

QUADRON

by A.Beale 1987

Keyboard Control:

left and right

Bottom row alternate keys: (eg Z left, X right).

down. A-Enter

up. Q-P

fire. 1-0

Space calls up the Status Screen.

The Game:

The player controls a robot using the above keys in the attempt to rid the Quadron base of the alien invasion. The robot begins the game with limited capabilities but these can be improved by various methods during the game. Objects littered around the Quadron enable the robot to gain extra fire-power, protect itself with shields, transport itself to other areas of the Quadron, and to control the actions of all the aliens on one screen remotely. Using the above objects requires a certain amount of energy. The objects cannot be used without the specific form of energy they require. This energy can be found within the Quadron, and can be converted from one form to another by using the energy converter on the status screen (if it has been obtained).

The Quadron complex consists of 28 screens forming a square (hence the name "Quadron"), four of which cannot be accessed initially by the robot.

The aim of the aliens is to mine for the crystals (which are to be found in the four rocks occupying the corners of the Quadron), and take them to the conversion screens which can be found at the mid-point of each side of the complex. This deactivates the forcefield that normally prevents entry, and the alien can become converted, whereupon it becomes virtually indestructable. Converted aliens can be overcome by the use of crystals that have been collected by the robot beforehand.

The Alien Types

"Fetchers" roam the Quadron, searching for mined (free) crystals, which can be collected, and taken to the conversion screens. Converted Fetchers are called "Meta-Fetchers", which follow the player and are very aggressive.

"Probes" and "Super-Probes" circle the complex, and have the ability to mine the crystals from the rocks, making them available for the Fetchers and robot alike.

"Modules" appear on later waves, and once shot, release a number of smaller "Seekers", which as the name suggests, seek out the robot in an attempt to destroy it.

"Lurers", which appear on much later waves at first appear passive to the player, but become more violent with each accurate shot delivered by the robot. Thus five or more shots are required to destroy them.

Should the player take too long to destroy a wave of aliens, "Warpers" appear in the Quadron to encourage the player to finish the wave as soon as possible.

Play continues until the player has lost all of his reserve of robots. A score is awarded for aliens destroyed and successful actions by the player.

*The **QUADRON** awaits !*