



slightly above is the computer tracking system. (this will read FIRE when the computer has locked into a target).

The weapons display is directly beneath the computer tracking system showing the currently selected gun, the currently selected missile, the currently selected special weapon, and the amount of ammunition remaining for each weapon.

A name & boss damage meter will appear beneath the sighting circle when you encounter a boss. (the number above the name is the range of the locked boss in meters)

The radar screen is on the bottom right.

On the bottom left is the damage status screen (green = maximum, flashing red = critical)

There are 5 zones in the game. In each zone there is an energy field which you must locate and destroy. Each zone is protected by drones & sentients. Drones are mindless robots programmed to defend the zones. Sentients are robots capable of feeling & independent thought whose prime directive is identical to the drones.

When destroyed, drones & setients will release human prisoners. Rescue as many prisoners as possible, in addition to releasing prisoners drones & setients will also release powerups.

Energy cores will partially replenish your damage meter.

Energia will make you invincible & increase speed for a brief time.

Schizo will make you invincible & cause you controls to reverse for a brief time.

Zombie will make you invincible & slow down for a brief time.

You have a limited amount of time to find and defeat each setient, (boss) in a zone, (each time you defeat a boss the time will reset) if you fail to kill a boss in the time the Black Knight will appear. (an indestructible robot)

When you clear a zone by destroying the shield generator you will have the opportunity to upgrade your weapons.

Welp that's it for this one. This is a pretty good game. My only complaint is there is only 5 zones. After that it's over. So don't play on easy level or you'll finish the game in a few days if not hours.

Till next PSX doc

SpEcToR . . .

EOT