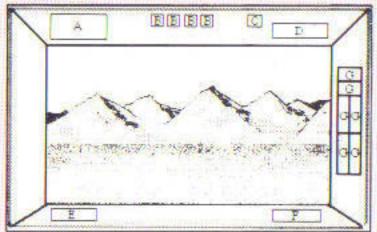**Terrorpods Manual**

TERRORPODS

LOADING

1. Switch on your monitor or television and then your Amiga.

2. When the display prompts for a Workbench disk insert the Terrorpods disk into the internal drive and Terrorpods will automatically load. The Terrorpods title screen (box cover illustration) should appear within 45 seconds.

3. Once Terrorpods has completed loading you will be presented with a 'Nationality Selection Screen'. Clicking the mouse on the appropriate flag will automatically load the correct text for that country. Once the text has loaded you will be left to confront the Terrorpods.

THE TERRORPODS DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY.

SCREEN DISPLAY

The screen border displays a number of useful readouts, these will be updated every 2 seconds.

A Fuel and Detonite levels. The upper reading is Fuel and the lower reading Detonite.

B Damage indicators. Each one will turn red as you sustain a direct hit from a missile or you are blasted by a Terrorpod. (See Shields, 5 hits and you are destroyed).

C Missile counter status display. This con-

tains the number of missiles which have been primed ready for launch. (See weapon systems).

D Points scored to date (see points scoring).

E X position in world co-ordinates (see map).

F Z position in world co-ordinates (see map). You are limited to 8000 units forward into the crater, at 8000 units a low level defence barrier is operative impeding any further progress.

G Intelligence panel. These are important but you will have to determine their function for yourself.

CONTROLS

The control functions of your Defence Strategy Vehicle (DSV) are as follows:

'A' Commence missile launch sequence.

'CURSOR KEYS' Movement left, right, forward and backward (The Joystick corresponds to these).

'D' Dispatches the surface drover.

'E' Loads 'DETONITE' into a missile warhead.

'F1'-'F10' Warp movement to the selected sector F1 sector 1 etc.

'HELP' Access the load, save and game management functions.

'M' Activate and de-activate high altitude mapping systems.

'N' Turn off the Cabin background noise.

'R' Non target specific radio broadcast.

'S' Commodity status display.

'SPACE BAR' Activate shields when held down or lock on to target during missile launch sequence.

'T' Commence trading operation whilst the drover is in contact with an installation.

'W' and 'Return' Switch between weapon systems and information systems.

The mouse moves the sights. The interpretation of the mouse button depends on whether the information system or weapon syst

Let us look at two examples of trading using the following unit value and quantity model. Say you wish to acquire Zenite and you have a surplus of fuel.

Opening Position	Detonite		Zenite		Fuel	
	UV	Qty	UV	Qty	UV	Qty
YOU	1	500	1	500	1	500
Col A	8	500	2	500	4	500
Col B	2	500	4	500	8	500

Example 1 (a good trading sequence)

STEP 1 Go to colony B and trade 10 units of Fuel for Detonite.

Position After	Detonite		Zenite		Fuel	
Trade	UV	Qty	UV	Qty	UV	Qty
YOU	1	540	1	500	1	490
Col A	8	500	2	500	4	500
Col B	2	460	4	500	8	510

STEP 2 Go to colony A and trade the newly acquired 40 units of Detonite from colony B for Zenite

Position After	Detonite		Zenite		Fuel	
Trade	UV	Qty	UV	Qty	UV	Qty
YOU	1	500	1	660	1	490
Col A	8	540	2	340	4	500
Col B	2	460	4	500	8	510

Example 2 (opening position as above)

STEP 1 Go to colony A and trade 10 units of Fuel for Zenite

Position After	Detonite		Zenite		Fuel	
Trade	UV	Qty	UV	Qty	UV	Qty
YOU	1	500	1	520	1	490
Col A	8	500	2	480	4	510

Study the above examples carefully and make sure you are aware of how the advantage was gained. this difference in commodity ratings can be used to great advantage as each colony has a unique commodity profile which should be studied carefully.

5. To trade commodities, select one line from each list by pointing with the mouse and clicking the left hand button. When you have selected the commodities, you may increase the quantities to be traded by pressing on the '>' rectangle and decrease by pressing on the '<' You may change your selection at any time and all quantities will be zeroed ready for re-calculation.

6. When you have completed your selection click on 'CONFIRM' and your drover will return to you with your new cargo having deposited your traded commodity with the target installation.

7. You may abort the operation at any time by clicking on the 'ABORT' rectangle.

8. You may recall the drover whenever no trading is taking place by pressing 'D'.

STATUS CHECK

To activate the status display press 'S'. The trading window will scroll into view and you will be shown your commodity levels.

SCORING

Your success is measured in different ways each being interpreted on a points scoring system as following:

Installations standing	50 points
Incoming missile shot	100 points
Terrorpod hit by phaser	100 points
Each intelligence coup	unknown
Success in the end game	5000 points
Spoiler hit	30 points
Tripod destroyed by missile	1000 points
For your residual 'ALUMA'	50 points/unit

A high score table is included on Terrorpods for your convenience. If you qualify just type in your name (15 characters max.) and press return.

OTHER FUNCTIONS

HELP SCREEN/PAUSE GAME: Accessed by pressing 'HELP' key. This covers all game management facilities. Whilst in this mode the game and its timers are paused.

SAVE GAME: Saves the game on to the resident Terrorpods disk.

LOAD GAME: Load the saved game.

SHOW KEYMAP: Displays a list of the keys and their usage.

SET DIFFICULTY: Set the difficulty level. (1 = Easy, 6 = Impossible). You cannot reduce the difficulty level once it has been set.

RE-INITIALISE: Loads an initialised game from disk and restart.

RESUME GAME: Go back into Terrorpods.

em is selected, this is explained in detail below. In either mode when the sights touch the left or right hand of the screen the DSV will start to accelerate in the corresponding direction.

SHIELDS

To activate the shields hold the space bar down, whilst active they surround the DSV with a semi-opaque protective field. This field will divert any incoming missiles and Terrorpod blasts. It should be remembered that shields use vast quantities of ZENITE and that they only need to be active when the missile strikes.

WARP MOVEMENT

By pressing F1 to F10 you will transport immediately to the processing heart of each of the ten colonies. This technique uses considerable quantities of fuel and you should check your fuel level before attempting this operation.

MAPPING SYSTEM

Mapping can be selected by pressing 'M'. The normal screen display will transform into a high altitude scanner, allowing you to view a wide section of the crater around your position. Every activity continues as normal but many of the DSV functions are inoperable in this mode (Shields, Weapons, Warp etc... will not work). However, this allows you to move more quickly about the crater and the extended field of vision will enable you to pinpoint Terrorpod activity and map your surroundings. This mapping facility cannot be used when the Drover is active.

WEAPON/INFO SYSTEMS

You may switch between weapon systems and information systems by pressing 'W' or 'Return'. The sights cursor will automatically change accordingly.

INFO SYSTEMS

These enable you to both collect and distribute information. The left hand mouse button will interrogate the object under the cursor and report its identity, colony identity and purpose. The right hand mouse button will activate the Radio Transmitter. This allows you to send coded messages to the object you are pointing at (Object Specific). For non object specific broadcasts the Radio Transmitter can be activated by pressing 'R'. Be careful which messages you transmit and when you send them as they all have limits as to how many times they can be used. The list of valid radio transmission codes is as follows:

INDE**	Installation indestructible
EFRS	Emergency Fuel Rod supply
RACO**	Re-activate current object
DMTO**	Defensively mine the object
EDES	Emergency DETONITE supply
EZES	Emergency ZENITE supply
EQUS	Emergency QUAZA supply

(** Object specific)

WEAPON SYSTEMS

PHASER SYSTEMS: Activated by the left hand mouse button, the phasers appear as a pair of fast moving blasts of energy from the top corners of the video screen accompanied by the shrill screech of the launch systems. These are DETONITE driven and will destroy anything they hit.

ENERGY BEAM: Appears as a flickering beam on the screen stretching from the top of the DSV to the sight position. It is activated by the right hand mouse button. The beam can be used to rebuild installations which have been blasted by the Terrorpods or by your stray phaser fire, it operates by pumping QUAZA crystals into the object to facilitate regeneration. The amount of QUAZA required is dependent on the type of object you are trying to regenerate.

MISSILE SYSTEMS: Missiles are the only known way of destroying a Terrorpod, use them sparingly. The launch and strike seq-

uence is as follows:

PRIMING THE MISSILE: Prior to launching you must ensure that primed missiles are available, do this by checking the missile counter status display. If it is zero or blank you will need to prime a missile before you can enter the launch sequence. To do this press 'E'. This removes Detonite from your store and loads it into a warhead.

MISSILE LAUNCH:

1. Commence the launch sequence by pressing 'A'.

2. The launch control screen will scroll into view followed by the sighting window in which horizontal and vertical sighting markers will appear.

3. The upper sighting counter will start to count down. If you launch by mistake, just leave the sighting operation alone, when the counter reaches zero and the launch will abort.

4. Before the sighting counter reaches zero, select a target by scrolling the sighting window with the cursor keys or joystick until you have a clear view of your target and it is centred in the sighting markers.

5. Press the space bar or joystick fire button to lock the sights on target and launch.

6. The lower guidance counter will now start to count down and the horizontal and vertical drift indicators will appear in the sighting window.

7. To keep the missile on course you must try to hold the drift indicators inside the sighting markers. You do this by using the cursor control keys or the joystick.

If you manage to keep the drift indicators inside the sighting markers the missile will detonate and destroy the target, if you have drifted off course the missile will self-destruct.

TRADING

Trading represents the strategic element of the mission. The purpose is to exchange commodities with other installations enabling both you and the installations, to achieve the commodity levels required to survive and ultimately complete your mission. The colonies cannot complete their process without your interaction and provisions.

TECHNIQUE

To trade with an installation you use the surface drover. The drover is a small self contained tracked vehicle. It does not use fuel as it moves about the crater, a useful technique for scavenging. The instructions listed below cover the despatch, docking and trading procedure:

1. Despatch your surface drover by pressing 'D'. The drover will appear on the surface of the crater. Steer the drover to the installation you wish to trade with by use of the cursor keys or joystick. A message will report when you have made contact with the installation.

2. Pressing 'T' will start the trading sequence. You will be presented with one of 3 options.

A The normal trading screen with two lists of commodities to be exchanged. With this option you can trade with the installation as detailed in 3 below.

B A status screen because the object you have contacted does not have trading facilities.

C A component ready screen when a Terrorpod component is available and the installation has checked to see that you have enough commodities to trade for it. All manufacturing installations have a constant supply of fuel. You must confirm or abort the exchange.

3. Your commodities are shown on the left hand side and those of the installation you have made contact with are on the right. Each line contains the name, unit value and quantity of each commodity.

4. Each commodity has a unit value, colonies will regard each commodity differently. For example, Colony 'A' may regard DETONITE as an important and rare and therefore value it very highly i.e. a unit value of 8. However when moving along to colony 'B' there may well be a surplus of DETONITE production facilities and therefore it will only warrant a unit value of 2.