

POWER



AVANTAGE

POWER by Ron Jeffs

LOADING INSTRUCTIONS

Disconnect all peripherals except one disk drive and joystick in port 2. Insert disk in drive, type LOAD "*", 8, 1. Program will load automatically. If you own a Commodore 128, you should use 64 mode.

SCREEN DISPLAYS

Four counters and gauges are displayed at the bottom left of the playing screen, along with a pointer that indicates the direction of the nearest replacement vehicle. The counters and gauges are:

Top	Time left (till Critical Mass)
Second Down	Energy left
Third Down	Distance left (till end of zone)
Bottom	Score so far

MISSION BRIEF

Keep flying towards the right of your screen. Avoid all rocks and mines. Watch out for incoming aliens and shoot to kill, but don't waste energy. If your craft gets destroyed follow the arrow at the bottom left until you find a new ship in a replacement pod. When you come to the wall shoot the robot guard, keep moving (to avoid the guided plasma bolts) and shoot the turret in between the two force gates, then move through quickly. When you get to the Mitonium converter shoot the prism-shaped energy concentrator just as it is taking-in energy, and before you get sucked-in and vaporized.

YOUR MISSION

You will be deposited on the asteroid at a considerable distance west of the power plant. You must proceed east at maximum speed to enter and disable the anti-matter converter before it reaches critical mass.

Your craft is of the rocket-propelled hover type, allowing high speed strike capability, without fear of either radar or seismic detection through contact with the surface. However the very fact that it does not have contact with the surface restricts its maneuverability, and only a skilled pilot will be able to guide it at speed through the rocky terrain without blowing its force field. This force field protection system will cushion its impact when in collision with

rocks, and will then slowly regenerate itself to full power. However it will collapse if over-used and implode on your strike craft. The force field is also effective against attacks by the aliens and will provide limited protection within the same limitations.

A further protection system is built into your craft that will detect such implosion just before it occurs and automatically eject you. You should then use your emergency jet-pack to fly to a new ship in one of the dome-shaped replacement pods that will be sending out a homing signal indicated by your screen pointer. You must land with your jet-pack on the little pad next to the pod to start its automated opening sequence. You will be unprotected while using the jet-pack so keep away from the worm-like local life forms, and avoid all rocks and mines.

Your craft is armed with a high-density light phasor that can penetrate all known energy protection shields, though this too is linked to your craft's energy banks and will cause implosion if heavily over-used.

The alien forces are dispersed around the power plant, and in the early zones you will only encounter their long distance raiders and mines. As you proceed through the zones you will face increasingly hostile opposition, plus guided mines. As you pass through the zones you will receive updated progress reports.

The power plant is heavily guarded by a protective wall, mines and amorphous clouds of molecular disorientation. To enter the power plant zone you will first have to shoot the robot guard on the inside of the wall, and keep moving after you have done this or you will be hit by a guided plasma bolt. Next you should fly towards the force gates, which you will be able to briefly disable and pass through by shooting at the front of the turret in the middle of the two gates.

Once inside the power plant zone you will be drawn in towards the energy transfer beam which you must destroy by shooting the prism-shaped energy concentrator in the middle of the device WHILE IT IS TAKING-IN ENERGY. If you fail to hit your target quickly you will be drawn into the beam and vaporized. During this final stage you may also be attacked by clouds of molecular disorientation which will cling to your vehicle and deplete your energy.

SKILL LEVELS

The easiest is skill level 1. These levels affect the number of replacement pods, the amount of time until the Mitonium converter reaches critical mass, the speed of the aliens, and the frequency of their attacks.

VEHICLE TYPE

There are two vehicle types or controls available for Power. The "normal" type follows the conventional joystick movement control. The other control is "vectored". More experienced game players may find this control more favorable as it allows greater direction flexibility, making higher scores possible.

When the program requests 'VEHICLE TYPE', the controls are switched as follows.

NORMAL

Joystick	(Keyboard)	Action
Forward	'X'	Vehicle moves up the screen.
Back	'Z'	Vehicle moves down the screen.
Left	'<'	Vehicle moves left.
Right	'>'	Vehicle moves right
Fire	'space'	Fire.

The vehicle will accelerate to its maximum speed while the joystick is moved, if the joystick is returned to the center position the vehicle decelerates to a standstill.

VECTORED

Joystick	(Keyboard)	Action
Forward	'X'	Vehicle accelerates.
Back	'Z'	Vehicle decelerates.
Left	'<'	Vehicle rotates left.
Right	'>'	Vehicle rotates right.
Fire	'space'	Fire.

Think of the joystick "forward" controlling the throttle setting, while left and right turn the vehicle. If the joystick is returned to the center position the vehicle continues at its present speed and direction.

SCORE

Your score will increase for each alien destroyed, depending upon the type of alien. You get additional points for completing zones, but lose points for crashing into rocks. You start the game with an initial 2000 points.

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