● **A massive arcade adventure with a wealth of incredible graphics.** ● **Game Save facility.** ● **Flashload rapid loading system** ● **250 uniquely detailed locations,** many of which contain hidden surprises and ingredients necessary to complete the game. ● **Joystick control.**
...not days, not weeks but MONTHS of enjoyment...

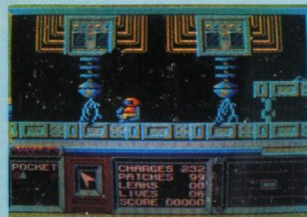Programmed by Gang of Five Developed from
an original idea by Charles Goodwin.

Amstrad
VGD 9002

Amstrad

STRANGELOOP

STRANGELOOP!

STRANGELOOP

FLASHLOAD

VIRGIN GAMES presents **STRANGELOOP**, one of a new generation of software products. As a massive arcade adventure **STRANGELOOP,** we believe, presents one of the most challenging games yet to be seen on the market. The game is designed not only to give hours of entertainment but days and weeks as well. To make life easy it comes with a **GAME SAVE** facility so that you may go back to playing it at the exact point you left off. Your mission is to regain control of a **ROBOT FACTORY,** situated at the edge of a distant solar system. **ROBOTS** automatically manufactured here carry out all the work and drudgery of every day life on **EARTH** – that is, up until now! The factory has been **INVADED** by powerful alien forces re-programming the robots to **DESTROY EARTH.** Your sole mission is to regain control of the factory. No maps of it exist, indeed it is one hundred years since man last set foot in it. All you know is the environment is **DESPERATELY HOSTILE,** suited only to **INDE-STRUCTIBLE ROBOTS,** soaring temperatures, no oxygen, zero gravity and razor sharp industrial waste. **250 ROOMS** lie between you and the **CONTROL CENTRE,** many of these rooms have been designed to be **IMPENETRABLE** and now for the first time you alone must try and break these defences on your **HEROIC MISSION TO SAVE THE HUMAN RACE.** All you have is your 10th generation space-suit and your laser gun to keep you alive, as you stumble ever onwards seeking the **CONTROL ROOM.** You begin to wonder why you ever accepted this mission... quit, and **EARTH IS DOOMED,** continue, and...

THE SCREEN SHOWS:

- which room you are in (large picture),
- the layout of rooms around you, including entrances and exits (5 x 5 map)
- your **LEAKS** i.e. how many leaks your suit has,
- your **PATCHES** i.e. how many patches you are carrying to mend your suit,
- your **CHARGE** i.e. how many laser charges you have,
- your **POCKET** i.e. which objects you are carrying,
- your fuel status, ● your oxygen status,
- lives left, ● Control Room compass.

LOADING

Make sure the tape is fully rewound.
Press **CONTROL** and small **ENTER** keys.
Press **PLAY** on the tape recorder and then any key on the computer.

LIVES

You start the game with **8** lives. At the beginning of the game, and after you lose a life, a teleporter appears on the screen. Just move the teleporter to the position on the screen where you wish to start, then press the joystick button.

PAUSE, SAVE, LOAD

If you press **P** you will pause the game, perhaps to make a cup of coffee in the early hours! Press **R** to **RESTART.**

It will also give you several options. **SAVE** will allow you to save on tape all the relevant information about where you are, what you are carrying and what you have done. You will need a blank tape inserted into the recorder, then follow the instructions that appear on the screen. To **LOAD** this information at a later date, load up Strangeloop as normal, press **P** to access these options, insert your tape containing the saved data, press **L** and follow the instructions which appear on the screen.

═══ GAME PLAYING ═══

JET CYCLE

Abandoned in the factory is an old jet cycle. This will help you enormously in your travels. It is, however, rather thirsty on fuel so you will need to keep your eye on the fuel gauge and keep picking up the fuel cannisters which have been left lying around.

YOUR SPACESUIT

Because there is no oxygen in this factory you depend upon your oxygen supply for your life support. Unfortunately, though, the flying swarf in the factory is razor-sharp and will puncture your suit if you come into contact with it. The number of leaks you sustain will determine the amount of oxygen you are losing through your space suit. You can however repair your suit by picking up the patches contained in the First Aid packs which are lying around, and top up your oxygen supply with the oxygen tanks you will find.

A tip to note is that you can only carry a maximum of **99** patches, thus if you have no leaks and are carrying **99** patches do not pick up another one as you will merely destroy it.

You may carry up to a maximum of **225** laser charges, these can be used to clear a way through most of the swarf and aliens, but be careful as there is only a limited amount of ammunition which has been left at the factory.

OBJECTS AND POCKET

To pick an object up simply walk into it. As you pick up an object a graphic representation of it will appear in the "pocket" sector on the screen.

In order to use an object press the space bar, then place the cursor (a red square in the top left hand corner of the pocket section) over the object using the joystick. Press the button to use the object or press the space bar to resume normal control. If you have successfully used an object, you will hear a sound effect from the computer.

At times you may wish to give an object you are carrying to one of the robots or aliens you might meet. To do this you must move over the character you wish to give the object to and then use the object in the normal way.

CONTROL ROOM COMPASS

This will always point in the direction of the control room to give you a bearing wherever you are in the factory.

FIRING

If you kill **ALL** the swarf in one room then they will not reappear in that room.

MAP

This 5 x 5 map shows the rooms surrounding the one you are in. This will help you to plan your route. You are always shown as the central grey square. Red squares indicate that Megaswarf is present in that room! A pink square indicates your final destination – the Control Room. Other types of squares are for you to decipher!