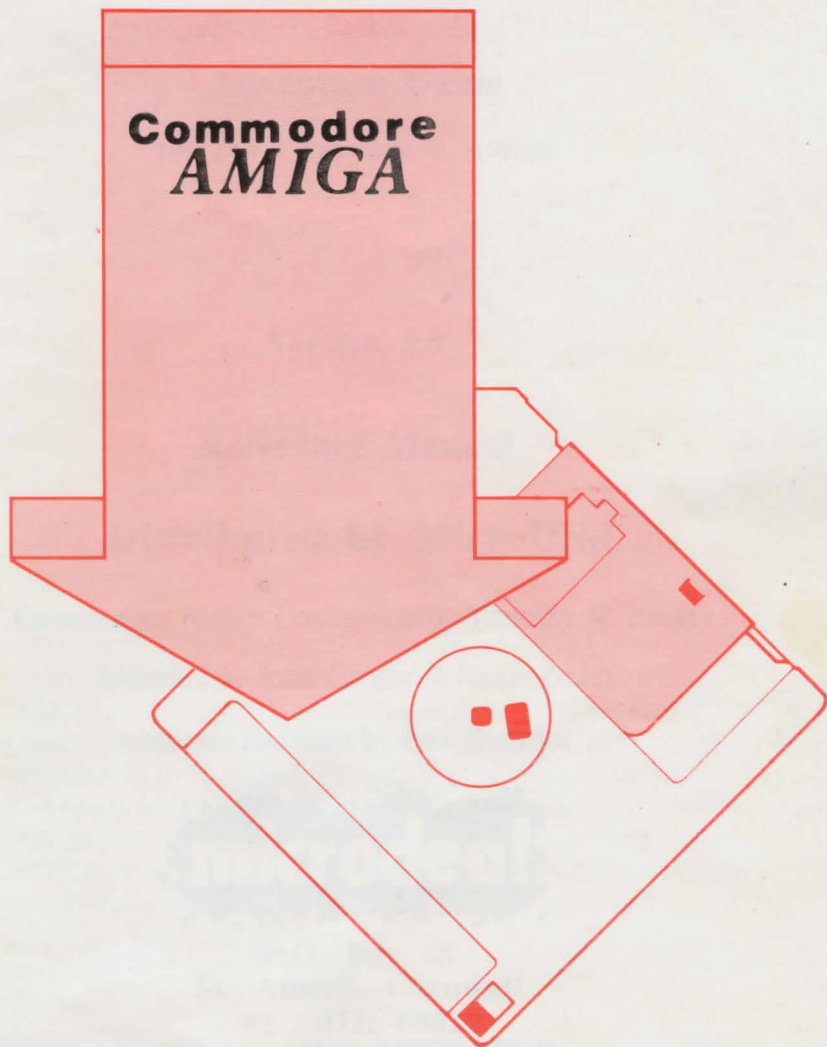


Slaygon



microdeal

MichTron 

Slaygon

Adventure Game

for the Commodore Amiga

Version 1.0

Reference Manual

Distributed by MicroDeal

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Introduction

You developed it...

The Slaygon.

The ultimate
infiltration device.

Controlled from within by one highly trained specialist. It possesses the strength of a hundred men, the armor and weapons of a small tank, and the intelligence of it's operator. The Slaygon is the most sophisticated robot ever created. Conventional weapons have no effect on it and normal defenses are merely a nuisance.

Operating Instructions

You, and your one of a kind machine, are needed by the government to help uphold peace and justice in the world.

The situation is critical. You accept immediate employment as an officer in the United Defense Force.

You receive the following top secret dispatch...

(A report on Cybordynamics, a controversial business empire devoted to replacing human workers with automated robots and machines)

"Intelligence report: Cybordynamics Laboratories Incorporated"

"Recent intelligence indicates Cybordynamics coastal based research facility is working on a new strain of toxic virus which could annihilate all human life."

"Cybordynamics, along with their allies, could then launch a devastating attack which would enable them to capture the world intact, without the use of destructive nuclear weapons."

"The Cybordynamics lab is totally automated, controlled by a Dantes 9000 megacomputer which monitors the plants fusion reactor."

Introduction

"Disable the main computer and the cooling system for the reactor will fail, causing a reactor overload, destroying the facility."

"None of our agents have ever been inside the complex, the location of strategic targets is unknown."

"We were, however, able to forge you a low clearance maintenance pass. That will gain your access into the building."

"Your orders are to destroy the facility at all costs."

"Once inside you are on your own, Be careful and Good Luck."

The transmission ends...

With your orders, you decide to activate the Slaygon.

Operating Instructions

The Slaygon master disk is not copy protected, so you will be allowed to create backups for your personal use and/or archival storage. It is recommended that you do this, and use the copy for game play. If you have any questions on how to make working backups, please refer to your Amiga owners manual for the proper procedure on how to make a backup.

Loading Instructions

1-A) After turning on your Amiga, load Kickstart if needed. When the computer asks for WorkBench insert the Slaygon Master. When the desktop with the CLI prompt appears, type "Slaygon", then press the <Return> key. Slaygon will load from here and you may proceed to step number 2.

1-B) The alternative is to load WorkBench as soon as you turn your machine on. You must then open a CLI window and type "Run Slaygon", then press the <Return> key. Or you may Double Click on the Slaygon disk icon, and then Double Click on the Slaygon program icon. The program will then load and you should proceed with step number 2.

2) You will then be asked to continue a saved game (Y/N)? A response of "Y" (yes) will load a previously saved game. While a "N" (no) response will cause a new game to be created. If you decide to start a new game, you will then be asked whether you would like to play the Novice or Expert level. A response of "N" will start a Novice level adventure, a response of "E" will start the Expert level.

3) The game will begin as soon as the computer says Slaygon is on-line and the mouse pointer appears on the screen.

Special Notes:

A) You can save a current game any time by pressing the screen button marked "Save".

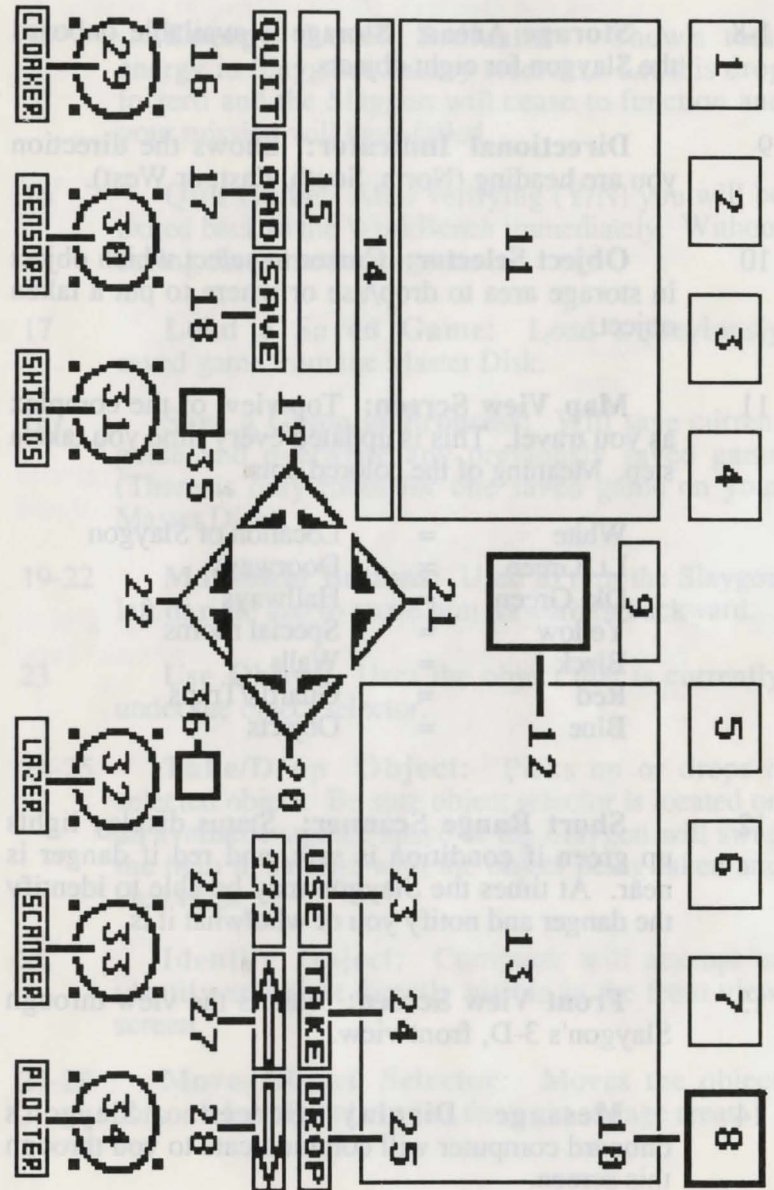
B) You can load a previously saved game any time by pressing the screen button marked "Load".

C) You can exit the game without saving by pressing the screen button marked "Quit".

D) Slaygon was written to accommodate the Multi-Tasking environment, allowing you to take advantage of this feature on the Amiga. During game play if you hold down the Amiga key and press "N", the WorkBench will appear over the top of the Slaygon screen. You will then be free to use your computer with other programs, while Slaygon is still loaded. To bring Slaygon back to the front and resume your game, hold down the Amiga key and press "M".

E) There is room on your disk to save one game to it. If you choose save a game and one already is previously saved, then the game you are playing now will be saved and the one on the disk will be erased.

Control Panel



Control Descriptions

- 1-8 **Storage Areas:** Storage is available onboard the Slaygon for eight objects.
- 9 **Directional Indicator:** Shows the direction you are heading (North, South, East, or West).
- 10 **Object Selector:** Cursor to select which object in storage area to drop/use or where to put a taken object.
- 11 **Map View Screen:** Top view of the complex as you travel. This is updated every time you take a step. Meaning of the colored dots:
- | | | |
|-----------|---|---------------------|
| White | = | Location of Slaygon |
| Lt. Green | = | Doorways |
| Dk. Green | = | Hallways |
| Yellow | = | Special rooms |
| Black | = | Walls |
| Red | = | Guards/Traps |
| Blue | = | Objects |
- 12 **Short Range Scanner:** Status display lights up green if condition is safe, and red if danger is near. At times the Slaygon may be able to identify the danger and notify you of who/what it is.
- 13 **Front View Screen:** This is the view through Slaygon's 3-D, front view.
- 14 **Message Display Screen:** Slaygon's onboard computer will communicate to you through this screen.

- 15 **Energy Level Indicator:** Shows total energy in Slaygon's battery reserves. Let this drop to zero and the Slaygon will cease to function and your mission will have failed.
- 16 **Quit Game:** After verifying (Y/N) you will be exited back to the WorkBench immediately. Without saving the game in progress.
- 17 **Load a Saved Game:** Load a previously saved game from the Master Disk.
- 18 **Save a Game in Progress:** Will save current game and overwrite any previously saved game (There is only room for one saved game on your Master Disk).
- 19-22 **Movement Buttons:** Used to turn the Slaygon left or right and to move him forward or backward.
- 23 **Use Object:** Uses the object that is currently under the object selector.
- 24-25 **Take/Drop Object:** Picks up or drops a selected object. Be sure object selector is located on an available storage space or the Slaygon will swap the item in storage with the object being taken and vice versa.
- 26 **Identify Object:** Computer will attempt to identify an object directly visible in the front view screen.
- 27-28 **Move Object Selector:** Moves the object cursor left or right between the eight storage areas.

29 **Cloaking Device:** Makes Slaygon invisible to all security robots except the base commander. Uses extreme amounts of energy, so use carefully. Also makes guards invisible to Slaygon.

30 **Battle Sensors:** Displays enemy Lazer and shield strength along with enemy energy level. Indicator bars

Yellow	=	Enemy Lazer Potential
Red	=	Enemy Power Level
Green	=	Enemy Shield Strength

31 **Shield Generator:** Allows a conventional shield belt to be used with Slaygon's magnetic shield generator.

32 **Lazer Amplifier:** Allows channeling of high power lazer energy through a conventional hand lazer.

33 **Long Range Scanner:** Plots out a large area showing locations of anything within range of the scanner (See Map View Description for Description of dot colors).

34 **Plotter:** Maps areas on map view screen as you walk, a white dot indicates the location of the Slaygon.

35 **Shield/Lazer Level Indicator Lights:** Shows which shield or lazer is installed, with a strength of either blue, green, or red.

GAME HINTS

— WARNING —

Turning this page
may take away
the fun of
discovery!

Your Goal:

To find the five override codes and enter them into the computer room's system console. This will disable the computer causing the main reactor's cooling system to fail and the complex to explode. Steal the top secret data disk and get out of the building as fast as you can, before the reactor explodes.

About Objects:

There are five security levels, a higher level key card will allow you to pass through all lower level doors.

Blue	=	Minimum security
Green	=	Low security
Yellow	=	High security
Red	=	Very high security
White	=	Maximum security

Some objects need to be "used" while others just have to be carried. A used object effects either the Slaygon or anything visible in the front view screen.

Some types of objects are color coded in order of quality and/or importance.

Blue	=	Useful/Important
Green	=	Very Useful
Red	=	Extremely Useful

Certain objects will activate equipment in special rooms. Some objects have no use at all.

Game Notes

In the Novice level these things will always be found in the same place.

Security keys
Terminal rooms
Computer room
Important objects (Force Field Neutralizer, D-Ionizer Rod etc.)

Only objects that do not perform very important tasks will be randomly moved throughout the complex.

In the Expert level everything is randomly distributed throughout the complex.

About Guards and Traps

The Force Field Neutralizer, D-Ionizer Rod, and Mine Deactivator, when carried allow safe passage through force fields, ionizer beams, and proton mines.

Use your short range scanner to keep an eye on traps and guards (It will turn red when danger is near - and the computer may identify the source of the danger).

Your shields will absorb some or all of the destructive energy generated by various traps and guards, but your energy decreases more rapidly when the shields are left on.

In General

The more items you have activated, the more energy you will use. Turn off devices when they are not needed.

Energy Pods will restore power in 1/4, 1/2, and full increments.

Blue	=	1/4 tank
Green	=	1/2 tank
Red	=	Full tank

Shield and Lazer levels are color coded like the Energy Pods.

Blue	=	Low power
Green	=	Medium power
Red	=	High power

Game Notes

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