TAU CETI

After the void of space the colonists return to Tau Ceti. After the great plague the time has come to start life afresh on the deserted planet.

One pilot has been chosen to make the planet safe again.

..........You.

The commands available are given below along with a short description.

HELP
Lists commands as below.

LAUNCH
Normally ground mode is only active when you are docked. Launch will send the skimmer out onto the planets surface and activate flight mode.

MAP
The computer will display a map of the planet showing information about the cities. Use Left, Right, Up, Down and Fire keys to move the cursor over the map and fire to select a function.

RODS
This will allow you to assemble cooling rods found throughout your mission.

REACTOR
When docked with the Main Central Reactor on Centralis will give you access to the reactor room.

LOOK
Shows a view inside the building. Also any object of use there.

WAIT
Waits 5 Earth minutes (about 1/12 of a Cetan "spin").

STATUS

Gives a damage and progress report (also available in flight).

EQUIP

Allows access to a building repair, refuelling and rearming facilities (if any).

NAME

Use at the start of the game to give the computer a pilot's name.

PAD

An on-screen note pad. Allows you to make notes of progress, etc.

NEW PAD

Selects a fresh page in the note pad.

SAVE

Saves game to tape.

LOAD

Loads a game from tape.

KEYS

Allows you to totally redefine the single key commands in flight mode.

QUIT

Abandons a game.

SCORE

Gives a rating of your progress so far.

PAUSE

Freezes the game (fire restarts).

DIR

Directory of Disc information access.

TIME VOLT

Access to volt.

INVENTORY

Inventory.

MAIN CENTRAL REACTOR

REACTOR SUBSTATION

HUNTER MK II

SUPPLY CENTRE (CIVILIAN)

SUPPLY CENTRE (MILITARY)

HUNTER MK I

DOME

SPHERE

HUNTER MK III

FORTRESS

CONTROL TOWER

JUMP PAD COMPLEX

Exploration of the planet is carried out in FLIGHT MODE. When first loaded the following keys are used (but you may redefine any or all of these for your own preference/Kempston or cursor joysticks etc.).

Left. . . . . O		Change view V
Right . . . . .P		Status report. . . . . . . .R
Increase thrust. . .S		Infra red on/off I
Decrease thrust . X		Increase height. . . . . . H
Fire laser . . . Space		Decrease height . . . . . G
Fire missiles . . . M		Jump (if near jump pad) . .J
Fire flare . . . . . F		Land L
Fire AMM . . . . A		Pause ESCAPE(Fire restarts)