

ANTIRIAD

© Palace Software

THE GAME

The two major powers had been working secretly on Anti-Rad suits, that would render the wearer invulnerable to conventional and nuclear weaponry. When one found out what the other was doing, it was enough to tip the delicate balance. The first nuclear missile was launched. The war raged merely for a moment, but smoke and debris lingered high in the atmosphere and plunged the planet into a nuclear winter which lasted many hundreds of years.

Centuries passed, and from the chaos emerged a new race of men, strong and hardy. They led a simple and peaceful life, farming, hunting, and telling tales round their fires at night. Stories drew from distant memories of a volcano which loomed over the half buried remains of an ancient city... Suddenly, their lives were darkened by evil invaders, from a far off world. Their weapons were sophisticated and they showed no mercy, the people fought bravely, but against such might they stood little chance. All those that remained after the slaughter were put to work mining the planets rich mineral resources. The elders plotted to overthrow their oppressors. They hid newborn males and reared them in secret camps, training them for the final battle. One male, Tal, stood out as a champion, he was chosen as the last hope, the man who would save the race.

So, Tal, the saviour, has been sent on a quest, he has been shown the last remaining blueprint of the The Armour, a Sacred scroll, outlining the magic it can perform. He must search the forests, find the suit, and use it's power to destroy the central generator of the tyrants.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette in the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664/6128 AND 464 + DISK OWNERS

1. Hold down the SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual

PLAYING THE GAME (Controls)

Amstrad

A joystick is required to control Tal.

PLAYING THE GAME (All computers)

Pushing up will make Tal jump up. Pushing left and right will make him run left and right. Pushing down will make him crouch. Fire + pushing right or left will make him jump in that direction. Fire whilst standing will make Tal throw a rock.

To enter the armour, walk in front of it and face out of the screen. To depart from it, walk left or right when it is on the ground.

Q quits the game.

5 FREE GAMES

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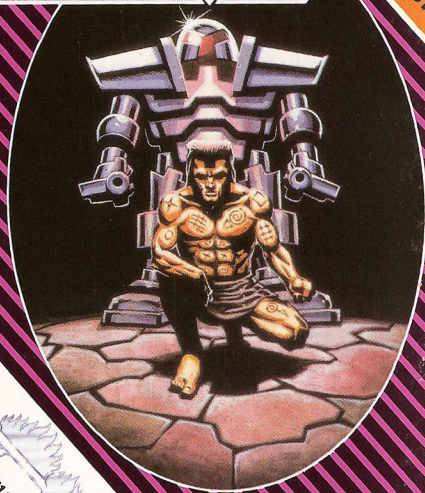
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AMSTRAD
464/664/6128

ANTIRIX

ANTIRIX

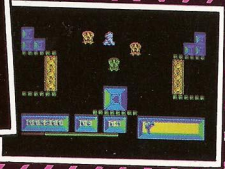


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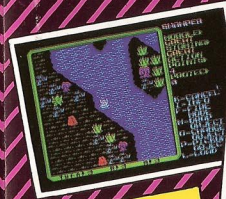
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NIGHT GUNNER



SKATEBOARD JOUST



REBELSTAR 2



HOPPER COPPER

Locate the Sacred Armour and use its legendary powers to free
your race.

Screen pictures shown may be different
machine versions of game.
SILVERBIRD SOFTWARE
London, WC1A 1PS



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