

AMSTRAD 464  
664/6128

SILVER  
**199**  
RANGE

AMSTRAD 464/664/6128

**THRUST II**

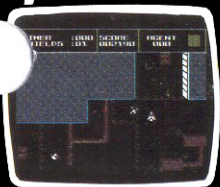


**THRUST II**





Screen pictures shown  
may be different machine  
versions of game.



If your friends had Thrust, why don't you get Thrust 2?

Wenn Deine Freunde Thrust haben, warum versuchst Du dann nicht, Thrust 2 zu bekommen?

Vos amis possèdent Thrust? Procurez-vous vite Thrust 2.

Se i tuoi amici hanno Thrust, Perché non prende il Thrust 2?

Si tus amigos tienen "Thrust", ¿por que no adquieres tu "Thrust 2"?

Hvis dine venner har Thrust, hvorfor sørger du så ikke for at få fat i Thrust 2.

Als je vrienden Thrust hadden, waarom neem je zelf dan Thrust 2 niet?

KEYBOARD ONLY



# ***THRUST II***

© FIREBIRD 1987

Amstrad conversion by Andrew Rodgers

## **THE GAME**

The war against the Galactic Empire continues.

The Federal Resistance force has captured a small artificially created planet, designated simply P2112. This planet is an essential forward base for the next offensive against the Empire. Planet 2112 has not yet been atmospherically completed and is covered in a cloud of red dust which blocks out sunlight and prevents the existence of life on the surface. The Resistance needs to complete the purification of the atmosphere to make Planet 2112 an effective base.

Deposited underground are orbs of varying masses that need to be brought to the surface and put in place to construct the atmospheric processor. The orbs, once separated from their holder, become unstable and will explode within a certain time period unless correctly deposited.

Your task will, however, not go unopposed; Planet 2112 is still inhabited by Imperial android guards. The only effective weapons against the androids are chemical agents stored in boxes inside the planet. Certain chemicals will only work against specific androids, so inspect the boxes for the correct chemical required.

Once collected, agents have a limited life span, and only one can be used at a time, but it can be used against several androids before its time runs out.

## **LOADING**

### **AMSTRAD 464 OWNERS**

1. Place the rewind cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

### **AMSTRAD 664, 6128 and 464 + DISC OWNERS.**

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

*NOTE: Full loading instructions can be found in your Amstrad Manual.*

## **PLAYING THE GAME**

Thrust II can be played with definable keys. There are a total of 16 orbs which have to be collected and placed in position to construct the processor. To pick up an object, hover above it and press the designated pick up key.

Scoring: Depositing an orb — Countdown time x 10

Erasing androids — Agent time remaining x 10

Extra shield after every four orbs deposited.

If you have played THRUST (also available in the Silver Range) then the control of the Federal Resistance class Planet Going Battlecruiser (PGB) will be familiar to you. However, you must remember that in THRUST II you will be collecting objects of VARYING MASSES causing the handling of the ship to alter dramatically. Good Luck . . . .



**WARNING:** Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

Firebird Software, First Floor, 64-76 New Oxford Street, London WC1A 1PS  
Firebird and the Firebird logo are registered trademarks of  
British Telecommunications plc.

## HEY THERE!!!

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just complete the application slip and return it to the address below, enclosing a cheque or postal order for £1.99 (payable to FIREBIRD SOFTWARE). We will then send you a bumper pack of goodies including BADGES, STICKERS, POSTERS, NEWSLETTERS, AN EXCLUSIVE MEMBERSHIP NUMBER, YOUR OWN MEMBERSHIP CARD (subject to availability), PLUS a FREE SILVER GAME OF YOUR CHOICE!!! Every three months or so, we'll send you a newsletter containing details of new SILVER GAME releases, competitions, special offers and other news.

Name .....Age.....

Type of computer .....

Free Silver game of your choice .....

Address .....

.....Postcode.....

Return to: SILVER CLUB  
64-76 New Oxford St., London WC1A 1PS

Silver Club membership is only open to UK residents and residents of Northern Ireland. Firebird and the Firebird logo are registered trademarks of British Telecommunications plc

## Other exciting games in the Firebird 199 Silver range\*

### CBM 64/128

Booty  
Cylu  
Seabase Delta  
Raging Beast  
Thrust  
Caverns of Eriban  
Freak Factory  
Ninja Master  
Harvey Headbanger  
The Happiest Days  
of Your Life  
Warhawk  
Galaxibirds  
Spiky Harold  
Mad Nurse  
GoGo the Ghost  
Twinky Goes Hiking  
Collapse  
Microrhythm  
The Prince  
Thrust II  
Chickin Chase  
Park Patrol

### CBM 16

Runner  
Shark  
Netrun 2000  
Fury  
Goldrush  
Into the Deep  
Booty  
Torpedo Alley  
Spiky Harold  
Harvey Headbanger

### Atari

#### 800/800XL/130XE

Warhawk  
Thrust  
Collapse  
Ninja Master  
Caverns of Eriban

### Spectrum

Booty  
Shorts Fuse  
Cylu  
Spiky Harold  
Seabase Delta  
The Wild Bunch  
Helichopper  
Ninja Master  
Buccaneer  
Rebelstar  
Thrust  
The Happiest Days  
of Your Life  
Kings Keep  
Gyron Arena  
Bombscare  
Kai Temple  
Spike  
Star Firebirds  
Olli and Lissa  
Harvey Headbanger  
Gunstar  
Chickin Chase  
Megabucks  
Thrust II

### Amstrad

Spiky Harold  
Thrust  
Harvey Headbanger  
Ninja Master  
Collapse  
Bombscare  
Wild Bunch  
Booty  
Shorts Fuse  
Seabase Delta  
Star Firebirds  
Cylu  
Helichopper  
Rebelstar  
Chickin Chase

\* Correct at time of printing

AMSTRAD CPC  
464/664/6128

# THRUST II

© 1987 ANDREW ROGERS  
& JEREMY C. SMITH

To load: press CTRL and small ENTER key

WARNING  
COPYRIGHT  
SUBSISTS IN  
ALL FIREBIRD  
SOFTWARE  
DOCUMENTATION  
AND ARTWORK  
ALL RIGHTS  
RESERVED



firebird 