

AMSTRAD CPC  
64K / 128K TAPE



Telenok

PSYTRONIK

S O F T W A R E



## **LOADING (DISK):**

To load type RUN"DISC and press ENTER / RETURN.

## **LOADING (TAPE):**

Place the rewind cassette in the cassette deck. Type RUN" and press the ENTER key. If there is a disk-drive attached type ITAPE followed by RUN".

## **INSTRUCTIONS:**

In the 22nd century, brilliant scientist Dr Petunia created an incredible new means of transportation - the dimension portal! This revolutionised travel between the stars and lead to a new age of prosperity and annual propagation throughout the Galaxy. An accident involving a dimension portal and a very large explosion has blasted a hole between the dimensions! From out of the 7th dimension a series of strange and unbelievable environments have been projected, along with streams of bizarre & aggressive beings. Now it is up to you to collapse these dimensional protrusions by blasting your way to the end zone, but watch out, the enemy are *RELENTLESS!*

## GAMEPLAY:

Avoid walls and bullets, destroy the enemy ships and turrets. Destroying an entire wave of ships will reward you with a points bonus dependent on the level of the bonus meter. The bonus meter is raised by destroying a wave, but drains slowly over time. Destroy waves quickly for a high score!

## OPTIONS:

Select difficulty and controls by using the function keys (numeric key pad on CPC464) from the title screen.

## CONTROLS:

Joystick or keys: Q, A, O, P and SPACE or CURSOR KEYS and SPACE.

## CREDITS:

Game Code & SFX by *Paul Kooistra*

Game GFX + Inlay Artwork by *Harris Kladis*

Music by *Herve Monchatre*

Music Player by *Targhan*



[www.psytronik.net](http://www.psytronik.net)



Screen pictures shown  
from Amstrad CPC  
version of game.