Prodigy

2004 OCRed by Wilko Schröter

LOADING INSTRUCTIONS

ZX SPECTRUM 48K/128K/+ CASSETTE:-
Type LOAD "" and then press "ENTER".

AMSTRAD/SCHNEIDER CASSETTE:-

CASSETTE BASED COMPUTER
(i. e. CPC-464) .
Press 'CTRL' and the small 'ENTER' keys simultaneously.

DISC BASED COMPUTER WITH ADDITIONAL CASSETTE PLAYER
(i. e. CPC-6128)
Type 'TAPE' and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.

AMSTRAD/SCHNEIDER DISC:-

CASSETTE BASED WITH ADDITIONAL DISC DRIVE
(i. e. CPC-464)
Type DISC and press 'RETURN' then type RUN"N and press 'RETURN'.

DISC BASED COMPUTER
(i. e. CPC-6128)
Type RUN"N and press 'RETURN'.

All programs will RUN automatically after LOADING is complete.
In case of LOADING difficulties please refer to the chapter on LOADING and SAVING programs in your computers User Manual.
In the unlikely event of a faulty product, please return it to the original place of purchase.

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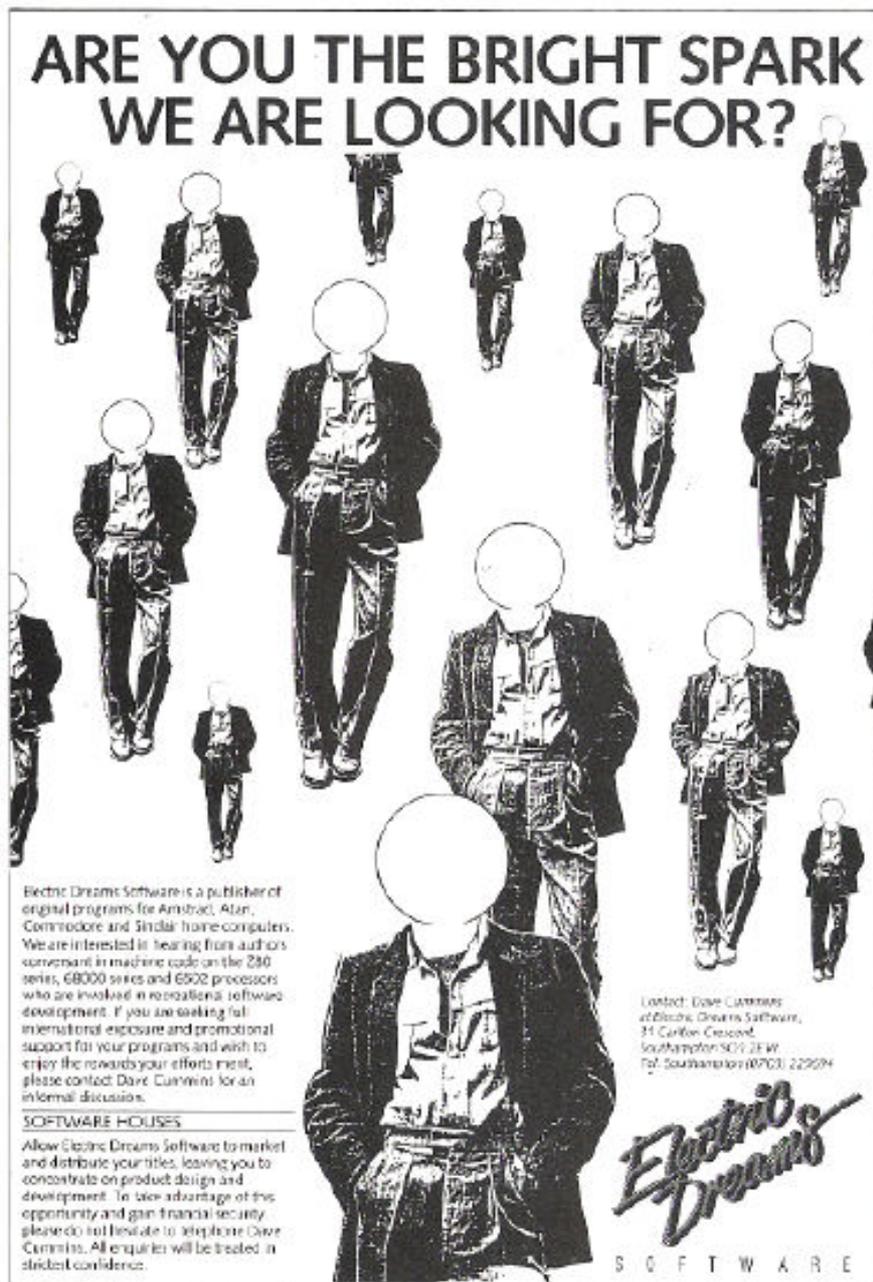
ARE YOU THE BRIGHT SPARK WE ARE LOOKING FOR?

Electric Dreams Software is a publisher of original programs for Amstrad, Atari, Commodore and Sinclair home computers. We are interested in hearing from authors conversant in machine code on the Z80 series, 68000 series and 6502 processors who are involved in recreational software development. If you are seeking full international exposure and promotional support for your programs and wish to enjoy the rewards your efforts merit, please contact Dave Cummins for an informal discussion.

SOFTWARE HOUSES

Allow Electric Dreams Software to market and distribute your titles, leaving you to concentrate on product design and development. To take advantage of this opportunity and gain financial security please do not hesitate to telephone Dave Cummins. All enquiries will be treated in strictest confidence.

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Electric Dreams

S O F T W A R E

PRODIGY

INSTRUCTIONS

CREDITS

Program conceived and written by Mev Dinc.
Graphics by Gary Thornton.
Thanks to Edwin Rayner.
Sound Track by Brian Marshall.
Produced by Jon Dean and Peter Sleeman.

Print-out from the data banks of Mechworld News:

WARDLOCK CREATES ORGANIC LIFE

The Machine Sorcerer Wardlock has created organic life in his mighty Mechlabs. Until now organic life has been unknown on our machine planet, although some of our mightiest machines and computers have theorised the possible existence of intelligence in fleshy forms. When asked for a comment Wardlock, the Machine Sorcerer, said:

"My terminals are a-hum pleasure at this creation of mine which even now I am monitoring in the security of my incredible Mechlabs. I look forward to many years of studying these organic life forms in the safely locked arena of my domain."

Wardlock was kind enough to give us a tour of his Mechlabs which are divided into four zones: **Ice Zone. Vegie Zone. Tech Zone. Fire Zone.**
Bouncing around these Zones we saw the results of previous less successful experiments, the eerie Globewels and the less threatening Bloberites, until finally we were shown Wardlock's latest arrivals: Nejo a humanoid baby and Solo the Syntleman, a synthetic humanoid flesh form. When asked whether Nejo or Solo represented any sort of threat to the ordered life of our planet Wardlock replied vehemently that his creations were secure with no chance of contact with machines of our world.

Excerpt from the private diary of Solo the Syntleman:

I do not know how long I have been trapped in this nightmare maze of the Mechlabs but at last another humanoid has arrived to share my incarceration. The new arrival is named Nejo, a baby who follows me about and needs constant supervision; feeding, washing in the showers and protection from the Bloberites and Globewels. Now that I have Nejo I feel an even greater urgency to escape from Wardlock. To this end I have developed a plan to distract Wardlock by feeding spurious data into his terminals and disengaging his security system. I have also discovered that to unlock the doors to the outside world need to collect four Power Keys and place them with in the Lockfire.

The Teleport system for travelling between Ice Zone, Vegie Zone, Tech Zone and Fire Zone has started working which may give me the chance I need to get ahead of Wardlock. The Bubble gun I produced is working well so I am now able to keep Wardlock's failed flesh experiments away... Somehow we must get out into space and find other organic life before Wardlock starts experimenting with us...

PLAYING INSTRUCTIONS

You are looking at the Mechlabs from one of Wardlock's monitors. Around the side of the monitor are four Security System indicators (rotating cubes). There are also three indicators along the top of the monitor for Oxygen Supply. Nejo's Food and Nejo's Nappy. These will show you when you need to replenish your oxygen supply, how much milk you have for feeding Nejo and when you need to take Nejo into a shower to clean him up. At the bottom of the screen is a teletype which will type up messages to help you during the game.

To replenish your oxygen supply you must go to the Ice Zone and pop Oxygen Balloons. To feed Nejo you must find Chef MechDonald and use the Bubblegun. To disengage Wardlock's Security System you must collect Security Units and Take them to the Computer Control Centre. You are able to control Solo the Syntlemans movements. Nejo will follow you if you do not walk too fast and wait for him to keep up with you. The controls are:

PRODIGY CONTROLS – ZX SPECTRUM

LEFT 6
RIGHT 7
UP..9
DOWN 8
FIRE BUBBLEGUN...................................0
PICK UP ....Q
DROP...W
PAUSE... SPACE
KEMPSTON AND INTERFACE II COMPATIBLE