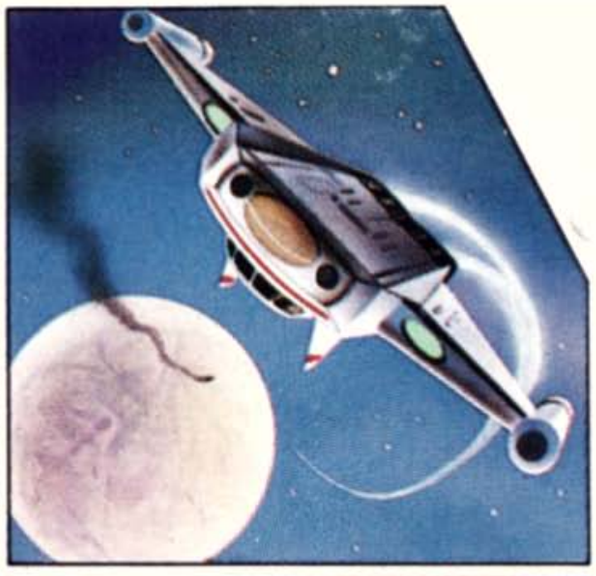
ultima ZONE



Ultima Zone: A superb arcade triology in 100% Machine Code. Fight the Walkons, avoid the bouncing Brunes and battle your way though the deadly satellite zone.
Requires 48K Oric.

48K





tansoft

ultima ZONE

TANSOFT **ORIC 48K**

© Tansoft Ltd 1983. This product may not be lent, resold, copied or sold through software lending libraries without the express written permission of Tansoft Ltd. Failure to obtain permission may result in prosecution.

48K

Tansoft Ltd.,
Units 1 & 2, Cambridge Techno-Park,
Newmarket Road, Cambridge.

instructions

The program is recorded once slow on side 1 and twice fast on side two.
Type: **CLOAD''''**,**S** to load the slow version
CLOAD'''' to load the fast version.
A header screen will be displayed while the game is loading followed by the game itself, which will auto-run when it has been loaded.

Welcome to the exciting world of ORIC SOFTWARE. Please read the following information carefully to ensure optimum results from your ORIC SOFTWARE.

LOADING YOUR ORIC

1 Ensure that cassette is fully rewound and observe the loading speed stated on the tape F for fast S for slow.

2 Make certain that your connections are correct, set your cassette player's Tone or Treble control to maximum and your volume control to ¾.

3 Enter on the keyboard: CLOAD "name of game" and press Return key.

If you do not know the name of the program then just enter CLOAD'''' N.B. If the program has been recorded at slow speed you will need to add ,S after the closing quotes.

4 Press the play button on your cassette player.

5 The top of the screen will say 'Searching'. This will change to 'Loading' when the correct program is found.

6 Whilst the program is being read in, you should be able to hear the sound from the Oric very faintly. The program will run itself on completion of loading.

7 If the 'Searching' does not change to 'Loading' then you may not have the playback volume loud enough. If you get 'File Error–Load Aborted' printed then you may be too loud. If when the program has been loaded part of it is corrupted then the volume may not be loud enough.

8 The Oric cassette interface runs at a faster rate than most. For best results be sure to clean your tape heads regularly.

If you have any difficulty obtaining or loading our products, please write to our Head Office. Our address is on the back of this pack.

If you find this tape to be faulty, please return it to the point of purchase for replacement.

We have a 24hr. ordering service on Teversham (02205) 2261.

Le vieux Manuel

STAGE 1
battlezone

1



Destroy the **WALKONS** for **50** pts/level, creating fireballs which release the **BRUNES**.

2

CTRL	Move LEFT
A	Move RIGHT
RETURN	Fire LASER
DEL	Enable RADOY shields



Avoid the bombs, fireballs and bouncing **BRUNES**.

3



Hit the **BRUNES** for **20** pts, zapping them into **the trap**.

4 Surviving **WALKONS** periodically retire to the "safe box" at the top of the screen.

5 **RADOY SHIELDS** can protect the laser base for a limited time – see the yellow gauge on the status line. Destroying a **WALKON** resets the gauge.



STAGE 2
the trap



1 Manipulate the **HENK-CLASS** cruiser on remote by hitting the control panels with the laser. Hit the **left** panel to move the cruiser **up**, the **right** to move the cruiser **down** and the **centre** panel to **fire** the lateral **MASER**.

CTRL	Move LEFT
A	Move RIGHT
RETURN	Fire LASER

2



The **BRUNES** can only be destroyed by the cruiser's **MASER**.

Le Vieux Manuel

3 Destroy all the trapped **BRUNES** (for **50** points each) within time limit and gain a level-dependent **BONUS**. Timer is the red gauge on the status line.

STAGE 3 orbit runner

CTRL	Move LEFT
A	Move RIGHT
RETURN	Increase Forward Velocity

1 Pilot your **SHEAMUS-2** missile through the orbital defenses to destroy the **WALKON** spy satellites in a high Synchronous orbit about their planet.



2 Keep well clear of the obstacles – they exude an invisible field, and colliding with them loses a missile and a life.



3 Press RETURN to initiate forward velocity – subsequent depressions increase forward velocity for duration.

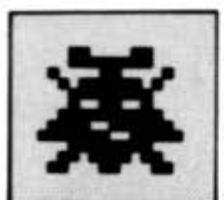
4 Use CTRL and A to dodge the defenses and aim for the spy satellites.



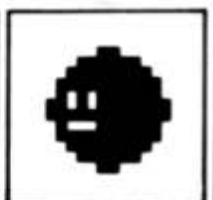
5 Each satellite is worth 75 pts. If you manage to get them all, a bonus life is awarded.



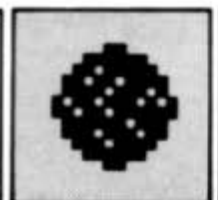
Le Vieux Manuel



WALKON ALIEN



BRUNE



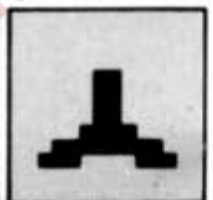
FIREBALL



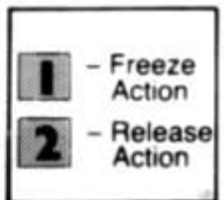
LASER BASE



HENK CRUISER



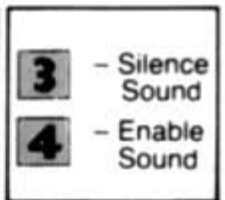
S-MISSILE



KEYS



SATELLITE



KEYS

Laviels Manuel