PECTRUM·48·128·PLUS 2·SPECTRUM·48·128· SPECTRUM·48·128·PLUS 2·SPECTRUM·48·128·PLUS 2·SPECTRUM

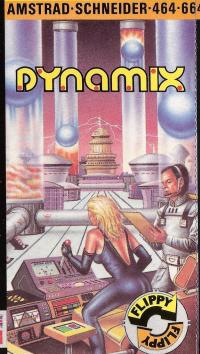
TRAD-SCHNEIDER-464-664-6128-AMSTRAD-S







AMSTRAD-SCHNEIDER-464-664-6128 - AMSTRAD-SCHNEIDER-464



DYNAMICS (dai'nge miks) n. 1. The branch of mechanic concerned with the forces that change or produce the motions of bodies, 2. The branch of mechanics that includes statics and kinetics. KINETICS (Kin'etics, Kai) n. The branch of mechanics

concerned with the study of bodies in motion. In this highly unusual and original arcade game you control a set of kinetic activators. The computer control an identical set alongside yours. You must match the computers movements/sequence within a given percentage to achieve your score.

Outside of this percentage you lose points and ultimately lives. Sounds simple doesn't it.

Mastertronic Health Warning:

This computer game is highly addictive and can make yo seriously late for bed.

THE CHALLENGE

Primary Dynamic Rod Controller step forward.

Your yearly assessment is now due, please step into th Dynamic Power Station Simulator.

As you know, this annual test is to assess your ability as a Dynamic Rod controller.







Naturally, we cannot allow this test to be run on a real power station as, should you fail, the devastation would be enormous, hence the simulator.

Your skill in compensating for the power fluctuations is at test here. If you should fail you will not be disgraced. It is a challenging job with absolutely NO margin for error.

Now read the standard operating instructions below and good luck.

Your task is to keep the kinetic forces acting on the dynamic rods in equilibrium.

The computer controls one rod, and you the other.

The rods are balanced by means of kinetic activators dropped onto the rods. Five different weights of activators are available to both you and the computer, the larger, heavier weights move the rods further than the smaller lighter ones.

To proceed to the next level of difficulty simply keep the rods level for a short period of time. The centre panel will flash white when they are level. As the levels increase, the amount of time in which to complete the task, decreases and the computer reacts faster.

Should either of the dynamic rods reach the top then you will have failed in your task.

Please indicate your readiness to start the test by pressing the appropriate key.

CONTROLS

Use a joystick or

Left

Right

ENTER Fire

LOADING INSTRUCTIONS SPECTRUM

Type LOAD "" and press ENTER

AMSTRAD

Press CNTRL and small ENTER.

FRENCH

DYNAMIX

DYNAMIA.

Jeu très original dans lequel vous commandez un ensemble d'activateurs cinétiques.

L'ordinateur en commande un ensemble identique, aussi pour atteindre votre but, il vous faut adapter à un certain pourcentage près vos séquencesimouvements à ceux réalisés par l'ordinateur.

Commandes

Z A gauche X A droite ENTER Feu

Instructions de chargement SPECTRUM

Tapez LOAD "" et appuyez sur ENTER AMSTRAD Appuyez sur CNTRL et petit ENTER

GERMAN

DYNAMIX

In diesam außergewöhnlichen, originellen Arkadenspiel ist eine Gruppe kinetischer Aktivatoren zu steuern. Der Spieler steuert eine Gruppe, und daneben steuert der Computer eine identische Gruppe Zur Erzielung der erforderlichen Punktezahl muß man innerhalb einer gewissen Prozentrolleranz die gleichen Bewegungenfüle gleiche Folge wie der Computer erzielen.

Steuerung Z Links X Rechts ENTER Feuer

Ladeanweisungen:
SPECTRUM
LOAD "" eintippen und ENTER drücken

AMSTRAD CNTRL und kleine ENTER-Taste drücken

ITALIAN

DYNAMIX

In questo gioco arcade, altamente originale ed insolito, tu ti trovi al controllo di una serie di attivatori cinetici. Il computer ne controlla un áltra serie identica alla tua. Per fare il risultato, devi riuscire a fare le stesse mosselsequenze del computér entro un certo limite percentuale.

Controlli		
Z	Sinistra	

X Destra ENTER Fuoco

Istruzioni di car	ricamento
SPECTRUM	
Battere LOAD "	" e premere ENTE

AMSTRAD Premere CNTRL ed ENTER piccolo

