

Cybernome

1. Ensure that all cartridges are removed from your Atari.
2. Place the Cybernome tape in the Atari 410 tape unit.
3. Ensure that tape is fully rewound.
4. Ensure cartridge door is properly closed.
5. Turn your Atari **ON** whilst **AT THE SAME TIME** holding down the yellow **START** key.
6. When you hear a bleep, press **PLAY** on the tape unit, then press return on the Atari keyboard.
7. Loading will then begin.
NOTE: If the tape does not load FULLY REWIND it and repeat the above procedure.
8. Once loading has finished you will see the game title and start instruction. Operate the joystick as instructed.
9. If loading on 600XL machine please note that both **START** and **OPTION** keys must be pressed simultaneously whilst switching on machine.
10. Should any difficulty be experienced in loading this tape on any machine, advance the tape just beyond the splice of the orange leader.

BACKGROUND

Extract from the "Droids and Robotics Year Book AD3054"

"The world's first biochemical computer was installed on the moon. Buried deep within the lunar surface "Cybernome" was engaged on the task of synthesising foodstuffs directly from sunlight. The only visible sign of Cybernome's existence was a large transparent dome on the moon's surface. Underneath this Solar dome, within a carefully controlled mini-atmosphere, every kind of foodstuff known to man was produced. Food for the government and food for the starving. The problems of gastronomical boredom and of famine solved for ever!

Or so it seemed.

The change in Cybernome's functioning coincided with a period of intense sun spot activity. After which, it overrode the transmitted instructions from Earth and began to produce only popcorn.

Repeated attempts to re-program Cybernome from Earth were thwarted when the machine itself changed its own data entry codes.

Finally, a team of bio-computer engineers was sent from Earth to investigate.

They never returned.

Their ship had been blasted to atoms by the Cybods, the robot security squad guarding Cyber base.

When it became apparent that Cybernome was in complete control and had deliberately directed the Cybods fire on to the unsuspecting spacecraft then Cyber base area was declared a danger zone.

The second flight to Cyber base consisted of 3 destroyers armed with missiles.

The pilots' brief was simple and explicit.

'LIQUIDATE CYBERNOME!' "

END OF EXTRACT

Did they succeed?

Well, it is for you to complete the entry in the year book as you are commander of the strike team.

In order to destroy Cybernome the following points must be noted.

1. In addition to avoiding the Cybods laser bolts you must watch out for flashing Cybods as they weave their way up and down the screen. Collision with one of these is fatal.
2. The solar dome effectively caps the shaft leading to the Cyber Cavern so in order to expose Cybernome to your fire the dome must be blasted away. It takes several hits to do this as the dome is protected by an energy shield.
3. Cybernome can be destroyed by a direct hit from a missile fired down the shaft. This must be done quickly as once the solar dome is blasted away your ship will be approached from above and below by flashing Cybods.

Note: A collision between two flashing Cybods generates an explosion of sufficient force to destroy everything above ground level.

GAME HINTS

In some ways Cybernome is more akin to "Soccer" than conventional space "Shoot em ups" in that attention to tactics and the positioning of your space craft before a shot is fired is a vital requirement of high scoring.

Get to know how many shots it takes to blast away the dome. Aim to position your space craft at centre of the screen, preferably with the flashing Cybods above you rather than below, just before the dome disintegrates.

Finally, once the dome has disintegrated, be ready for the flashing Cybod to home in on you. You will need a deft joystick hand to avoid a collision. If things get too hair raising you can exit from the screen from either side, wraparound, and appear again at the opposite side. But watch out, that Cybod will still be looking for you!

Scoring

Points are scored as follows:

Each hit on Solar dome	10
Each Cybod destroyed	100
Destruction of Solar dome	1,000
Destruction of Cybernome	10,000