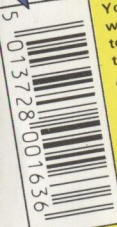


CBM 64/128

POWERPLAY

PLAYERS



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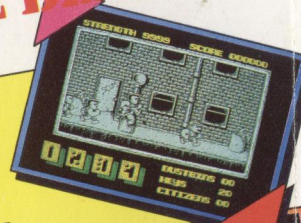
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FEATURES TWO PLAYER ACTION

POWERPLAY: THE GAME OF THE GODS COMMODORE LOADING INSTRUCTIONS

C64 owners hold down SHIFT then tap RUN/STOP.
If you are using a C128 ensure that it is in C64 mode.

POWERPLAY, THE GAME

Each player starts the game with 4 warriors, and is tested on their knowledge of the universe, the better a player responds the more powerful his warriors become. The four grades of warrior are HERCULES: the weakest, CYCLOPS: possesses the strength of many men, MINOTAUR: a very powerful warrior, SATYR: the most evil and powerful. These warriors will fight bravely for their masters until only one player remains.

GETTING STARTED

When selecting options press RETURN or ENTER to select player, SPACE to select the device and ESC or ESCAPE to start the game.

The object of the game is to eliminate your opponents' pieces from the arena.

The current player may cycle through his pieces by pressing SPACE or moving the joystick up or down. Having chosen a piece the player must press ENTER or RETURN on the keyboard or FIRE on the Joystick.

The player is then given a question. The squares in the arena are divided into four colours corresponding to the following subject areas: BLUE - general knowledge, RED - sport and leisure, GREEN - science and technology, YELLOW - history and geography. The question will appear at the base of the screen along with four possible answers, the player may select an answer using the following controls:

	KEYBOARD	KEYBOARD 2	JOYSTICK
LEFT ANSWER	CURSOR LEFT	T	LEFT
RIGHT ANSWER	CURSOR RIGHT	Y	RIGHT
TOP ANSWER	CURSOR UP	6	UP
BOTTOM ANSWER	CURSOR DOWN	G	DOWN

If the answer is correct, 'wisdom points' will be awarded to that piece. The slower you answer the less points will be gained. If the player answers incorrectly, or runs out of time, no points are awarded and play passes to the next player.

When a question has been correctly answered the player may move the selected piece onto any neighbouring square using the following key combinations:

	KEYBOARD	JOYSTICK
MOVE BACK	J	FIRE AND UP
MOVE FORWARD	N	FIRE AND DOWN
MOVE LEFT	X	FIRE AND LEFT
MOVE RIGHT	C	FIRE AND RIGHT
MOVE BACK-LEFT	A	FIRE AND UP-LEFT
MOVE BACK-RIGHT	K	FIRE AND UP-RIGHT
MOVE FORWARD-LEFT	M	FIRE AND DOWN-LEFT
MOVE FORWARD-RIGHT	Z	FIRE AND DOWN-RIGHT

A piece may not be moved off the board or onto a square occupied by a piece belonging to the same player. Moving onto a square occupied by an opponent's piece will invoke a challenge.

Moving onto a cyan square will cause you to disappear and then reappear on any unoccupied cyan square.

MUTATION

If during the course of the game a piece accumulates a score of 25 wisdom points or more the option to mutate to a higher strength level will be given. If mutation is desired, press SPACE or FIRE.

CHALLENGES

To invoke a challenge, a player must try to move his warrior onto a square already occupied by an opposing player. The challenge sequence consists of two players competing against each other to answer a question on a randomly selected subject.

If a joystick is not being used, one player will be assigned the cursor keys, the other T, Y, 6 and G.

When the question is presented each player must answer as quickly as possible. The player answering first wins the challenge if the correct answer is given. If neither player answers within the time limit the challenger will lose the challenge.

The warrior belonging to the losing player will be mutated down one level. If the losing player's piece is at the lowest strength level, it will be eliminated from the game.