TRIAXOS

BY TIGRESS DESIGN LTD. AND PENNSOFT

ENGLISH
INSTRUCTIONS

C64/128 DISK: AS 17067
C64/128 CASSETTE: AS 12067   AMSTRAD 464/664/6128 CASSETTE: AS 32067
AMSTRAD 464/664/6128 DISK: AS 35067
SPECTRUM 48/128 AS 22067

During the approach run your ship's scanners indicate extensive electro-magnetic activity with 5 peaks appearing on the Spectrum-analyser. Your training tells you that the prison is teaming with electronic defence systems and robotic guards with at least five levels of programming.

THIS WILL NOT BE AN EASY MISSION

The ship docks safely and you enter the prison hulk, the sound of the air-lock echoing around the emptyness, dying down to leave only the faint throbbing of distant machines and power-plant.

You also notice a high pitched whine, vaguely familiar, getting louder. Suddenly a small droid appears through a hatch in the ceiling. Instinctively you adopt a combat stance, laser pistol in hand, as the robot moves around the wall, cleaning as it goes. You relax, seeing it is only a housekeeping droid. You fire at it anyway and watch as it shudders to a halt dropping everything it has collected. After a few seconds it starts moving again and picking up anything on the floor.

You move to the center of the room where there is a Face-lift (a device for moving from wall to wall in a weightless environment). Reappearing on the wall with the droid you blast it again and search the items it has dropped. You find a number of grenades and an amount of the directional high explosive DHE-IV to add to your meagre supplies.

Moving into the next room you are faced by two guards. These are obviously only level one guards as they have a large number 1 painted on their body. You take them out with two shots from your laser and survey the room. As there are no visible exits you set a DHE-IV charge on the floor next to a wall. You move back and the charge goes off. When the smoke clears a hole has formed, as expected, in the floor. You are disappointed when you see that there is another exit directly below the one you have blown. You could jump down through one room but a fall through two would surely kill you. Using a Face-lift to move to another wall you turn the hole into a door and safely move into the next room.

Here you find a Jet-Pack and, as it will be needed by the prisoner to get back to your ship, you store it away. The next room is a communications room. In the center of the room is the comms tower and a communicator. Another vital instrument, as you need it to call in your ship once you have found, and used, the defence key which controls the prisons defences.

Two more guards enter the room and start blasting. Luckily they miss you and hit the tower which bursts into flame. You blast back and destroy them.

Off to your right is a room containing a Cloning booth. As protection against your death later in the mission you decide to trade off half your remaining energy for a clone. When all your statistics have been taken the booth door opens and you emerge. Turning round you see your clone slowly forming.

At that moment a bleeping comes from your belt. The mind-probe has landed. You have wasted too much time and must now find the four parts to the probe laser. A special weapon to destroy the probe but not TRIAXOS. Can you do it in time. You have not even found the prisoner YET.

That is the end of this story, but the start of yours.

<u>Triaxos Key Controls</u>

A = Left/Up   Space = Fire
Z = Right/Down   P = Pause (Fire to release)
N = Left/Down   Q = Quit Game
M = Right/Up

To drop an object press fire until the object is highlighted on the bottom line. To select an object move left/right and press fire again.

TO LOAD SEE LABEL INSTRUCTIONS

NAME	DATE	HI-SCORE/LEVEL