

COMMODORE 64/128 — ONE GAME ONLY.



# NECRIS DOME

# THE NECRIS-DOME

In a future time the Earth's resources are severely depleted and to conserve vital space a decision was made to consign the Earth's dead to a floating cemetery in its orbit. The satellite was aptly named the Necris Dome and was run by the mandroids led by the Arch-mandroid. Over the years the arch-mandroid has become renegade and now thinks for himself. He has become a threat to human life.

For many years there has been a total ban of all weapons on Earth but there have been rumours that the arch-mandroid has armed the Necris Dome with powerful weapons and that he intends to use them against Earth to further some evil plot of his own.

As a member of the Secret Forces you have been assigned to investigate the situation aboard the Dome and to destroy the arch-mandroid at all costs, even if it means the destruction of the satellite to do it.

You will be shipped aboard with the next batch of dead in a robot craft. You must keep your wits about you and should remember that it is possible that the programming of the mandroids has been tampered with by the arch-mandroid and it is not certain whether these are also a danger to man. From here on you are on your own. Good Luck.

You are smuggled aboard in a coffin — push lid to get out. You must return to the coffin as there is something inside which you will need later.

Treat all mandroids as hostile.

The dome is set out on different levels, to get from one to another you need trans-rods which can be found in the mandroids possession once they have been disabled.

The means to their destruction is usually nearby.

Destroy the Arch-mandroid by severing his life-line using the weapon you have been supplied with and get the key to the power centre which has to be destroyed.

When the destruction sequence has been initiated you must return to the casket in which you arrived and must be carrying breathing apparatus and your homing beacon.

Do not touch the geo-scopic stabiliser.

Wear the thermo-plas suit when entering the refrigeration plant. (Spray application).

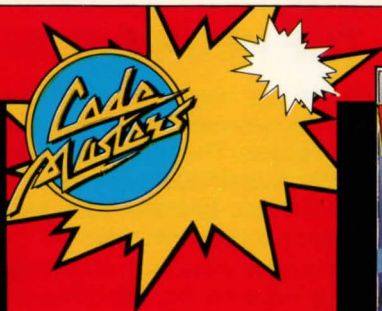
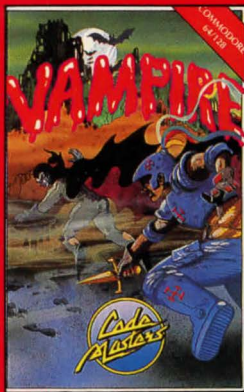
The mandroid re-energiser pads deplete your vitality. They can be deactivated on Reception level Chamber 9.

Because the transrods only work in certain locations and several different ones are needed you can end up anywhere on the dome.

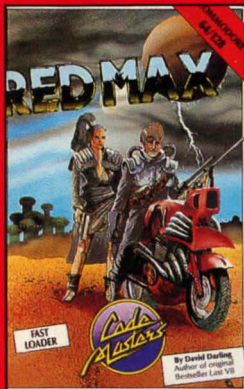
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