
The Aim of the Game

Following the total destruction of the evil, paranoid computer that ruled the 42 planets in this galaxy (Soul of a Robot) all that is left is a force of erratic and unpredictable Droids and a race of primitive human-like creatures.

You have gained control of a sophisticated seeker - the MK II - are based on the planet Safrik. Unless you can locate the legendary 'Safe Planet' you will be at the mercy of the Droids, who have been programmed to obliterate any intruders.

You are left with no choice, to survive you must find the only planet in the entire galaxy offering you safety from the swarms of Droids. There are a number of space ships left behind from the past generation of intelligent inhabitants some of which you will be able to control automatically on entry, others will be inhibited by a force field, you must learn to de-activate this in order to take control of the ship.

You will also find transporter planets which, once you are able to operate the transporter, will take you to a new location. However, as in all galaxies some planets will have unsuitable environments - these must be avoided.

Finally, you must gather the Psyche units (of which there are over 90) and take them to the Safe Planet. Will you survive the sadistic Droids or will they blow you into Oblivion?

Controls

Joystick or keys: O - Thrust up; O - Thrust left; P - Thrust right; SPACE - Fire laser; COPY - Pick up object; / - Get directional help; ENTER - Take off, when in space ship.

Hints

1. Certain screens are one directional only, ie you can move out of the screen but not back into it.
2. Some areas on certain planets have a corrosive atmosphere that will cause you to lose a life - avoid them.
3. To help you certain screens have a cluster of direction indicators. Pressing the **Q** key will re-configure the arrows and point to the Safe Planet. However, the directions are shown 'as the crow flies' and do not take into account any obstacles.
4. You will also find Shield Units, which when picked up will give you immunity from the attacks of the Droids for a limited length of time. This will be shown by the border turning red.

LOADING INSTRUCTIONS

Hold down CTRL Key and Press the small ENTER Key.

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Amstrad
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484 084 8128

into OBLIVION



LA 0106

into
OBLIVION

AMSTRAD

Following the destruction of the evil computer that once ruled this galaxy you must seek the only safe planet to avoid the sadistic Droids who have been programmed to obliterate you. With 2,500 screens your task is not easy, however, if you do not succeed you will be blown into oblivion by the Droids.

MANUFACTURED IN THE U.K.



The Screen Displays

