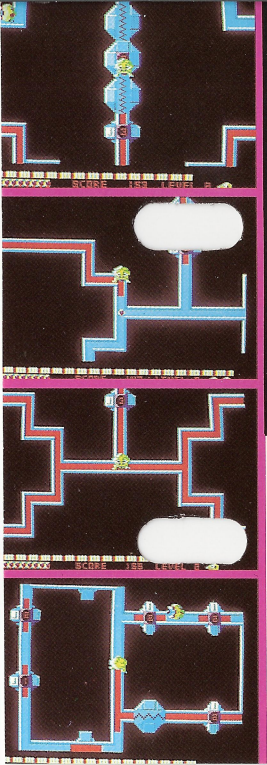


Deep in the heart of a giant molecular compound, imprisoned by the evil wizard Zolt, you have but one desperate wish – to escape.

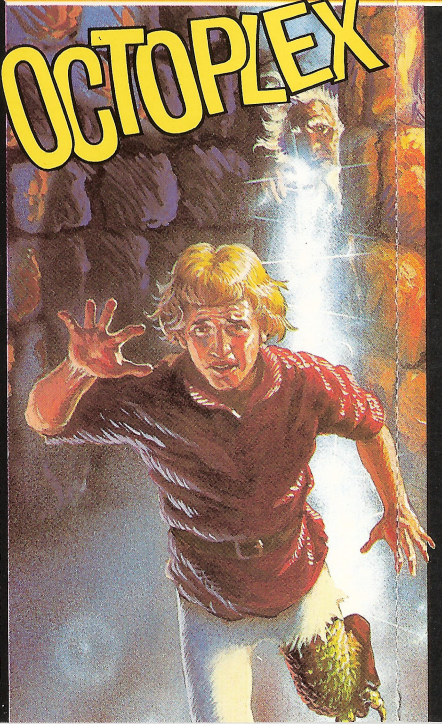
5 012967 810306

TITLE
OCTOPLEX
MACHINE TYPE AMSTRAD
1A 0282

MAD·MAD·MAD
MASTERTRONIC added DIMENSION

AMSTRAD · SCHNEIDER · 464 · 664 · 6128 · AMSTRAD · SCHNEIDER · 464 · 664 · 6128 · AMSTRAD · SCHNEI

OCTOPLEX



Let's face it, you should never have upset the great wizard Zolt in the first place. But you didn't realise his revenge would be this nasty. He's turned you into a sub-atomic mutant and imprisoned you inside his giant molecular compound, known in the underworld as Octoplex. Escape would be a good idea. But the only way you're going to get out is to reach the Central Molecular Lattice where your increased molecular weight will unbalance the intricate structure and thus release you in a spectacular nuclear burst.

GAMEPLAY To reach the central eighth lattice the seven preliminary grids must first be negotiated. To complete a grid, a complete electron path must first be traced: once the path is complete the lattice sub-atomic crystals will be revealed. Collect these glowing crystals and you will be released from the current grid and transferred to the next.

Each lattice is populated by sub-atomic nasties: contact with these will disintegrate you. Some are also armed and will fire elctron bolts at you if approached. You, in turn, are armed with an Electro-Pulse Generator, and limited ammunition crystals can be found scattered around the pathways.

LATTICE FEATURES

Time Gates – these open and shut periodically, and can only be passed,obviously, when open.

Polarity Gates – these can only be passed when opened by the corresponding polarity switches.

Pulse Gates – these remain closed until hit with an electron blast.

Electro-Pulse Crystals – these are ammunition for your Electro-Pulse Generator. Each crystal supplies up to 5 shots, but you only have the energy to carry 10 shots at a time.

A MEMBER OF THE VIRGIN MASTERTRONIC GROUP OF COMPANIES
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Design: Words & Pictures Ltd., London.

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MASTERTRONIC added DIMENSION

Warp Crystals – these may be collected and saved until needed. In emergenies, a Warp Crystal can be used to de-materialise and then reappear at another point inside your current grid.

Octoplex Crystals – these are produced by the lattice once all its electron paths are complete, and allow you to pass to the next grid. When all the crystals from the final Octoplex lattice are collected, your increased molecular weight will unbalance the lattice and result in a massive energy build-up. This will cause an almighty nuclear burst, and you will be freed from the wizard Zolt's spell.

CONDITIONS Zolt has set the condition that each lattice must be completed within a set time, before the entire Octoplex framework implodes. To give you a sporting chance, he has deemed you to have 3 lives before your existence is terminated.

CONTROLS Joystick movements to move left, right, up and down. Press fire to release Electro-Pulses if any are carried. Press space-bar to activate Warp Crystals if carried.

Use cursor keys to move left, right, up and down. Press copy to fire; DEL to activate Warp Crystals and CAPS LOCK to pause.

LOADING 464: Press CTRL and small ENTER
6128: Type | Tape and press RETURN. Press CTRL and small ENTER.
Program will load and run.

Programmed by M.C. Lothlorien.

FRENCH

LES COMMANDES Mouvements de manche à balai pur bouger à gauche, droite, vers le haut et vers le bas. Appuyez sur feu pour lancer les Electro-Pulsations s'il y en a qui sont transportées. Appuyez sur la barre d'espacement pour activer les Cristaux Warp s'ils sont transprotés.

Utilisez les touches de curseur pour aller à gauche, droite, vers le haut ou vers le bas. Appuyez sur COPY pour faire feu, DEL pour activer les Cristaux Warp et CAPS LOCK pour mettre en pause.

CHARGEMENT 464: Appuyez sur CTRL et la petite touche ENTER.
6124: Tapez | TAPE et appuyez sur RETURN. Appuyez sur CTRL et la petite touche ENTER. Le programme se chargera et se déroulera.

ITALIAN

CONTROLLI Il joystick controlla i movimenti a sinistra, a destra, in su e in giù. Premi fuoco per rilasciare gli Electro-Impulsi, se ne hai. Premi la barra spaziatrice per attivare i Cristalli Warp, se ne hai.

Usa i tasti del cursore per muovere a sinistra, a destra, in su e in giù. Premi COPY per sparare; DEL per attivare i Cristalli Warp e CAPS LOCK per operare la pausa.

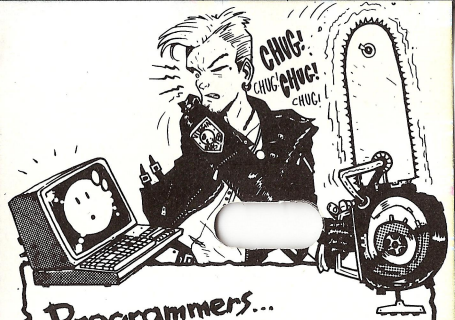
CARICAMENTO 464: Premi CTRL e Enter piccolo.
6128: Batti | TAPE e premi RETURN (INVIO). Premi CTRL e Enter piccolo.

GERMAN

STEUERUNG Joystickbewegungen nach links, rechts, oben und unten. Auf Feuer drücken, um Elektropulse (falls vorhanden) abzufeuern. Die leertaste aktiveiert Warp-Kristalle (falls vorhanden).

Die Cursortasten ermöglichen Bewegungnen nach links, rechts, oben und unten. Auf COPY drücken, um zu feuern; DEL aktiviert die Warp-Kristalle und CAPS LOCK setzt eine Pause.

LADEN 464: Auf CTRL und die kleine ENTER-Taste drücken.
6128: | TAPE tippen und auf RETURN drücken. Das Spiel lädt sich und läuft automatisch.



Programmers...

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