

# PULSATOR INSTRUCTIONS

## INSTRUCTIONS (ALL VERSIONS)

Your 'Pulsator' has no choice. He has been placed in the heart of a series of frighteningly complex and dangerous mazes. To escape he must release the five missing 'pulsies' each one a captive in a different maze layer.

But he is not alone. A variety of deadly and intelligent enemy 'Pulsators' patrol the mazes, each with its own devious way of making life difficult.

There are five levels in the game each consisting of 49 rooms. Each level has to be completed before your 'Pulsator' can move to the next. On each level there is one 'Pulsie' who has to be rescued. This is done by finding the key which unlocks the door to his prison.

The enemy 'Pulsators' on each level become progressively more intelligent and dangerous as the game proceeds. The landscape of each level also becomes more hazardous and increasingly difficult to negotiate.

The game is far more complex than simply blasting and finding your way through the maze. Various pathways are blocked by gates. There are six types of gates numbered one to six. Gates can be opened or closed by passing over sensors. The sensors are also labelled one to six. If a particular type of gate is closed and you pass over one of its sensors then it will open. However, if the gate is open and you pass over one of its sensors then it will close.

## FEATURES TO LOOK OUT FOR

1. One way paths
  2. Dangerous electrical pads
  3. Transporters
  4. Oil cans which replenish power
  5. A few things we won't tell you about!
  6. Different enemy 'Pulsators' with different levels of intelligence and behaviour patterns.
- Not all enemy 'Pulsators' are bad news. Below is a description of some of the properties which some of the 'Pulsators' have but it is up to you to find out which is which.

**BORIS, ARFUR, NIGEL, VINCE, HARRY** – These are the five 'Pulsies' which you must rescue. One will be held a captive behind a locked door bearing his initial on each level.

**GENERAL BADDIE** – Drains your power if he touches you.

**KILLER** – Will kill one of your lives if he touches you.

**GATE MAN** – If you touch this 'Pulsator' he will reverse the current state of every gate on that level. He then self destructs thereby preventing you from reversing the gates again.

**NUTTER** – this 'Pulsator' is indestructable. If you shoot him he will come straight towards you and quickly drain your power

**BLOCKER** – This 'Pulsator' remains stationary but always blocks what would be an easy route through part of the maze. You cannot shoot him but you can go straight over him which will cause you to lose a life. You are therefore faced with the choice of either sacrificing a life or finding your way round a harder route of the maze.

**DISARMER** – This 'Pulsator' disables your gun for a period of time if he touches you. He can only be killed if you manage to shoot him five times.

**SHIELD** – If you touch this 'Pulsator' you will gain a protective shield for about 30 seconds. Whilst you have this shield you can kill all other 'Pulsators' simply by touching them.

**THIEF** – This 'Pulsator' will take anything which you are carrying and lose it somewhere else in the maze.

**HELPER** – If you touch this 'Pulsator' he will help you complete your task. We are not saying how!

There are other 'Pulsators' roaming the maze which we will not tell you about and there are also extra features and sensors for you to discover.

Can you possibly rescue the five 'Pulsies'? The challenge is an enormous one and you will need quick reactions, quick thinking and ... a little luck!

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### Credits

Game Design and Programming by Softeam

Music by Softmachine

Title screen by Malcolm Smith

SPECTRUM	AMSTRAD	MSX	
Z	Z	Z	LEFT
X	X	X	RIGHT
M	M	M	DOWN
K	K	K	UP
SPACE	SPACE BAR	SPACE BAR	FIRE
P	COPY KEY	F1	PAUSE
S	ANY KEY	F2	RESTART AFTER PAUSE
1,2,3,4,5 TOGETHER	DEL	DEL	ABORT GAME

**COMMODORE 64/128** JOYSTICK ONLY IN PORT TWO

P TO PAUSE

F TO RESTART

RUNSTOP TO ABORT