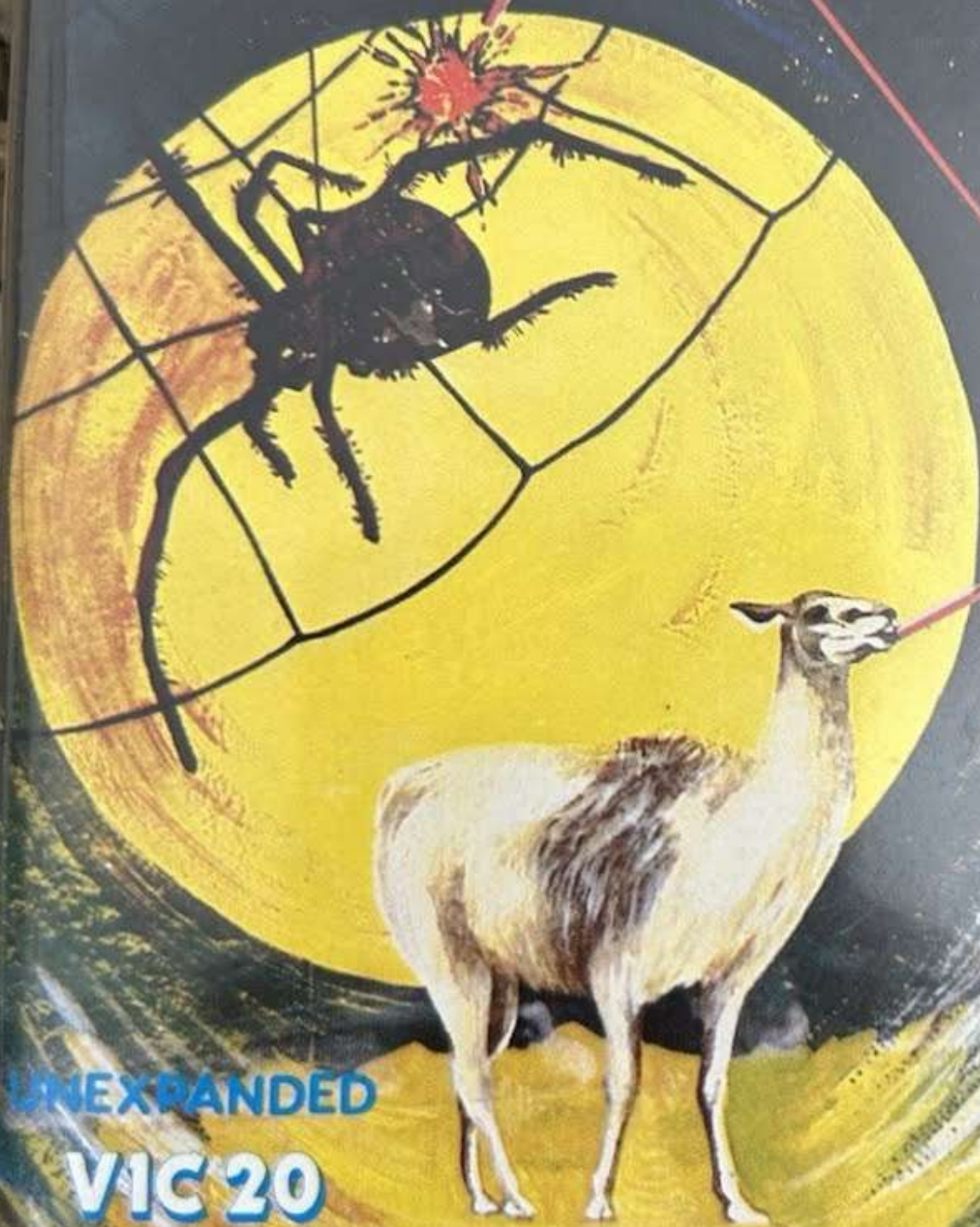


METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME



UNEXPANDED

VIC 20

LLA 11006

**METAGALACTIC LLAMAS BATTLE
AT THE EDGE OF TIME.**

VIC 20

A fast and original game for the unexpanded VIC. Challenging and colourful, with good sonics and a unique game action and design, this promises to be the most exciting new 3.5K VIC game since the introduction of GRIDRUNNER nearly a year ago.

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OF TIME**

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Designed & Printed by GL Print Tadley Hants.

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

Man is on his way to the stars.

After millenia in the racial cradle of the mother planet Earth, the human race finally began the outward push to the stars early in the 24th century A.D.

War, as ever, was the spur which prompted the tremendous technological advances necessary for interstellar exploration and settlement.

The famous Grid Wars forced advances in spaceship design which were passed on to the first interstellar probes. The same branch of physics which rendered the orbiting Matrix unnecessary – allowing energy to be derived from the very stresses in the space/time continuum – resulted in the development of the Instantaneous Phase Translation drive. The IPT drive allowed interstellar distances to be covered without all that tedious messing around with Relativity.

As expected by scientists of Earth, Man discovered that he was not alone in the Universe. Many intelligent beings were discovered on countless planets. Spacefaring cultures were common. And without exception, they lived under the shadow of a mighty Enemy.....

The combined Empires of Irata and Zzyax sprawled like a blight over one-third of the Galactic Cluster.

Its inhabitants were united only by their desire to subjugate or destroy all other intelligent life forms.

Human outposts were established throughout the Galaxy. Often they were attacked by raiding ships of Zzyax or Irata. Once again technology responded to the pressure of war. Huge Laser Zones fought the enemy spaceships. But perhaps the most interesting advances had been recently made in the field of genetic engineering.

Following an abortive attack on Earth in which agents of Zzyax mutated camels into awesome war machines in an attempt to overrun Earth, our scientists worked hard to crack the secrets of genetic manipulation.

This research has finally borne fruit in the so-called Metabeasts – animals enhanced physically and, most important, mentally. It is perfectly possible to converse intelligently with a cerebrally enhanced Metabeast (although don't expect them to make scintillating conversation at dinner parties).

These enhanced beasts are often used to run observation outposts throughout the Galaxy, keeping an eye on the comings and goings of the Evil Empires.

One such outpost was OP/37Σ out on Galactic Rim, known to the MetaLlamas which operated there as the station at the Edge of Time.

Some five years after the setup of the outpost, it came under attack by Zzyaxian cyborg arachnid mutants. Armed only with their laser-spitting capability and the still-experimental Planar Field Generator, the Metagalactic Llamas must defend Humanity's outpost at the Edge of Time!

LOADING THE GAME

Remove all cartridges and memory expansions from VIC. Insert tape in tape drive. Holding down the SHIFT key press RUN/STOP. When you see

PRESS PLAY ON TAPE
press play on the tape. After a pause you will see
FOUND METALLAMA
LOADING

Shortly followed by the loading screen. Loading continues until the start/option page appears with its coloured border.

GAME OPTIONS

Pressing F1 allows preselection of 32 skill levels out of the 99 possible in the game.

Pressing F7 starts play.

N.B. For best viewing of certain video effects, ensure that SHIFTLOCK is not down.

GAME PLAY

Moving your Joystick left and right moves your llama in the corresponding direction. Moving off either screen edge causes the beast to reappear at opposite edge. Pushing the Fire button causes the beast to spit in the direction it is facing. Spit may be deflected off the screen edges and off the force field. Moving the stick up and down moves the force field up and down.

THE ACTION

Cyborg arachnid mutants descend from the top on threads, which you may break by shooting or which eventually break of their own accord. You should watch out since, on breaking, the cyborg drops to the surface, mutates into a disgusting Weeviloid, and crawls towards you with the avowed intention of doing you in. Skilful ricochets are needed to pick off the grounded Weeviloids.

SCORING

| | |
|---------------------------------------|---------|
| Shooting arachnid while still on web | 100 |
| Shooting falling arachnid (off web) | 400 |
| Shooting grounded Weeviloid | 600 |
| Breaking arachnid's web | 200-700 |
| (earlier the break, higher the bonus) | |

There are three llamas on OP/37Σ. Since the gestation period of a llama is considerably greater than the duration of the battle, no extra beasts are likely to appear however much you score.

STRATEGIES

1. Break webs early. High bonuses earned for doing so!
2. Let Weeviloids form if you get good enough, since they are worth 600 each.
3. Use the Force Field wisely. By moving it up and down expectoration may be aimed at many parts of the screen from a static llama.
4. Keep an eye on the Quota meter; it tells you how far you are from the end of the wave.

Good scores are over 100,000. Good luck with the beasts!

by JEFF MINTER 1983

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VIC-20

Llamasoft AWESOME GAMES SOFTWARE

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**METAGALATIC LLAMAS
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© Llamasoft 1983 Rerecorded on reverse side.