

JEFF WAYNE'S VIDEO GAME  
VERSION OF  
*THE WAR OF THE WORLDS*



**CRL**

ZX - SPECTRUM 48K



program by

NIGEL TAYLOR.

Hardware required:

ZX - Spectrum 48K.

## THE GAME

The Earth has been invaded by the Martians. Having studied our planet they have landed and prepared themselves to colonise it. All is swept before them by their mighty technology and savage Heat-Ray. Huge Fighting Machines stride across the countryside, bringing chaos and death as they pass. The Martian Red Weed takes hold and begins to change the very nature of the land. Handling Machines feed by capturing people, draining their blood and injecting it into their own veins.

You leave your home in search of Carrie, the girl you love, and travel through the Home Counties and the deserted streets of London. You must conserve your energies as there are testing times ahead. Every Martian has a life of its own and all of the events will

## CONTROLS

The "War of The Worlds" is compatible with the following joysticks:

Protek

AGF

Any Cursor Joystick

Currah  $\mu$  speech compatible

Movement is controlled using the following keys:

- 5 - Left
- 6 - Down
- 7 - Up
- 8 - Right

Use the 'Up' key to move into houses with open doors.

Text commands:

The instructions are as follows:

- G - Get
- Q - Quit
- E - Eat
- D - Drink
- I - Invent
- T - Time
- S - Status

All other text responses will be prompted on screen.

eventually affect you, even if they happen far away.

Your strength and state of mind will be affected by everything around you and one shock too many could push you over the brink. As time passes the landscape becomes more alien. Red Weed, the vegetation which gives Mars its red appearance takes root on Earth. Like a slimy red animal it creeps and crawls across the land with living scarlet feelers that ensnare its prey and holds on until it dies of starvation. You can pull free, but it will sap your energy.

The Earth belongs to the Martians. Hope is all that drives you on.

Your object is to discover the six locations during the six playing days. Each location must be visited in correct sequence and on the right day in order to reach the Martian encampment on the seventh and so complete the game.

To aid you the special locations to be visited are featured in their correct order in Jeff Wayne's Musical Version of "The War of The Worlds". Musical phrases also from the recording will help you on your journey.

## INSTRUCTIONS:

The program should be loaded using LOAD "" as a direct command.

Text adapted from Doreen Wayne's original script.

Executive Producer for ORP Jerry Wayne.

Jeff Wayne's Video Game Version of "The War of The Worlds" © Ollie Record Productions, New York 1984.

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Original game concept by Nigel Taylor & Clement Chambers.

"Melbourne Draw" by Melbourne House.

Music programmed by Jay Derrett.

Special thanks to Gilbert Burnett.

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THE WAR OF THE WORLDS  
THE MUSIC OF  
JEFF WAYNE'S  
MUSICAL VERSION OF  
H. G. WELLS'S  
THE WAR OF THE WORLDS

Based on Jeff Wayne's Musical Version of the H. G. Wells science fiction classic. "The War of The Worlds" is a graphic arcade/adventure strategy. The whole environment of an invaded Earth and its metamorphosis under Martian domination is simulated. Your character, the journalist, must survive in an increasingly alien world against the terror of the Martian Fighting Machines, and all their unique weapons of death.

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See overleaf for instructions.

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Made in U.K.

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