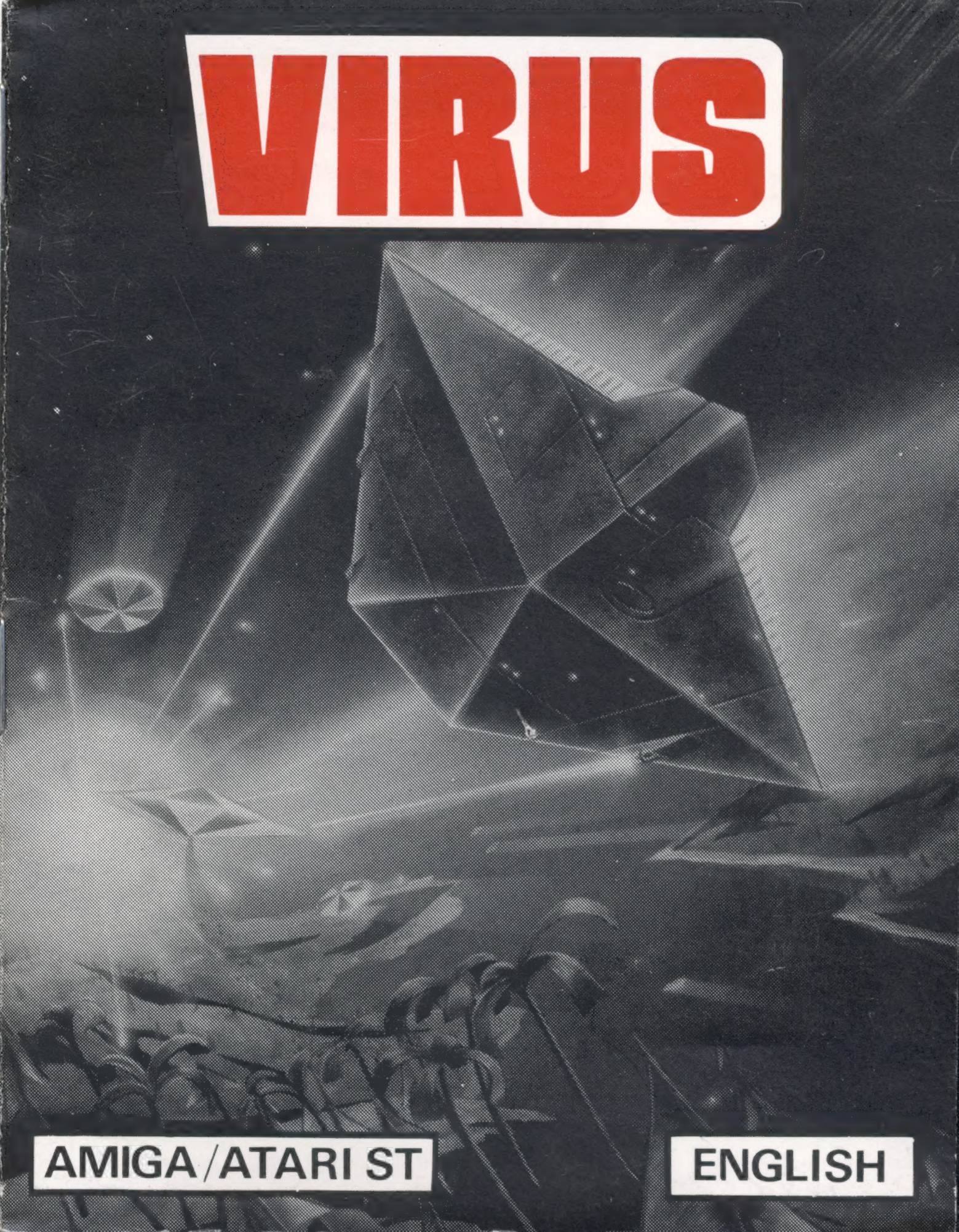
VIRUS



AMIGA/ATARI ST

ENGLISH

VIRUS

by David Braben

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VIRUS

Loading instructions

Atari ST

Insert the VIRUS disk in drive A and switch on the computer. The game will load automatically.

Amiga

Users of Amigas with Kickstart on disk should firstly boot Kickstart version 1.2 or later.

At the Workbench prompt, insert the VIRUS disk. The game will load automatically.

Please note that the presence of any RAM expansion or non-standard hardware may inhibit the correct operation of the game.

Software Guarantee

If this program is faulty, or fails to load, please return the disk without the packaging to:

Software Returns Department
Telecomsoft
First Floor
74 New Oxford Street
London WC1A 1PS

Software Returns Department
Rainbird Software USA
P.O. Box 2227
Menlo Park
California 94026

Please include a brief note explaining the problem, and describing your computer system.

Catalogue

A free catalogue of all Telecomsoft products is available from the above address, on request.

Game controls

The Hoverplane can be directly controlled via the mouse or the keyboard.

Using the Mouse

The movement of the mouse controls the orientation of the Hoverplane, subject to its inertia (that is - the Hoverplane will attempt to follow the mouse, but the Hoverplane may lag behind if the mouse is moved quickly).

Each mission commences with the mouse in the central position, and it is the position of the mouse relative to this central position that determines the orientation of the Hoverplane.

The distance of the mouse from the central position determines the declination (or angle of dip) of the hoverplane. Thus, if you move the mouse a long way from the central position, the hoverplane will turn upside-down.

The angle of the position of the mouse away from the central position determines the "compass direction" the Hoverplane will face, in the same way as it appears on the screen.

Mouse Controls

Left button	Thurst control
Right button	Fire laser cannon

Using the keyboard

As an alternative to using the mouse, the Hoverplane can also be controlled via the keyboard. Start the game by pressing the space bar. To change to mouse control, simply press the thrust button on the mouse. The keys are as follows:

A	Dip nose of Hoverplane
Z	Raise nose
<	Rotate left
>	Rotate right
CONTROL	Fire laser cannon
/	Thurst control

Additional Key Controls

These keys are operative when using either the mouse or the keyboard to control the Hoverplane.

M	Fire home missile
S	Sound on
Q	Sound off
P	Pause on
O	Pause off
ESC	Restart the game/exit from demo mode

Redefining the Keyboard

All the game control keys are redefinable - to change the keys, press the R key whilst the Hoverplane is rotating on the title page.

Playing Instructions

Scenario

You are the pilot of the latest generation of Hoverplane - your orders are to defend the country against waves of attacking alien spaceships. The alien race are intent on polluting the landscape by spraying it with a debilitating red virus.

Your Hoverplane is equipped with a long-range scanner, a laser cannon and a limited supply of intelligent homing missiles.

Control Console

Looking across the top of the game screen at your control console, the following information is displayed:-

Current Score
Quantity of spare Hoverplanes
Quantity of homing missiles carried
Current Attack Wave
Best player score achieved so far

Gauges

Below this, you will see two bar readings. The orange bar shows the amount of remaining fuel you have. The green bar indicates the altitude above sea level.

Long-Range Scanner

The scanner display shows a map of the land areas (in green) and sea (in blue). As the virus infects the landscape, the green areas of the scanner will become a reddish brown in colour. The Hoverplane is depicted by a white dot. Your home base is shown as a small grey square in the middle of the scanner, and the alien spaceships are represented by various coloured and flashing dots.

Further Information

Tactics

After locating an alien spaceship on the scanner, fly towards it and decide whether to destroy it by shooting it with your laser cannon, or unleashing one of your homing missiles. There is a penalty score of – 1 point incurred each time you fire your laser cannon.

A score of 40 points is awarded for shooting a mutated tree.

Homing Missiles

When a homing missile is launched it will head towards the nearest alien spaceship. The missiles are short-burn, however, and they may lose their target.

An extra homing missile is awarded every 5000 points.

Shield and Fuel Usage

A hit by an enemy bullet is repulsed by your Hoverplane's shields, but the extra shield energy required means that some of your fuel will be used. If you fly at too high an altitude, your fuel supply will cut out until you drop down to a lower altitude again. Fuel can be replenished by landing at your home base.

A collision between two spacecraft will destroy both parties.

An extra Hoverplane is awarded every 5000 points.

Attack Waves

At the end of each attack wave, you will be awarded a bonus according to the amount of the landscape which remains uninfected by the red virus.

A totally new virus-free landscape is generated on levels 5 and 10, and the gravity is increased progressively on levels 3, 5 and 7.

VIRUS

Guide to the Alien Spacecraft

Seeder

The seeder is a blue flying saucer whose function is to spread red virus across the landscape, causing wide-spread pollution and mutation of trees. It does this is four phases:-

1. Flying, and spraying the virus when over land.
2. Finding a suitable landing site, and then landing on the ground.
3. Spraying the immediate vicinity with virus in order to create a higher density of mutant foliage.
4. Re-launching to find a suitable new landing site.

When it is about to land, is landed, or is taking off, a yellow undercarriage is clearly visible.

Score for a kill:	100 (in the air) 50 (when landed)
Scanner blip:	cyan

Drone

A red and brown spaceship with a yellow underside, the drone flies in a similar manner to the Hoverplane but it has a weaker thrust capability.

Its role is to shoot the landscape and your Hoverplane, and to attempt to mutate itself by selecting a suitable bush and shooting it whilst within its "spray zone".

Score for a kill:	300
Scanner blip:	Orange

Mutant (Mutated Drone)

The mutant is red and purple with a yellow underside. It flies in a similar way to the Hoverplane. It has a weaker thrust

capability than the Hoverplane, but more powerful than a drone.

Its objective is to annoy and ultimately kill you. It has a much higher firing rate than a drone, and is also more accurate.

Score for a kill: 500
Scanner blip: Flashing orange/red

Bomber

Bombers are cyan and blue ships with a yellow underside. They fly straight and level at very high speed, dropping parachute bombs most of the time. They are detectable from a distance by the whooshing sound they emit as they fly along.

The bomber's role is basically to spread virus, but it does so at a much higher rate than a seeder.

The parachute bombs, which swing as they are dropped out of the bomb have two functions:-

1. Proximity detonation on the Hoverplane.
2. Explosion above the ground, spreading concentrated virus around the area of impact.

Score for a kill: 800
Scanner blip: Cyan/dark blue

Pest

Pests are magenta and yellow octahedrons which always head towards your Hoverplane. Their task is simple: to destroy you at all costs. A pest is characterised by the distinctive twittering noises it produces and the smoke trail that is left behind in its wake.

Score for a kill: 400
Scanner blip: Magenta

Fighter

A fighter is a red, orange and yellow chevron-shaped craft which flies in a similar manner to a mutant, but has a higher rate-of-fire (the same as the Hoverplane). However, a fighter has to be hit twice with the laser cannon or once with a homing missile in order to destroy it. After it has been hit once, its rate-of-fire is halved, and it turns a greenish colour.

Score for a kill:	200 for the first hit 700 for the kill
Scanner blip:	Flashing yellow/black

Attractor

The Attractor is one of the rarest and most dangerous of the alien spacecraft. It is distinguished by its square base and red and white markings, as well as the deadly lightning bolts that it shoots at the landscape below. However, the Attractor's most powerful attribute is its tractor beam which pulls the Hoverplane towards it and drains the Hoverplane's energy. To destroy an Attractor, you will have to hit it a number of times.

Score for a kill:	1000
Scanner blip:	Flashing red/black

Mystery spacecraft

A secret new alien spaceship is rumoured to have joined the invasion force, and may strike at any time. You will only recognise this craft because it does not fit the descriptions of any of the known aliens. Beware, as it may have a lethal new weapons system fitted.

Score for a kill:	?
Scanner blip:	Unknown