



STORY:

After a harrowing battle in deep space you decide to abandon your crippled ship. Taking the emergency landing craft, you head for the nearest bio-spherically engineered planet.

Gliding down to the surface, the ancient stone dwellings of the long-dead planet formers come into view. Below them would be the now extinct 'Great Brain' which nurtured and directed the planet as if it were its own body.

Without warning, wave upon wave of attackers descend, bent on your destruction. The Brain is not dead...pulsating below the surface, it sees you as an attacking virus.

Attack or die. Destroy the Brain. You must become the ultimate **Killing Machine** as you fight for your very existence.

GAME:

Fight your way through each of the 3 levels in your attempt to reach The Great Brain. Each of the first 2 levels is blocked by a 'Brain Guardian' and at the end of the 3rd level is The Great Brain itself.

Massive fire-power is needed to kill each of The Guardians. The level 1 Guardian needs repeated shots to the front of the head whilst it is the claws of the level 2 Guardians that need to be destroyed.

Repeated shots into The Brain will complete the mission. In all cases, the more highly powered weapon you have obtained, the less shots will be needed.

Shooting the metal caterpillar releases a weapons capsule which, when collected, increases your fire-power.

If an amoeba is shot it will release a shield which provides invincibility for a short time.

The crab releases a speed pod which temporarily gives you increased manoeuvrability.

Extra lives are awarded at 10,000, 30,000, 50,000, 80,000 and every 100,000 points.

Good Luck.

LOADING:

Commodore Amiga: On workbench prompt, insert KILLING MACHINE disk. The game will load automatically. Leave disk in drive during play.

Atari ST: Insert KILLING MACHINE disk and switch on computer. The game will load automatically. Leave disk in drive during play.

Commodore 64: Type LOAD"**,8,1 (Return) then type RUN when 'ready' prompt appears on screen. When loaded, the disk can be removed.

CONTROLS:

Amiga and ST: When game has loaded, press **space bar** for OPTIONS screen then use **joystick** to select options required. Whilst playing press **P** to pause the game (press **P** again to resume play) or **ESC.** to quit current game.

Commodore 64: **Joystick** in **port 2** for one player game. **Two joysticks** can be used in two player mode. When game has loaded, press **space bar** for OPTIONS screen then use **joystick** to select options required. Whilst playing press **run/stop** to pause the game and **fire** to resume play. Press **restore** to quit current game.

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If you have written a good programme and would like to discuss marketing, please write to:

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