

**ESCAPE FROM
YOUR MIND
BREAKFREE FROM**



P · R · I · S · O · N

My name is Gorr, Father of the Galactic Federation, bidding you welcome to a world unlike your own — mysterious, deadly — where only the brave survive and the weak perish, where iron nerves and ruthless skills are your only friends.

Come with me first and listen to my story, then close your eyes and teleport yourself through imagination into my world and begin the game that has no turning back — no surrender — only escape from Prison.

Scanned

by

Thallion

"CAPTURE"

Far into the future, beyond the 22nd century came the time of darkness and death, where hope was destroyed by fear, evil had consumed good and the passion to kill was the new god.

The rule of law became a myth of the distant past and only upheld by the few.

Jag Edwards was one such man working undercover in the open sewers they still called cities. It was his job to bust a powerful drugs ring which used a bakery as a front to manufacture pure white heroin, making more dough than any baker ever dreamed.

Jag had been stalking the gang for weeks amidst now the daily routine of riots at fuel stations and clothing factories. So far, each day, a different member of the gang came and went carrying large brown parcels but never at the same time of day or night.

Then the word came.

"Make your move Jag" said the Commissioner over his wrist-transmitter, "it's tonight or never. We got the word they're moving tonight — the whole gang's there".

"Yes sir", said Jag.

Here came the end to months of waiting and watching.

Jag entered the building and acting on the Termination Five Objective wiped out the entire gang in a furious shoot-out, wrecking the hide-out leaving nothing but heroin covered bodies.

But he was set up! The security forces mysteriously arrived immediately afterwards to arrest this "madman", for shooting ten innocent flour covered bakers.

The Star-Judge looked sternly over his eye glass directly at Jag who was stood in chains on a plinth, showered in a bright force-field light.

"The crime of which you have been found guilty", shouted the Star-Judge, "demands more than the death sentence can offer in retribution. Before I pass sentence have you anything to say?"

Jag, head bowed, stood silent. He could not believe this was happening. His police record, his decorations in the army, his recent bid for enrolment into the "Starchaser Inter-Galactic Peace Army", all now stood for nothing.

He slowly lifted his head and stared at the Star-Judge in total defiance. The sinews in each arm rippled, his face became tort with vehemence, beads of sweat glistened in his straw-like hair.

"I am innocent of these charges which I consider to be false and which cannot possibly be believed by the court."

The small audience in morbid attendance, stirred, realising the futility of his plea. The Star-Judge took off his glasses and with a sweeping gesture closed the "Galactic Community Rule Book" and placed it on one side.

"Very well," he sighed with almost a hiss, breathing out slowly with exasperation.

"You show no contrition for your heinous crimes. Yours is a position of trust, which to the communities detriment has turned you into a savage killer. The greater the power given the greater responsibility it demands. I sentence you to life abandonment on Altrax and may your god have mercy on your soul. Take him away."

Jag again bowed his head. Why hadn't his superiors saved him? They were deliberately framing him to get him out of the way. Now his thoughts, as he was led from the court to a waiting "Sprinter", turned to his fateful destination — Altrax!

"ALTRAX"

Altrax sits alone in quadrant seven of the Galactic Federation Territory set apart from orbiting moons, space colonies and warship ports, totally isolated from ordinary human existence.

Once sort after for its mineral and plutonium deposits by the "Interplanetary Development Corporation", it has long since been abandoned and is now solely used as a penal dumping ground for mass murderers and enemies of the Federation for whom capital punishment has not been a deterrent. Inmates are never seen again.

All awaits Jag Edwards.

During his confinement Jag listened to the vile rumours of Altrax from the mocking security guards.

"Ha, if the street gangs don't rip you to bits the lone runners will kill you for your clothes." Jag watches the guard light a cigarette. The light dies quickly as the air becomes thinner as they come closer to the planet.

"Yeh the only time anyone is seen again is when they find your body floating in low orbit . . . ahh . . . ha," roared the other guard revealing black teeth under black whiskers and the lunatic grin of the possessed.

Time passes at an accelerated rate on Altrax with a shorter night than day. Darkness offers even more danger with increased gang activity with the added difficulty of moving about in the dark through treacherous streets.

Gangs of separate alien races battle for control of the city spawning tough violent leaders ready to confront any threat to their territory. A rat-like alien race of stooges move freely through gang land offering their services to the highest bidder.

Pools of toxic waste and bottomless trenches matrix the planet with pits of metal spikes making many paths treacherous and can only be avoided with the help of stooges. Proximity mines and snare explosives are scattered in various areas detonating in chain reactions to devastating effect.

Jag could only begin to guess how much of this was true. For years he had been hearing stories of inter-gang massacres and explosions that destroyed parts of the planet but people neither cared nor wanted to get involved. Neither had he, but now irony dictated that he would witness first hand whatever the planet had to offer.

Suddenly, it was time. A metallic voice echoed across the chamber, declaring that the craft was at tele-matt proximity. Jag was pushed from the craft across a black expanse towards a pool of red light, like a sun spot giving off red heat. Pushed under the light and before he could regain his balance, a beam of pure nuclear-ray energy tore Jag's atoms apart.

As the agony of crude teleportation subsided Jag fell to his knees on barren, silver soil, yielding only an image of death, lurking around every corner, its smell on every whisper of wind. Yet throughout the trial, and now, something whispered in the depth of his memory; a story he had heard in some sleazy neon pleasure ship some time ago.

Two years ago an unfortunate pleasure craft had ignored Altrax's warning beacons and strayed into the security force-field net, smashing its control centre and finally crashing onto the planets surface. The craft was wrecked but scans found no trace of the tiny one-man escape pod attached to the craft.

Jag thought about the rumour that rival gangs are still fighting each other to be first to find the pod and make the first escape from the prison that has claimed so many lives.

If the rumours are true, Jag Edwards must find the objects needed to survive and escape when he finds the pod. Then the wrongs will be put to right.

Just then, a shout goes out into the darkness and running can be heard. Jag, hands still chained, scrambled to his feet in an automatic survival response which in later days will help save his life.

FINUALA KAVANAGH

INSTRUCTIONS

MENU WINDOW Complex interaction is performed by means of selecting options from the menu window.

To activate the menu press fire and up simultaneously. Options are selected using up and down, to activate press fire.

MESSAGE TUBE Information is passed to the player via the MESSAGE TUBE. This includes results of actions and communications with other characters.

EXAMPLE OF INTERACTION USING MENU WINDOW AND MESSAGE TUBE Look at the menu window it is displaying "CONTROL ON STANDBY", now press fire and push the joystick up simultaneously.

The menu window is now displaying "MENU OPERATIONAL SELECT OPTION OR FIRE TO EXIT".

Pull the joystick down. The menu window is now displaying "SEARCH THIS LOCATION". Press fire to activate this command.

The prisoner will search the location. If nothing is found the MESSAGE TUBE will display the message "YOUR SEARCH REVEALS NOTHING". If an object is located the MESSAGE TUBE will tell you what the object is and by interacting with the MENU WINDOW as described above objects can be picked up and used.

The MENU WINDOW is deactivated by moving the joystick left or right.

POCKETS 1 & 2 These two windows act as the holding area displaying the objects which the player has discovered.

The player can only carry two objects at any one time, but by interacting with the menu window new objects can be exchanged.

Any item which the player drops will be displayed in the room where the exchange took place. These objects can be retrieved and used at any point in the game.

LIVES/ENERGY INDICATOR The player begins the game with three lives. Each life consists of a pyramid of energy which is reduced by time and injury.

Eating food replenishes energy.

ESCAPE CRAFT STATUS As the six pieces of the escape craft are collected they are assembled and displayed.

TIME Many actions are dependent upon the time at which they are performed (nightfall brings many dangers).

It is vital to find some means of accurately tracking time.

SCORE Progression and action increases the players score.

ALIENS Each section of the city is inhabited by a different tribe of convicts.

All encounters will result in physical violence. Defend yourself as best you can!

HAZARDS The city contains many dangers which may bring sudden death or painful injury. Beware of hidden mines, acid pools, gaping trenches and other dangers.

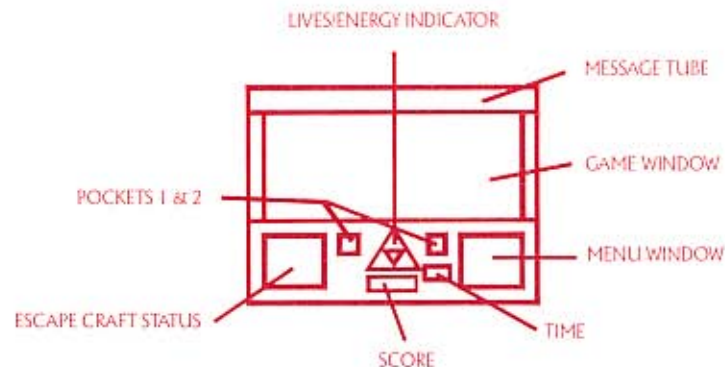
FIGHTING When you are attacked you can retaliate with a volley of punches and kicks. Rapidly moving the joystick from left to right will release you from a strangle hold.

STOOGES Amongst the many violent inhabitants of the planet there are a few who may help you in your quest.

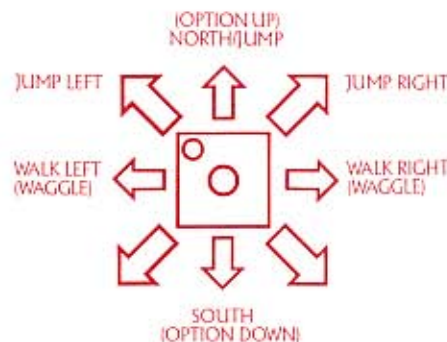
Stooges are treated as outcasts though they can move freely around the city.

You will have to trade goods for their dubious help, or perform tasks to gain their support.

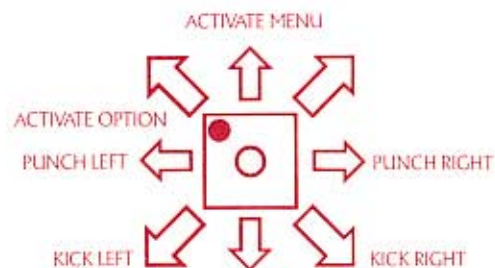
Treat Stooges with suspicion!



FIRE BUTTON NOT PRESSED



FIRE BUTTON PRESSED



ANWEISUNGEN

DAS MENÜFENSTER Komplexe Tätigkeiten werden mithilfe der Menüoptionen im Menüfenster durchgeführt.

Um das Menü zu aktivieren, müssen Sie den Joystick nach oben und gleichzeitig den Feuerknopf drücken.

Optionen werden durch Bewegung des Joysticks nach oben bzw. unten ausgewählt und durch Drücken des Feuerknopfes ausgeführt.

NACHRICHTENZEILE In der Nachrichtenzeile werden neben allgemeinen Informationen auch die Ergebnisse Ihrer Kommunikationen mit anderen Charakteren angezeigt.

Beispiel: Wenn im Menüfenster "Kontrolle auf standby" angezeigt wird, drücken Sie den Feuerknopf und den Joystick nach oben, um das Menüfenster zu aktivieren.

Nun zeigt das Menüfenster "Auswahlmenü: Option wählen". Wenn Sie den Joystick kurz nach unten drücken, wird im Menüfenster "Untersuche diesen Ort" angezeigt. Drücken Sie den Feuerknopf um die Option auszuführen. Der Gefangene durchsucht die Gegend. Findet er nichts, zeigt die Nachrichtenzeile an: "Die Suche verlief ergebnislos". Falls ein Objekt gesichtet wird, zeigt Ihnen die Nachrichtenzeile an, um was es sich handelt und mithilfe des Menüfensters kann das entsprechende Objekt aufgenommen und benutzt werden.

Das Menüfenster wird durch Bewegen des Joysticks nach links oder rechts deaktiviert.

TASCHEN EINS UND ZWEI In diesen zwei Fenstern werden die bereits gefundenen Objekte des Spielers angezeigt. Der Spieler kann nur zwei Objekte gleichzeitig tragen.

Mithilfe des Menüfensters lassen sich die Objekte austauschen. Jeder Gegenstand den der Spieler fallen läßt, bleibt an dem Ort liegen und kann jederzeit wieder aufgehoben und benutzt werden.

LEBEN- UND ENERGIEANZEIGE Der Spieler beginnt das Spiel mit drei Leben.

Jedes Leben besteht aus einer Energie-Pyramide, welche durch Zeit und Verletzungen vermindert wird.

Durch Nahrungsaufnahme wird Ihre Energie wieder aufgefüllt.

STATUS DES FLUCHTRAUMSCHIFFES Hier werden die bereits eingesammelten Teile angezeigt und gleichzeitig in das Fluchtraumschiff eingebaut.

UHRZEIT Viele Aktionen sind von der Zeit abhängig in der sie ausgeführt werden. (Nächte lauern viele Gefahren!!!)

PUNKTESTAND Jeder Fortschritt und jede Bewegung erhöht Ihren Punktestand.

ALIENS Jeder Bezirk der Stadt ist von von verschiedenen Sträflingsbanden bewohnt.

Jede Begegnung mit ihnen wird in physische Gewalt ausarten. Verteidigen Sie sich so gut Sie können.

GEFAHREN Die Stadt birgt viele Gefahren, die einen plötzlichen Tod oder aber eine schmerzliche Verwundung zur Folge haben könnten. (Versteckte Minenfelder, vergiftete Pfützen, Fallgruben und noch andere Gefahren.)

KÄMPFEN Falls Sie angegriffen werden, können Sie sich mit einem Hagel von Faustschlägen oder Tritten zur Wehr setzen.

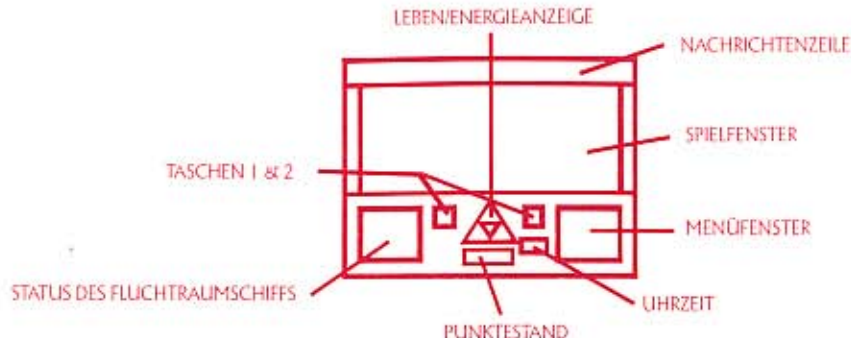
Durch schnelles Bewegen des Joysticks von links nach rechts befreien Sie sich aus Würgegriffen.

PENNER Zwischen den vielen gefährlichen Einwohnern des Planeten, sind auch einige, die Ihnen in ein paar Fragen behilflich sein könnten.

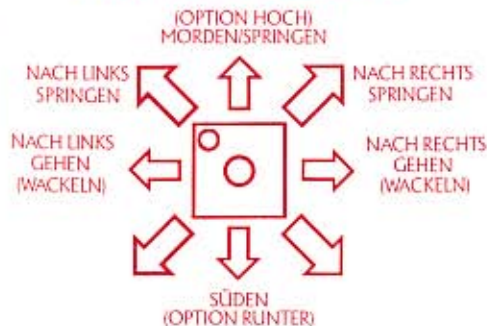
Penner werden wie Ausgestoßene behandelt und können sich außerhalb der Stadt frei bewegen.

Um von den Pennern Hilfe zu erhalten, müssen Sie mit ihnen handeln oder für sie Aufgaben erledigen.

Begegnen Sie den Pennern mit gesundem Mißtrauen!



FEUERKNOPF NICHT GEDRÜCKT



FEUERKNOPF GEDRÜCKT



ISTRUZIONI

FINESTRA MENÙ Dalla finestra menù è possibile attivare le opzioni di interazione. Per attivare le opzioni premere il tasto fuoco e spingere il joystick verso l'alto. Le opzioni sono selezionate usando il joystick in alto o in basso; per attivarle premere il tasto fuoco.

SPAZIO MESSAGGI Le informazioni sono comunicate al giocatore attraverso lo "spazio messaggi". Questo include risultati di azioni e comunicazioni con altri personaggi.

ESEMPIO DI INTERAZIONE Guardate la finestra menù si cui appare "Control On Standby" ("Attendo istruzioni") e spingendo il joystick verso l'alto premete il tasto fuoco.

La finestra menù visualizzerà ora "Menu Operational Select Option Or Fire To Exit" ("Menù operativo, scegli un'opzione o premi il tasto fuoco per uscire").

Muovendo il joystick verso il basso la finestra menù visualizzerà "Search This Location" ("Cerca qui"). Premere il tasto fuoco per attivare la funzione.

Il prigioniero si guarderà attorno e nello spazio dei messaggi se la sua ricerca sarà stata vana, apparirà: "Your Search Reveals Nothing" ("La tua ricerca è vana"). Se il prigioniero trova un oggetto nello spazio messaggi apparirà di che cosa si tratta e attraverso la finestra menù potrete utilizzarlo.

La finestra menù è disattivata spostando il joystick a sinistra o a destra.

TASCHE 1 e 2 Queste due finestre mostrano gli oggetti posseduti. Il giocatore può portare solo 2 oggetti per volta, ma interagendo potrà cambiarli a suo piacere. Ogni oggetto abbandonato sarà visualizzato e potrà essere riutilizzato in ogni successivo momento del gioco.

VITE ED INDICATORE DI ENERGIA Il giocatore dispone di 3 vite. Ciascuna è visualizzata come una piramide di energia ridotta dal tempo e dalle ferite. L'energia è incrementata mangiando del cibo.

PER TERMINARE IL GIOCO Collezione i sei pezzi ed ordinali nel modo corretto per poter fuggire.

TEMPO Molte azioni dipendono dal tempo in cui sono eseguite. Il calar della notte comporta molti pericoli. È di vitale importanza, trovare dei mezzi per guadagnare del tempo.

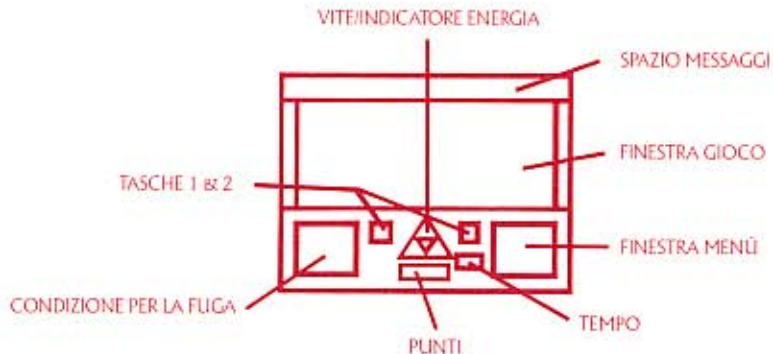
PUNTEGGIO Maggiore sarà la tua abilità, più alto sarà il tuo punteggio.

ALIENI Ogni zona della città è abitata da diverse specie di condannati. Stai attento e difenditi!

PERICOLI La città è disseminata di pericoli che possono portare morte immediata o dolorose ferite. Attento alle mine nascoste, alle pozzanghere di acido, alle trappole . . .

COMBATTIMENTO Puoi difenderti con pugni e calci. Muovendo rapidamente il joystick a destra e a sinistra ti liberarai da eventuali strangolamenti.

STOOGES Potranno aiutarti, ma agisci sempre con cautela!!!



INSTRUCTIONS

MENU Vous obtiendrez une interaction complexe en sélectionnant les options du menu.

Pour faire fonctionner le menu, appuyez simultanément sur 'feu' et poussez la manette vers le haut. Les options sont sélectionnées en déplaçant la manette vers le haut ou vers le bas; vous les obtenez en appuyant sur 'feu'.

TUBE À MESSAGE Toute information est donnée au joueur dans le tube à message. Cela inclut les résultats des actions et toute communication avec les autres personnes.

EXEMPLE D'INTERACTION UTILISANT LA FENÊTRE DU MENU ET LE TUBE À MESSAGE

Regardez le menu sur l'écran, c'est marqué "CONTROL ON STANDBY" ("prêt"); maintenant appuyez simultanément sur 'feu' et poussez la manette vers le haut.

Maintenant apparaît dans la fenêtre du menu: "MENU OPERATIONAL SELECT OPTION OR FIRE TO EXIT" ("menu opérationnel, sélectionnez option ou appuyez sur 'feu' pour abandonner le jeu").

Poussez la manette vers le bas et sur le menu vous pouvez lire "SEARCH THIS LOCATION" ("fouillez ces lieux"). Appuyez sur 'feu' pour obtenir cette commande.

Le prisonnier fouillera les lieux; s'il ne trouve rien, alors dans le tube à message apparaîtra "YOUR SEARCH REVEALS NOTHING" ("recherche sans résultat"). Si un objet est localisé, le tube à message vous indiquera ce que c'est et en utilisant le menu selon les indications ci-dessus, vous pouvez prendre les objets et vous en servir.

Pour mettre le menu hors fonction, déplacez la manette à gauche ou à droite.

POCHES 1 & 2 Ces 2 fenêtres contiennent et montrent les objets que le joueur a trouvés.

Le joueur ne peut porter que 2 objets à la fois, mais par interaction avec le menu, vous pouvez échanger de nouveaux objets.

Chaque fois que le joueur déposera un objet, ce dernier apparaîtra dans la salle où a eu lieu l'échange. Vous pouvez reprendre ces objets et les utiliser à n'importe quel moment au cours du jeu.

VIES/INDICATEUR D'ÉNERGIE Le joueur commence le jeu avec trois vies. Chaque vie est représentée par une pyramide qui diminue selon l'heure et les blessures.

Manger vous redonne de l'énergie.

ETAT DE L'ENGIN D'ÉVASION Au fur et à mesure que vous obtenez les 6 pièces composant votre engin d'évasion, celles-ci sont assemblées et apparaissent sur l'écran.

L'HEURE Un nombre d'actions dépend de l'heure à laquelle celles-ci sont réalisées (beaucoup de dangers arrivent à la tombée de la nuit).

Il est essentiel d'être, à tout moment, conscient de l'heure qu'il est.

LE SCORE L'action et la progression vous donnent des points.

LES FORÇATS Tous les quartiers de la ville sont habités par des tribus différentes de forçats. Attendez-vous à vous battre chaque fois que vous tomberez sur l'un d'entre eux. Défendez-vous de votre mieux.

LES DANGERS La ville vous réserve beaucoup de dangers qui pourraient aller jusqu'à provoquer une blessure grave ou une mort soudaine. Attention aux mines enfouies, lacs d'acide, tranchées béantes etc.

LE COMBAT Lorsque vous êtes attaqué vous pouvez vous défendre en envoyant une série de coups de poing et de coups de pied.

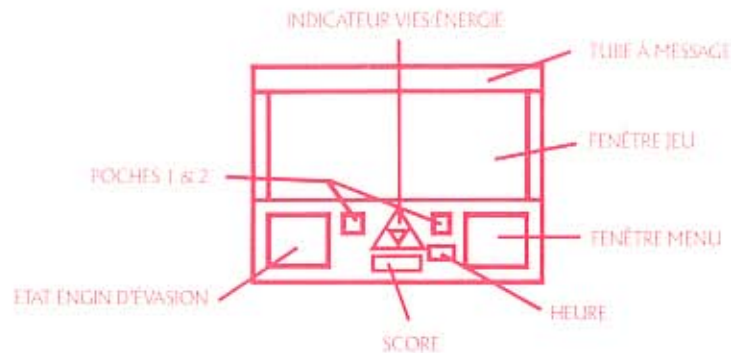
Si on essaye de vous étrangler vous vous échapperez en déplaçant rapidement la manette de gauche à droite.

LES MAL-AIMÉS Parmi les nombreux habitants violents de la planète il y en a quelques-uns qui peuvent vous aider à vous échapper.

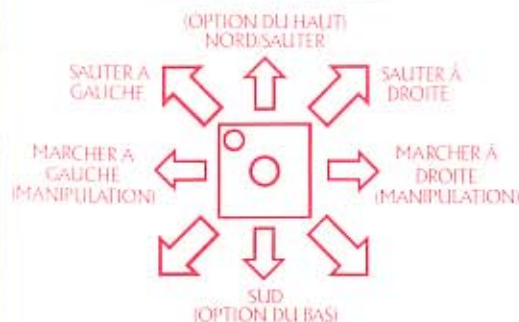
Les mal-aimés sont traités comme des bannis et pourtant ils peuvent aller et venir librement dans la ville.

En échange de leur aide suspecte vous devrez leur donner quelque chose ou alors pour obtenir leur soutien vous devrez faire quelque chose.

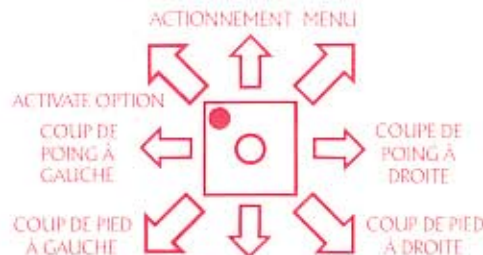
Méfiez-vous d'eux!



SANS APPUYER SUR FEU



EN APPUYANT SUR FEU



NOTES

[illegible]

CHRYSLIS SOFTWARE:

Unit 2, Willis Croft, Downs Row, Moorgate, Rotherham S60 2HD.
Telephone: (0709) 370102, 368403 Fax: (0709) 368403

