levels). The first 6 only are selectable before play. To achieve levels above 6, you must do battle.

2) SHIP CONTROL

This is achieved by joystick. You can move anywhere bar the top four lines. Press the red button to fire. Hold it down for continuous fire. Use joystick port one.

3) PAUSE

Press P key to pause action. Press P key again to re-start.

MATRIX – GAME FEATURES

1) DROIDS

These attack in squads which fragment when hit. They may drop bombs if feeling nasty. They will begin diagonal tracking on reaching matrix base.

2) COSMIC CAMELOIDS

These appear in two situations.

(a) TARGET WAVES – Cameloids on their own. Your score counts down during these waves. Blast Cameloids fast to keep score level or increasing.

(b) IN NORMAL WAVES – Cameloids mix with droids, confusing player and causing droids to descend faster.

3) DEFLEXORS

On waves with Deflexors, your bullets can be deflected into different paths. Watch out for ricochets, and learn how the deflexors change.

4) DIAGONAL WAVES

These appear only above wave 6. Droids are liable to begin their attack in diagonal tracking phase.

5) ZAPPERS

Beware the Y BEAM!!!

6) THE SNITCH

The snitch is a traitorous humanoid who appears on zones after zone 2. He runs along the top of the Matrix and, if he finds you, waves to the aliens to point you out. If he is waving when the Y Zapper goes by beneath you, it will zap and destroy you.

Note that as you continue up the levels any or all of these features can combine in any one wave!

MYSTERY BONUSES

There are seven bonuses from 2000 to 8000 points. It is up to you to discover how to score them!

MATRIX SCORING

For a LEADER DROID	400 pts
For a DRONE DROID	100 pts
For a CAMELOID	106 pts
For a POD	10 pts
For CLEARING A ZONE	1 extra ship

High score is kept and displayed. Look for over 150,000 points.

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