

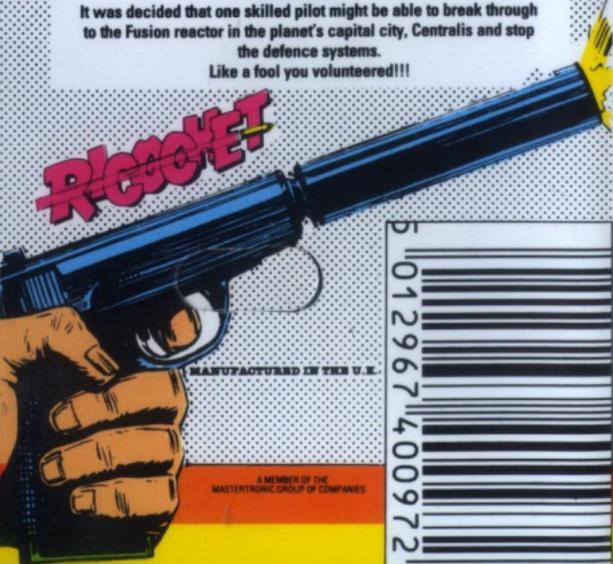
AMSTRAD
SPECTRUM
48 - 128 - PLUS

AMSTRAD/SCHNEIDER
504 - 504 - 5128
SPECTRUM
48 - 128 - PLUS

TAU CETI

The year is 2173, mankind has colonised nearby systems, but one planet - Tau Ceti - was rendered uninhabitable by disease, and then following a massive hit by a meteor the planet's defence system will not allow entry to the cities.

It was decided that one skilled pilot might be able to break through to the Fusion reactor in the planet's capital city, Centralis and stop the defence systems.
Like a fool you volunteered!!!

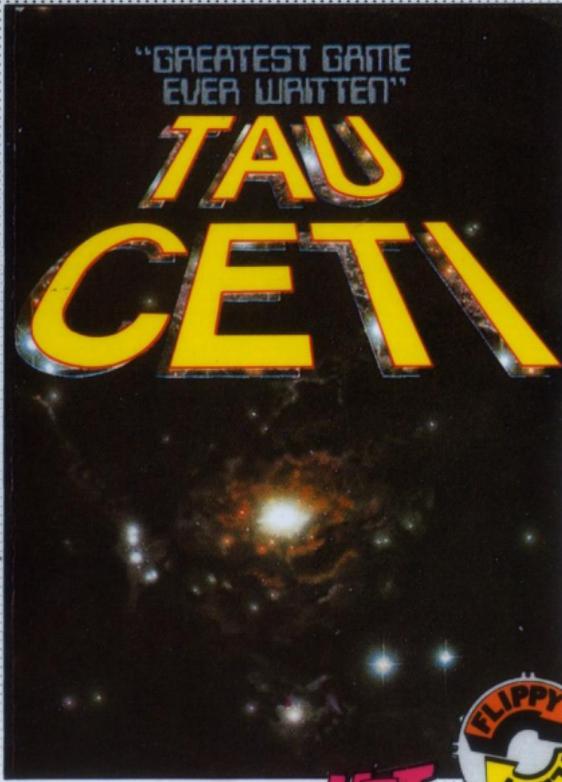


MANUFACTURED IN THE U.K.

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MASTERTRONIC GROUP OF COMPANIES



RAS
035



RICOCHET
BY
MASTERTRONIC



RICOCHET



Following the invention of the Instellar drive, exploration and colonisation of systems near our own was possible.

In 2050 Tau Ceti was colonised and the Cetans built 30 cities across the planet. In 2150 a vicious plague swept across the planet, killing everyone, the planet was left to the robot maintenance systems.

A cure for the disease has now been found but at the same time a massive meteor smashed into the planet. In 2164 the first expedition left for Tau Ceti, it landed safely and then minutes later a mayday message was received, followed by a total silence.

Experts have now decided that the meteor impact must have caused the robots to run amok, the only way to stop the defence systems without destroying buildings is to send in an armed ground skimmer to shut down the massive Fusion reactor in the planet's capital city, Centralis. A single skilled pilot might be able to succeed where fifty would surely fail, and like a fool, you volunteered!!!

CONTROLLING THE SKIMMER

The gal-corp armed skimmer is a powerful and dangerous craft and challenging for even the most experienced pilots. The skimmer is equipped with ...

- A single mounted ruby laser
- Defensive shields
- Eight (8) heat seeking missiles + targeting system
- Eight anti missile missiles (AMM's)
- Eight starlight flares
- Infra-red night sights
- A Hoffman 360 degree scanner and 4-way selectable viewscreen to avoid blind spots.
- Planetary compass and computer ADF (automatic direction finding) beacons
- A JCN command computer (guaranteed fully debugged for normal use).

The skimmer operates in two modes, flight mode and ground mode. In flight mode control of the programme is via single keys or a joystick. In ground mode you are in direct communication with the crafts' computer via the computer window. On loading the programme will go into a demo sequence. To stop the demo press BREAK.

The commands available are given below along with a short description.

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Made in Great Britain Design: Words & Pictures Ltd., London

RICOCHET

HELP - Lists commands as below.

RODS - This will allow you to assemble cooling rods found through your mission.

EQUIP - Allows access to a building repair, refuelling and rearming facilities (if any).

SAVE - Saves game to tape.

LOAD - Loads a game from tape.

SIGHTS ON, SIGHTS OFF

To start the game LAUNCH (and press ENTER).

Your skimmer will leave the safety of the lander and venture on the surface of the planet.

Exploration of the planet is carried out in FLIGHT MODE. When first loaded the following keys are used.

AMSTRAD VERSION

Left...	O
Right...	P
Increase thrust	S
decrease thrust	X
Fire laser	Space
Fire missiles	M
Fire flare	F
Fire AMM	A
Change view	V
Status report	R
Infra-red on/off	I
Increase height	H
Decrease height	G
Jump (if near jump pad)	J
Land	L

Pause ESCAPE (Fire restarts)

SPECTRUM VERSION (where different from Amstrad)

Fire laser	N
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Pause BREAK (Fire restarts)

A MESSAGE FROM GAL-CORP CENTRAL TAU-CETI III GENERAL INFORMATION

The planet has no moon you will need to use the Infra-red equipment to see anything after sunset. Your craft will allow you to dock in buildings.

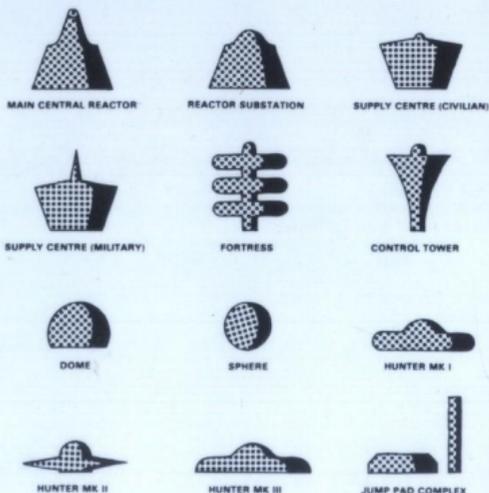
Navigation on CETI III

The planet has the now standard system of JUMP PADS to allow easy transport from one city to the next.

Your ship's computer has a complete map of the jump network, to jump from one city to the next simply find the correct jump-pad (they are found at the NORTH, SOUTH, EAST and WEST ends of the city) and press J.

Defence estimates

Many of the cities will be defended by late-model robot hunters and land-based guardian crawlers and heavily armoured fortresses may be found in larger cities. Radar scans also detect the presence of proximity mines.



FINALLY A PERSONAL MESSAGE FROM OUR CHAIRWOMAN...

Please try to avoid wanton destruction of unarmed buildings. Gal-corp central do want to COLONISE this world after you've finished with it and each undamaged dwelling will save millions on next year's budget!!
GOOD LUCK

.....
Message ends.

LOADING INSTRUCTIONS

AMSTRAD: To load press CTRL and small ENTER key.

SPECTRUM: Type LOAD "" and press ENTER. Press PLAY on the cassette recorder.

FRENCH

INSTRUCTIONS DE CHARGEMENT

Amstrad 464: Appuyez sur CTRL et appuyez sur RETURN.

Amstrad 664/128: Tapez TAPE et appuyez sur RETURN, appuyez sur CNTRL et SMALL ENTER.

ITALIAN

ISTRUZIONI DI CARICAMENTO

Amstrad 464: Premere CNTRL e poi RETURN.

Amstrad 664/6128: Battere TAPE e premere RETURN, poi premere CNTRL ed ENTER minuscolo.

GERMAN

LADEANWEISUNG

Amstrad 464: CNTRL und RETURN drücken.

Amstrad 664/6128: TAPE tippen und RETURN-Taste drücken, dann CNTRL und die kleine ENTER-Taste drücken.