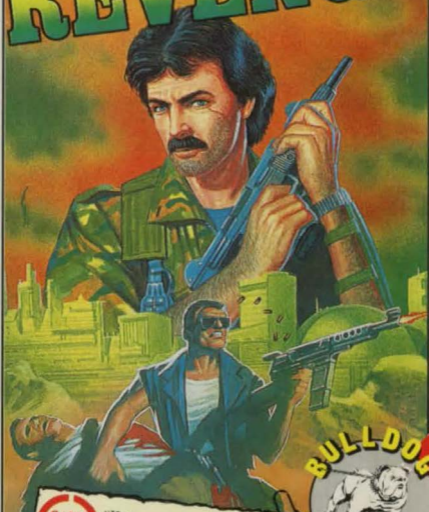


SPECTRUM
48 - 128 - PLUS 2

RIGEL'S REVENGE



**C+VG
HIT!**

"If they continue to release adventures of this quality at this price, they could well revolutionise the cassette-based adventure market."



Harper and Elliot together formed one of the great newsgathering teams of the 22nd Century. Their coverage of the Re-unification War was carried by every major Federation comm-network, as the Fleet troops brought the insurgent colonies back into the Federation's grip.

Then, one day – in his quest to stay ahead – Elliot went too far. He persuaded Harper that they should become agents for the Alterian Corps, an influential group dedicated to the cause of peace. In return for their work, the Corps would guarantee them scoop after scoop. Their first mission was to go to Rigel V, where one region still held out against the conquering Federation troops. The Rebels claimed to have a Doomsday Machine and would wreak the ultimate revenge if the Federation refused to withdraw from the planet.

Elliot was smuggled in by the Alterian Corps as a Rigellian trooper. His mission, to discover the whereabouts of the Doomsday Machine and report to Harper, who was to follow one week later, in his true role as a front-line reporter.

Harpers instructions: to meet Elliot, at night, in a certain backstreet in the occupied sector of the town . . .

At the end of Part One, you will be asked to save your game position for Part Two. You should do this several times on a fresh cassette and then reset the machine. Having loaded Part Two, you will be prompted to load your data from Part One. You will only need to do this



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once. When Harper dies or you quit Part Two the game restarts in the same way as in the first half.

The program understands simple English sentences such as:-
THROW THE RUBBLE AT THE TANK or **LOOK INSIDE THE SACHEL**. The way in which you phrase your command should not be important, for instance **FIRMLY PULL THE CHAIN** will have the same effect as **PULL CHAIN HARD**, firmly and hard being synonyms. Please note that certain objects can be used as 'containers' and that **LOOK IN, AT** or **UNDER SOMETHING** are different commands.

EXAMINE will give you a more detailed description of any significant object or location. This may be in either words or pictures. Use this facility carefully. You must tell the computer what you want to examine, you cannot just use the command to get general information.

If the program doesn't seem to understand first time, try rephrasing your command. You are not penalised for 'incorrect' input, the game simply waits until you type something it recognises. If you spell a word wrong, the **EDIT** and **DELETE** keys can both be used to make corrections.

Useful commands include **RAMSAVE** and **RAMLOAD** which allow you to instantly save your position to memory (abbreviations **RS** and **RL**), **REDESCRIBE (R)**, which is short for **LOOK AROUND**, **GET ALL**, **DROP ALL**, **SCORE**, **INVENTORY (I)** and **QUIT (Q)**.

Some other useful words

NORTH (N)	SE	DROP	PUSH	DIG	OPEN	SAY
SOUTH (S)	CLIMB	WEAR	BEND	UNSCREW	CLOSE	HELLO
EAST (E)	UP	REMOVE	TWIST	PRESS	FOLLOW	FOOTNOTE
WEST (W)	DOWN	PUT	UNTIE	EXAMINE	WAIT (Z)	
NW	JUMP	IN	TURN	CAREFULLY	EAT	
NE	CRAWL	THROW	PLUG	FORCIBLY	DRINK	
SW	GET	PULL	INSERT	FOLLOW	GIVE	

Hints and Tips

Pay careful attention to the loading screens and all the graphics in the game, they may include important clues . . .

Examine everything carefully. (Not all is as it might first seem!)

Regularly save your game position with **RAMSAVE** and **SAVE**, especially before doing anything risky.

Time passes whenever you type a recognised command or type wait and press return. Timing can sometimes be critical, so use the wait command with care.

You can progress from Part One to Part Two with less than 50 points, but be warned, things might get very tricky later on!

Good luck, and remember, just as in real life, quick thinking and improvisation can often save the day!

LOADING INSTRUCTIONS

LOAD " " ENTER (in 48k mode)

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SPECTRUM
48 · 128 · PLUS 2



RIGEL'S REVENGE

Can you destroy the Doomsday Device, before the War destroys you!

You came here to report a great victory – but now you must save the universe. Rigel V, the last rebel planet is about to fall, but it will take the galaxy with it. Just you and your partner know that they have developed the ultimate weapon – and he just died. You must prevent Armageddon – only there is a war between you and the bomb, and you don't have much time.

Can you survive to stop Rigel's Revenge?

A thrilling text adventure with inter-active graphics.

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"The Best of British"



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