ALIEN 8

THE JOURNEY

Aeons pass and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermotion bearings in waxolight shrouds. The very pinnacle of robotic development from a now long dead planet, on its immense task of keeping the cryogenically immersed cryonaughts activated by preserving and maintaining their life support systems and waiting . . .

The long journey is near completion as the central computer alerts you to the nearing of the pre-destined solar system. The dust of aeons lies heavy on the ageing data banks of the central computing core, tired from centuries of repetitive computing and re-computing, at last activating the final sequential landing operations.

The craft begins its final slowing sequence several hundred light years from the destined planet and as, almost immediately the starship slows to sub-hyper-warp speeds, is open to attack.

All the starship main defence systems have remained unactivated, as the reverse polarity negative-ion thrusters battle and strain to halt the enormous bulk of the ship.

The main computer reports Alien penetration in almost all areas of the ship and all life support systems have become damaged and deactivated. All cryogenic systems must be reactivated before auto-phase thrusting systems manoeuvre the ship into its semi-cyclic planetary orbit, at 0 light years from the planet.

Your programming insists that you complete the mission and restore all cyrogenic life support systems to operation.

INSTRUCTION MANUAL
THE STARSHIP

A. The starship is at risk to Alien intrusion at lower than hyper-warp speeds. As lesser beings have not yet developed the mental ability to contemplate travel at this speed, hyper-warp is relatively safe and untroubled.

   Once the starship's speed falls below hyper-warp speed, upon its approach, at several hundred light years from the planet, it will become vulnerable to attack and Alien intrusion.

B. Once the starship has slowed down into sub-hyper-warp speeds, and enters semi-cyclic orbit the ship will not have enough fuel to enable recovery to be made.

C. The starship is equipped with indestructable multi-control directional robodroids.

ALIEN 8 *Programming*

A. All cryonaughts must remain activated.
B. Locate and recover all thermolec valves and ALIEN 8 replacement packs.
C. Ensure all thermolec valves are in the correct sockets, to ensure continuing activation.
D. Locate and activate all cryogenic chambers.
E. All cryonaughts must remain activated prior to the planet being reached, for them to effect the final landing sequence.
F. You have been issued with 5 initial replacement packs, other packs may be located throughout the starship. These will prolong your existence upon damage by collisions etc.

CONTROLLING YOUR ALIEN 8
KEYBOARD CONTROLS
LEFT Alien 8 will turn left using the Z, C, B and M keys.
RIGHT Alien 8 will turn right using the X, V and N keys.
MOVE FORWARD Alien 8 will move forward using any key on the second row, A, S, D, F, etc.
JUMP Alien 8 will jump using any key on the third row Q, W, E, R, etc.
PICK UP/DROP Alien 8 will pick up or drop an object using the 1-0 keys.
PAUSE The whole game can be paused by using the SHIFT key.
JOYSTICK CONTROLS
Your Robot can be fully controlled by using a JOYSTICK, by replacing the LEFT, RIGHT, FORWARD, JUMP and PICK UP/DROP commands.
DIRECTIONAL CONTROLS
PICK UP/DROP is operated by using the SPACE BAR on the DIRECTIONAL CONTROL.

NIGHTSHADE

THE PLAGUES
The remaining people, weak and afflicted were unable to leave and soon became enveloped by the victorious evil force, transmuted by some terrible disease into the most hideously foul creatures. They wander their once peaceful village, producing deadly plagues, and fall fouls, to enslave anyone who dares trespass into the village, to try to defeat the evil overlord.

THE STORY TELLER
Many years had passed since the village became over-run, and soon the knowledge of the village slipped into legend.

Songs were sung and tales were told of brave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could be gained from the successful adventure, and the evil which lay in wait for anyone who dared to set foot in the evil enchanted NIGHTSHADE village.

The old story teller's eyes widen into fiery gems as he recalls and re-lives the tale of battle with the force of evil at work in the NIGHTSHADE village.

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the village of NIGHTSHADE as an un-invited guest of the evil one."

The old man continues:

"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey."

"Hideous demons" he croaks, "and terrible ailments and spells waiting to absorb any who dares anger the evil force."

"Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever."

The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possible can from him, but he can tell you little more than where to find the village.

You set off down the valley and enter the forbidden NIGHTSHADE village.

This story is continued by playing this most Advanced Home Computer Action Adventure Simulation. FARE THEE WELL

CONTROLLING YOUR ADVENTURER
LEFT Your Adventurer will turn left using the Z, C, B, M, and \ keys.
RIGHT Your Adventurer will turn Right using the X, V, N, and / keys.
MOVE FORWARD Your Adventurer will Move Forward using any key on the second row A, S, D, F, G etc.
PAUSE The whole game can be continuously paused using the SHIFT keys.
FIRE Your Adventurer will Fire his antibodies using any key on the third row Q, W, E, R, T etc.
VIEW You can alter your view of the game by using the SPACE key.
JOYSTICK CONTROLS
Your Adventurer can be fully controlled by using a JOYSTICK, by replacing the LEFT, RIGHT, FORWARD and FIRE commands.
DIRECTIONAL CONTROLS
PICK UP operates automatically when passing over the object.

SABRE WULF

THE WARNING

THY PATH IS LONG SO TREAD WITH CARE
BEWARE THE WULF AND PASS HIS LAIR
DANGER THREATENS ALL AROUND
SO TAKE YE FROM THIS HIDDEN MOUND
TO FREE THEE FROM THIS SUNKEN GATE
BY WAY OF CAVE OR MEET THY FATE
AN AMULET TO SEEK THY WILL
'TWAS SPLIT BY QUAD AND HIDDEN STILL
PASS THE KEEPER WROUGHT WITH HATE
TO GAIN AN ENTRANCE TO THE GATE
THE PIECES LOST MUST THEE AMAS
FOR IF NO CHARM THEN NONE SHALL PASS

THE EXPLORATION

I edge through the shady mounded clearing and on through the dense
thickets of hot house rain forest undergrowth, of sorts I cannot tell, and
wait . . . and listen . . . Distant rumblings of heavy feet crashing, large
animals leap from the damp green stubble, to fight and kill.

I stay hidden . . . The rumblings grow louder and louder, as a huge
Goliath animal crashes past, horns swiping and tail lashing, still I hide
as its thunderous noise dies away.

All was clear as I leapt over the clumps and onto the well trodden
pathway, its deep ruts and prints reveal the multitude of life forms

inhabiting this hollow. Danger threatens to I should move quickly . . .
But Where???

THE EXPEDITION

Wide eyed, I stare, as the dense surrounding reveal their hidden secrets
. . . Strange food orchids suddenly bloom, their staining toxins, strong
on the air, then, in an instant, are gone. Hunters, killers, vampire bats
and huge beasts spring forth from the very ground, swimming,
slithering, diving and crawling . . . I must hide . . . Stay safe . . . With
weapon strong and cunning nature, I will survive . . .

CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

LEFT Your Explorer will move left using the Q key.
RIGHT Your Explorer will move right using the W key.
DOWN Your Explorer will move down using the E key.

UP Your Explorer will move up using the R key.
STAB/SWORD FIGHT
Your Explorer will fight using the SPACE BAR.
PAUSE The whole game can be paused by using the SHIFT key.
JOYSTICK CONTROLS
Your Explorer can be fully controlled using the joystick, by replacing the LEFT, RIGHT, UP, DOWN and STAB/SWORD FIGHT commands.
PICK UP Your Explorer will automatically collect any useful objects required by passing over them.

LOADING INSTRUCTIONS

Ensure cassette is fully rewound. Zeroise tape counter. Press *CTRL* and *SMALL ENTER* and press *PLAY* on the cassette recorder then press *ENTER*. The game will load automatically. In the event of two games on one side of the cassette stop the recorder after the first game has loaded, switch off the computer and then on again and repeat loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player. For ease we have included a grid for you.

SABRE WULF | | | | | ALIEN 8

NIGHTSHADE | | | |

CREDITS: This compilation © 1986. Manufactured in the UK under licence from *ULTIMATE, PLAY THE GAME,* Trade name of Ashby Computers and Graphics Ltd., by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.