

ACTIVISION

HOME COMPUTER SOFTWARE

KORONIS RIFT™ LUCASFILM GAMES™

INSTRUCTIONS Sinclair ZX Spectrum

KORONIS RIFT 24 Febrius, 2249

For three days your Scoutcraft has been travelling through empty space, from one forsaken part of the galaxy to another. You're a techno-scavenger, making a living searching for abandoned technological systems - but for all the luck you've had in the past month, you might as well be an intergalactic drifter. Psytek, your Science Droid System Analyzer, is monitoring the instruments. Suddenly Psytek picks up the strongest radiation flux you've ever seen! On an uncharted planet ... a planet cut by deep rifts. Is it possible you've discovered the legendary planet, Koronis?

Seven hundred thousand years ago, the Ancients ruled the stars - a confederation of over thirty different races whose technological achievements were unsurpassed. According to legend, the Ancients used the deep rifts of a planet called Koronis to test their most powerful weapons. Finding the fabled Koronis Rift has been a dream of technoscavengers for centuries. Now just maybe, you're the one!

Psytek prepares the surface Rover and Repo-Tech Robot for the descent to the planet. The Scoutcraft, with Psytek in control, will orbit while you explore.

QUICK START Loading Instructions SINCLAIR ZX SPECTRUM

1. Be sure that the EAR socket of the Spectrum is connected to the EAR socket of the tape recorder.
2. Place the cassette in the recorder and rewind to the beginning.
3. Type LOAD "" using the J key for LOAD and the P key and SYMBOL SHIFT for the " (quotes).
4. Press the ENTER key.
5. Press PLAY on the cassette recorder.
6. After several seconds, the program title should appear. After a minute or so, a full titles screen will appear, surrounded by a moving static-like background, and lasting approximately four minutes. If this loading sequence does not occur adjust the volume on the recorder and repeat this entire procedure.

CONTROL:

This program is compatible with Kempston Interface, Sinclair Interface II and Protek/cursor interface. Control of your surface Rover is via joystick and keyboard, or keyboard only. For Keyboard control, use the following keys:-

Pause game	ENTER	Cursor up	key I
Move forward/stop	key S	Cursor down	key M
Move right	key A	Cursor left	key J
Move left	key D	Cursor right	key K
Fire	key O	(or use joystick fire button)	

1. Launch Scoutcraft: You begin the game from inside the surface Rover, ready to explore the planet Koronis. To start scavenging, press fire and follow the on-screen prompts.

2. Koronis Rift: The planet Koronis is cut by deep valleys, called rifts, ringed by mountain ranges and sprinkled with hills. You land in Rift One, which looks to be the least dangerous.

3. Hulks: The vehicle you see before you is an abandoned hulk, a war machine of the Ancients.

4. Video displays: Check the video displays at the top of your screen. To the far left, the circle with a dot at the top is your

directional display. The dot points toward the nearest hulk, right in front of you.

5. Search: To search for more Ancient technology, turn your ship until the dot is at the top of the display, and move forward.

6. Drive: To turn on forward drive, press key S. Press again to turn off forward drive. Press key A or D to turn left or right. To operate the drive system you must be in normal operations mode, i.e. the cursor must be on screen. If it is not visible push the joystick forward or press key I.

7. Guardian Saucers: Until you destroy their base on level 20, waves of Guardian Saucers will be out to destroy you. You have two choices - to evade, or to destroy. To fight back, use your joystick to centre the cursor (the small cross hair) on an enemy saucer and push the joystick button. One hit may not be enough.

8. Selecting functions/modules: During normal operations the cursor moves freely in the view window and pressing the joystick button fires the laser weapon (when it is turned on). MESSAGE AREA - The functions displayed in the message area may be selected by pressing keys 1, 2, 3 or 4. The light above each option indicates it has been selected. Press fire to activate the selected function. To return the cursor to the view window push the joystick forward (or press key I). MODULE AREA - To select one of the six module areas press keys Q, W, E, R, T or Y. To return to the main window push the joystick forward.

9. Looting Hulks/Return to Scoutcraft: The lethal radiation levels on Koronis require you to send your Repo-Tech Robot out to search and loot the hulks you find. Once you've destroyed all the attacking saucers and moved your Rover next to the hulk the options "LOOT HULK" and "CALL SHIP" will appear in the message area. Press key 2 to select "LOOT HULK" and issue the command to your RT Robot by pressing fire. The RT Robot will bring back any useful systems it finds in the hulks. To return to the scoutcraft, activate the indicator light above "CALL SHIP" by pressing key 1 and press fire.

10. Final Objective: Destroy the saucer base in Rift 20 by gradually increasing your capabilities on the earlier levels. You can end the game anytime by returning to your Scoutcraft to cash in on all the technology you've found, but you cannot claim the planet unless you destroy the Guardian Base.

11. Pause and Restart: Press ENTER to pause the game. Press it again to resume.

OPERATIONS MANUAL: SCAVENGER Mk IV MODULAR PLANETARY SURFACE ROVER



Targeting and Firing Laser: The targeting cursor (D) moves freely within the view window (B). The joystick button or key 0 fires the laser weapon.

Operation of Message Area (F) Functions: The message and module areas are found in the Selection Area (A) of the screen.

"**LOOT HULK**" directs your remote technoscavenger (RT Robot) to search an artifact for useful systems.

"**CALL SHIP**" signals your scout ship to return to pick you up.

"**ADD MODULE**" (or pressing the joystick button) will install whatever system your RT Robot is carrying into whichever slot is selected in the module area (C). To return the cursor to the view window push the joystick forward or press key I.

Operation of Surface Rover Module Area

The Rover can hold up to six systems in its module area (C). To select a system press keys Q to Y. To switch a selected system on or off, press fire. The system icon will light up when it is on. NOTE: Systems identified by the type and origin symbols displayed in the module slot (see "System Icons"). To return to main window push the joystick forward or press key I.

Operation of the Surface Rover Display Screens

The Mk IV directional display (K) is factory set to detect the nearest concentration of Ancient Technology. An indicator (L) will appear when such technology is present. Rotate the ship until the indicator is at the top of the directional display, then move forward to locate it. If no indicator appears, you have looted all hulks on this rift. Factory setting may be pre-empted by new radar modules.

To monitor additional systems, the Mk IV Rover is equipped with two special display screens in the second and fifth positions (X). These screens have been designed for Systems that require operational displays (of maps, for example, or timers). If both displays are in use, turning on a new module that requires a display will automatically turn off the least important of the modules currently in use.

The drive status display (M) indicates the status of the Mk IV's main engines. Green indicates normal operation at full power, red indicates the engines have stalled. Below the drive indicator, a speedmeter bar (N) indicates the craft's speed.

The power reserve display (O) indicates the total energy charge ready for use by your main weapons system (P). To the right, the display shows the amount of energy each shot will use (Q). Power is calibrated in gigajoules (0-100). The Mk IV standard power reserve can hold only eight gigajoules of charge, but this can be augmented by the addition of power reserve booster modules. The power bar colour is the same as your active laser.

The shield display (R) indicates the current strength of your chromoquantized shields - six frequency ranges from red to violet. A fully black bar in any of the individual frequencies indicates that the shield strength for that range has been depleted, and any further hits of that frequency will result in your destruction.

OPERATIONS MANUAL - PSYTEK 7500 SERIES SCIENCE DROID SYSTEM ANALYSER



Operations Within the view Window

Once the Rover has returned to the Scoutcraft, the view window (A) offers a closed-circuit image of the activities of the Science Droid. A conveyor belt (B) transports individual systems to and from the Scoutcraft storage area.

To view the inventory of systems in the Scoutcraft storage area, push the joystick forward or press 6 or 7. The conveyor belt will then change from green to blue. Move the joystick left and right or use keys 6 and 7 to move systems to and from the Scoutcraft storage.

In order to analyse or dismantle a system, position the desired system on the conveyor belt.

Operation of the Surface Rover Module Area

To move a system from the Surface Rover module area to Scoutcraft storage, light the indicator of the desired system by pressing keys Q, W, E, R, T or Y, then press fire. The selected system will appear on the conveyor belt. NOTE: If there is a current system in view, it will automatically move aside.

To install any system from Scoutcraft storage into the Surface Rover module area (C), position the desired system on the conveyor belt. Select an empty module by pressing key Q-V, then press fire.

Operations of Selection Area Functions

The Psytek Science Droid Analyser allows you to select from among four functions within the selection area (D). To make a selection, press key 1, 2, 3 or 4 then press fire.

DISMANTLE causes Psytek to dismantle a system and record its function for later sale.

ANALYSIS instructs the Science Droid to evaluate the power and efficiency of a system and display the information in the message centre of your Rover (E).

EXIT SHIP instructs the Rover to return to the surface of the planet for further exploration. If you EXIT SHIP you will see a new Set of options:-

STAY HERE returns you to Psytek.

SAME RIFT returns you to the spot where you were last picked up.

NEXT RIFT moves you ahead one rift.

SKIP ONE moves you ahead two rifts.

END TRIP allows you to return to your home planet with the systems you have collected. The selection of END TRIP opens a second level of options to END GAME (end game and compute score) or RESUME.

SYSTEM ICONS

The following lists standard military systems of the Ancients, along with the symbols commonly used to identify them. Other types exist that have not yet been identified.



LASER - Chromoquantized laser, capable of emitting a beam of destructive energy in a single colour frequency.



SHIELD - Chromoquantized shield, capable of defending against energy weapons of various colours.



GENERATOR - comprising standard power supply.



POWER RESERVE - a high capacity energy storage device.



RADAR - Remote sensing device, designed to locate a specific type or class of objects. May also serve as compass or direction finder.



ECM - Electronic counter-measure device, capable of interfering with enemy detection gear and rendering the user harder to detect.



DRIVE - Propulsion module, for augmenting or changing the ability of the Rover to move over terrain.

POWERFLOW

On-board Systems

Your Mk IV has been equipped with Autotronic power distribution. All on-board systems require power from your generator. Ten percent of the energy is directed to weapons and shields. The remaining ninety percent powers all other systems (drive, radar, detection, etc.)

Surplus power is redirected to the weapons and shields. If there is insufficient energy, however, the drive, radar and other systems will operate at reduced efficiency. For this reason, the operation of any particularly powerful system may require the use of a more powerful generator.

The power reserve display (O) indicates power available to your weapons systems. Twenty percent of the power goes immediately to your shields. The remainder is stored in the power reserve. If the power reserve is full, any surplus energy flows to the shields. If the power reserve is low, very little energy may reach the shields.

The power reserve display can also be used to assess the power requirements of unidentified systems. To do so, empty your reserve by firing your weapon, and observe how rapidly the reserve recharges. Turn on the unidentified system and repeat the test. If your power reserve recharges quickly the system has relatively normal power requirements.

Weapons Systems

The Mk IV Rover is equipped with a chromoquantized shield and laser weapon of standard design. Chromoquantized weapons can emit one of six frequencies of electromagnetic energy, corresponding to the colours red, orange, yellow, green, blue and purple.

Shields are characterized by the colour against which they can provide the most powerful defence. For instance: an orange shield defends best against an orange laser, a red or yellow shield would be less effective; a blue or green shield would offer little protection. Conversely, the greater the difference in colour between a laser and a shield, the more deadly the effect of the laser weapon. For example: a purple laser is the most effective weapon against a yellow shield. A yellow laser directed against a yellow shield would have virtually no effect.

Standard Mk IV weapons and shields have distinct power usage and efficiency specifications. Power usage of a given laser is indicated by the small bar in the power reserve display (O) immediately to the right of the power reserve bar. This smaller bar indicates how much energy a weapon will drain from your reserve when it is fired. A weapon that uses minimal energy can be fired more continuously than a weapon requiring maximum energy.

The efficiency of a laser is a measure of how well it uses its power to create a destructive beam. A highly efficient laser will do more damage than an inefficient one (even where power use remains the same), and will fire more often between recharges. Efficiency and power usage are vitally important factors in both offensive and defensive strategies. A powerful and highly efficient red shield, might actually defend against a green laser better than a weak and inefficient green shield.

Module Priority Systems

The Mk IV comes equipped with built-in standard weapons and navigational systems. The installation of any new system automatically replaces the Rover's built-in systems. (In general, only one system of any given type - laser, shield, radar, etc. - can be active.) Upon installation, the Rover display screens will automatically indicate the characteristics of the new system. A new power reserve module may increase your power and be indicated in the power reserve display. Built-in systems are designed to turn back on automatically when any new corresponding system is turned off.

STRATEGY AND TACTICS

Add a new module to an empty slot by selecting the slot and hitting the fire button. Use the "Add Module" option only to replace existing modules.

Some strategies will score more points than others. For high points, either try to bring back lots of modules for dismantling, or try to gather enough powerful weapons quickly, then get to Rift 20 and destroy the Guardian base.

Most radar modules point only to hulks made by the same race. Save the radars of useful races with Psytek for use on later rifts.

Mapping the rifts will help you from game to game. Some modules will help you in making maps.

Pay careful attention to energy flow. Powerful modules may require more energy than you can afford. If you add stronger shields and lasers to your Rover, you'll need to get stronger generators and power reserves too.

Unusual modules may work only on certain coloured saucers, or for limited amounts of time. Pay attention and experiment, you may find improved versions in later rifts.

Note the progression of colours in the saucer weapons and shields. Once you recognize the pattern you can plan ahead by having the modules you'll need to defeat or evade the saucers coming up.

Differently shaped saucers have different attack patterns. Adapt your attacks to their patterns.

Cutting through passes and staying near mountains can throw saucers off their pursuit, particularly if you have a good generator and drive.

Remember that not every hulk contains useful modules, and that some modules are more useful than others. Let Psytek help you decide which modules to keep. Make sure you always have a good generator, shield, power reserve, and laser (in that order of importance). Your last two slots could be drive, radar, or any of the other modules you will find. Make note of where you find good modules in one game, and go directly to them in a later game.

The longer you take to play the game the tougher the saucers become. Keep moving. You can rest in your ship with Psytek. Try not to spend more than about two or three minutes on each level, and feel free to skip levels if you've never found anything particularly useful on them.

Don't fire needlessly. If you keep your power reserve low your shields will recharge very slowly. Let the reserve charge up when you can.

Sometimes the best modules on a level are not in the closest hulks. For example, on Rift 3 you will start out with your radar pointing forward. There are some useful modules that way, but if you turn around and go in the opposite direction you will find a better generator and a better shield more quickly. These can let you last long enough to safely explore the whole rift.

KORONIS RIFT was created by the Lucasfilm Games Division. Project Leader, concept, instrument displays, player interface, and documentation: Noah Falstein. 3D environment, scaling and motion objects, explosions, and support routines: Aric Wilmunder. Original fractal code by Loren Carpenter, modified by Charlie Kellner. Commodore 64 co-development, module system, and saucer behaviour routines: Ron Gilbert. Hulk, saucer and storyboard artwork: Gary Winnick. Atari Science Droid and control panel artwork: James St. Louis. Atari sound effects and music: Douglas Crockford. Macro Assembler: Chip Morningstar. Algorithms and technical aid by Charlie Kellner. Commodore Science Droid artwork: Tom Wahl. Support: Steve Arnold, David Fox, Mary Paterno, Terry Hoff. Special thanks to George Lucas.

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