

PROTOTYPE III



INSTRUCTION MANUAL

HUD

LIVES

Player craft remaining.

SPEED

Player craft speedometer.

FORCE METER

Player craft force weapon charge status.

ORB-POD METER

ORB-POD weapon charge status.



ARMANENTS

ORB-POD



ORB-PODS must be selected before your mission, each has its own strengths and weaknesses. While attached to the craft it will utilize the selected weapon, taking on its colour. When detached the ORB-POD will use its own weaponry. ORB-PODS maybe attached to the front of back of the craft. In dire times, ORB-PODS maybe be detonated for major destruction.

GUN-POD



GUN-PODS are secondary armanents that follow a selected formation. When combined with certain ORB-PODS they will utilize its weaponry.

There is a maximum amount of GUN-PODS that can be used simultaneously, dependant on the selected formation.

WEAPONS



LASER

High power lasers that reflect off surfaces. Requires charge.



CHASER

Moves vertically until a target is in line vertically then changes direction to intercept. Requires charge.



MAGMA

Stream of red hot fire-power, requires tapping. Faster tapping improves fire-power.



PLASMA

Upon release a stream of plasma spreads out engulfing the enemy. Requires charge.



TRAWLER

Moves vertically from the main ORB-POD and follows surface contours upon impact. Requires charge.

WEAPONS pt2



BIO

Bio cluster weaponry, upon impact area is toxic briefly. Requires charge.



ARC

Lightning Arc - travels through an array of enemies forking if necessary. Extremely damaging. Requires charge.



MISSILE

Enables the onboard missile system.



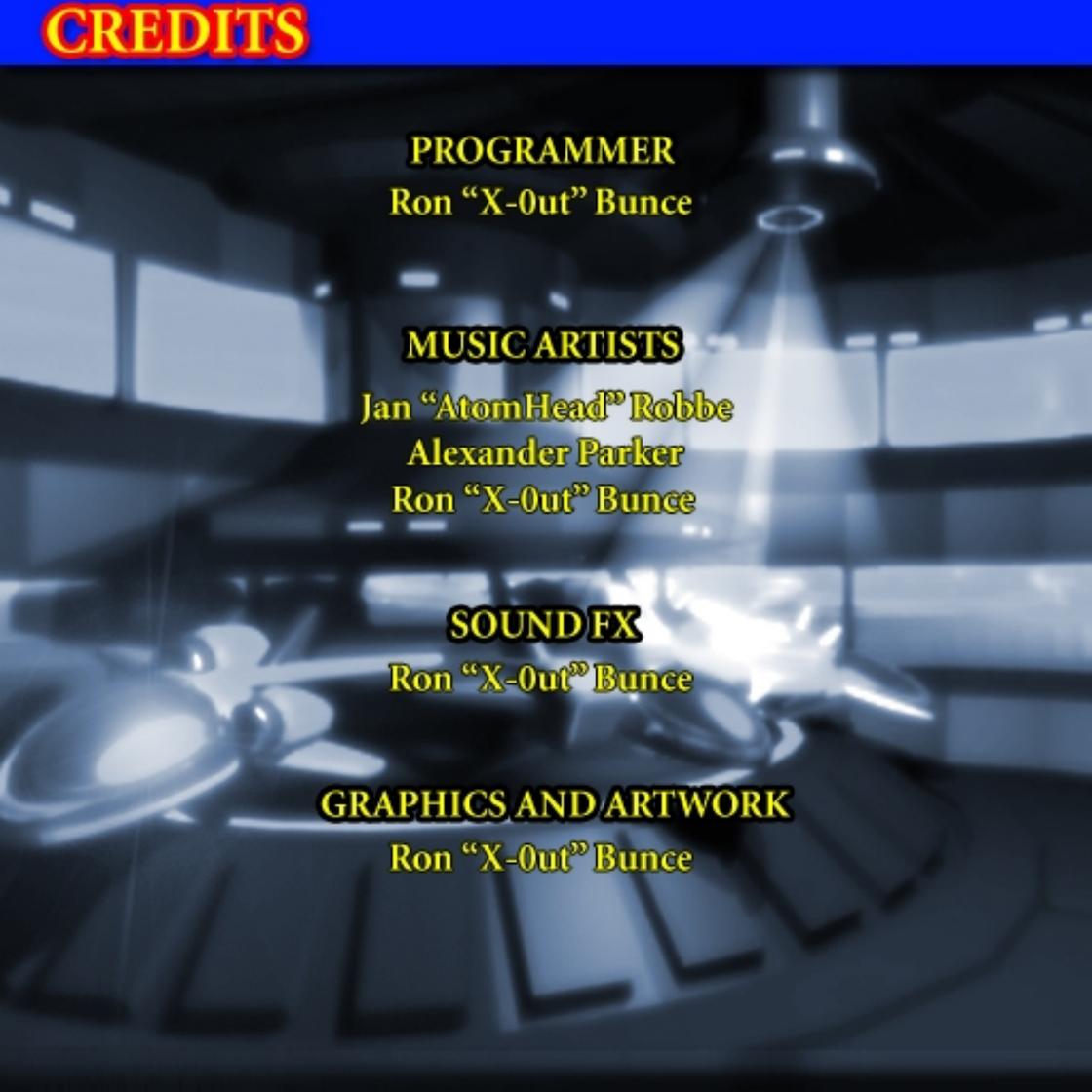
ARMANENT

Grants the player with an extra GUN-POD side armanent.



Weapons may be found in these droids. Keep your eyes open for them.

CREDITS



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