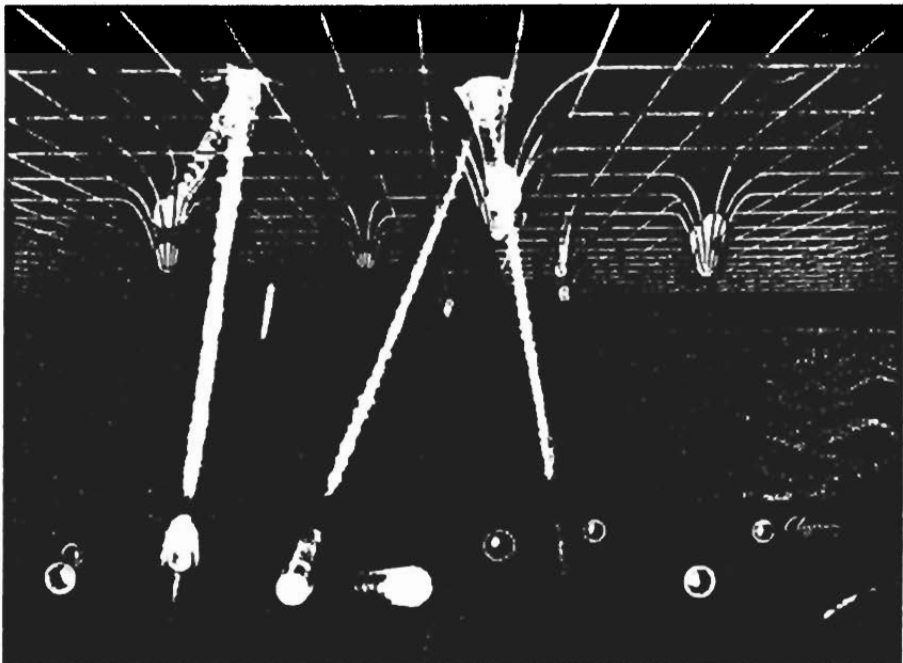


# PHOTON

It's too Addictive



*An incredibly addictive arcade action/strategy game  
for your 128K/512K CoCo 3*

# *Photon*

Your world has a clear social system specifying two distinct classes: the workers and the scientists. It worked well, and people were happy (at least, the people who's opinions counted). Suddenly, a mysterious electronic intelligence appeared and began to drain the world's energy. The robot, named Ludevide, declared his intentions to continue to do so for the foreseeable future, and challenged anyone to try and stop him.

The ruling scientists were at a loss. They had no idea how he managed to tie into the world's energy system and drain it, and therefore were able to devise no method to block it. The only answer seemed to be to take up his challenge and attempt to destroy Ludevide.

They constructed the PT (Power Tank) series, a weapon intended to house a worker as he attempted to force his way through the myriad layers of Ludevide's stronghold. The initial PT models had some success in penetrating the lower levels and each model's achievements grow, but the realization of the goal is not anticipated without many more revisions.

In addition to being a maze of untold proportions, the fortress is populated by beasts made of plasma and mindless DUPES (Dense Units of Photon Energy). Each of these is deadly to the Power Tank. Although the PT can self-repair, successive contact to these guardians can and will cause total destruction.

Scientists have continually been improving every aspect of the PT series. In the process, their studies have revealed that the particular choice of pilot is nearly inconsequential, since everyone performs equally well when fighting for their lives. So every time the scientists need a new "volunteer" to test a PT model, they go to one of the energy-starved factories and collect someone.

You've probably already figured this out, but you have just volunteered.

**Photon** is an action/strategy game for the Color Computer 3 with 128K/512K, disk drive, and joystick, and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future productions of quality software for the Color Computer.

You cannot make a backup of this disk. **Photon** is copy protected. If you have problems with the original disk within the first year, you can return the disk for replacement (refer to the warranty on the back cover).

**Loading -**

First initiate a cold start (turn the computer off and then on again after about 10 seconds) and

insert the Game Disk into drive 0. Type **LOADM"PHOTON"** and press **[ENTER]**. The game will auto-start and you will be asked if you are using an RGB monitor. If you have the Tandy CM-8 or compatible monitor, type **Y**, otherwise if you are using a color composite monitor or TV set, type **N**. Following this, information will load into memory. If you have 512K, everything will load and be resident. If you have 128K, the program will access the disk periodically. Leave the disk in the drive during game play.

Once the title screen has appeared, you can modify the game to your specifications. Choose your beginning level (up to level 15) by clicking on the arrows. Background music can be turned on or off by clicking on the note symbol. To begin the game, click on 'Start 1' for a one player game, and 'Start 2' for a two player game.

### Display Area -

Once the game begins, you'll notice the display area at the bottom of the screen.

In the top left corner are the power and damage indicators (shown as bars). The power indicator displays how much energy you have in reserves. Power is used for moving the tank or teleporting an object. When the reserves are depleted, a Power Bar is used to refill them. You may notice a power fluctuation as the Power Bar is being loaded.

The damage indicator displays how much damage the Tank has sustained. When the damage is total, a Power Bar is converted into matter and, in the process, repairs all damage to the Tank.

If, at any time, your supply of energy is depleted or your Tank has been totally damaged and you have no Power Bars in reserve, the game will end and Ludevide will have once again snuffed a perfectly good worker.

To the right of these indicators is your supply of Power Bars. Up to four are displayed at once, although you may have more in reserve.

In the upper right of the display is your current rating, or score. The scientists use this number to compare your efforts against previous PT pilots. They expect that your model should rate about a 10,000 before you die, as this number theoretically has nothing to do with your performance, but that of the Tank.

In the lower left is the number of the current pilot (player) and in the lower right corner is the number of the current level.

### Game Play -

The game is played by teleporting the various pieces of Ludevide's stronghold and manipulating the environment to destroy your enemies, traverse the screen, and perhaps discover the exit.

There are two ways to teleport an object: "push" and "pull".

If you are trying to push an object, move up to one side of it and press the primary fire button. If the space behind the object is empty, the piece will teleport one space back.

To pull an object, you must be facing it. Do this by moving toward the object and stopping one space away from it. Pressing the primary fire button will "pull" the object into the space directly in front of the Tank.

It is important to remember that the target space of the object must be clear of not only other objects, but also the Plasma Droids and DUPES also.

There are many traces of residual energy left from previous Power Tanks which have entered the fortress. When you teleport an object in the same manner of a previous PT, it may cause a power "bounce" effect. These energy traces may be useful clues for surviving levels but, then again, none of the previous models ever returned in one piece!

Occasionally the energy coursing through the fortress might coalesce into a Power Bar somewhere on the level. You can collect it, but be careful. They are highly unstable and will disappear if you teleport an object upon it.

In order to reach the next level, you must find and reach the exit. Stopping on the exit for one second will automatically activate the teleportation mechanism. However, during the actual transportation, you will be particularly vulnerable. Make sure the area is safe before you use the exit.

There are rumors of a Time Stop Bomb that could be found inside the fortress. What exactly it does or looks like are pure speculation. Theoretically, it would be activated by the secondary fire button or the space bar, but none of this is confirmed.

In addition, the following controls can be used during the game:

Key	Effect
Break key	Pause (press fire button to continue)
Alt	Music On/Off
F1	RGB colors
F2	CMP colors

### Strategy and Points -

Although the scientists' priorities are not on improving the pilot, you were able to glean some information about the goings-on inside the fortress.

Although the Plasma Droids and the DUPES coexist, they don't interact well. When they meet, they cause each other damage. Naturally, Plasma Droids will avoid all contact with the DUPES

if it can be helped. DUPES, however, are mindless and can be manipulated into plowing through the Droids. A PT can do this by teleporting the objects that make up their paths. Droids will run when they see a DUPE coming, so in order to effectively attack one, you must first contain the Droid.

Your only defense is to avoid contact with both of these forces. Droids will always charge to the attack, unless blocked either by the path of a DUPE or a physical barrier. You also have the option of risking your neck by moving into the path of an oncoming DUPE. Droids simply will not attack if it is possible that they could touch a DUPE, and will not cross its path at close range if they can avoid it.

The following is a table of actions and the points awarded for them.

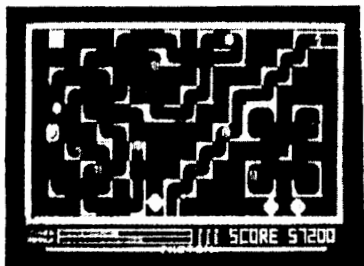
Action	Points
Finding residual energy	5 x level
Killing Plasma Droid	10 x level
Collecting Power Bar	15 x level
Killing a DUPE	20 x level
Exiting a level	25 x level
Other	??

#### Messages from Ludevide -

Ludevide knows of your mission and may deign to speak with you between levels. He has a very big ego and will sometimes disclose information to you which you may find useful. Be warned, though, that Ludevide is devious. This information may just as easily lead to a quick death. If you wish to skip over any of Ludevide's messages, just press the primary fire button.

Good luck!

# PHOTON



Energy is everything; your home world depends on it. However, someone or something is slowly siphoning it away. As your world's champion, you must climb into the experimental Power Tank to challenge this nemesis and his minions. Your key lies with the ability to teleport solid mass. Use this to manipulate and explore the endless stronghold of the enemy, and to exploit the free-floating DUPES (Dense Units of Photon Energy) to destroy the menacing Plasma Droids. Be cautious, though; those DUPES can be deadly, too! Photon, a fantastic new arcade game for your CoCo3, contains spectacular 320x200 resolution, 16 color graphics, ultra-smooth 60 Hz animation, and loads of real-time music and sound effects. It will send your mind racing over endless possibilities, requiring quick decisions and reactions. Quite simply, Photon is incredibly addictive; it will deliver hours of excitement. Will you become your world's greatest hero, or just another energy slave? Req. 128K CoCo 3 and disk drive.



**Warranty:** This program is copy protected. All of our products are sold on an as-is condition. They are guaranteed to load for one year, and Sundog Systems will replace any defective diskettes free of charge during this period. Sundog Systems specifically disclaims all other warranties, expressed or implied.

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