

TV NETWORKS BLAME SUNSPOTS

Yesterday's interruption of television and radio broadcasts was blamed upon freak sunspot activity. The two major networks decided to make a public statement after having been deluged by thousands of phone calls from angry viewers'. Meanwhile reports are still flooding in of interference in telecommunications around the world...

CLASSIFIED DOCUMENTS CODENAME SANXION

FILE: SECURE TRANSMISSION;
SUBJECT: TRANSCRIPTION OF TELEPHONE CONVERSATION BETWEEN AND JOHN OF THE TIMES.

CURRENT STATUS: BOTH SUBJECTS NOW UNDER DETENTION

RELEVANT EXCERPT FOLLOWS:

... for whatever reason, they're back again... it seems that the early sightings of 'ogre shaped objects' and 'mystical lights' reported in the mid 20th century were not just the result of a few mid-western hicks, it took some doing... but I managed to get hold of some classified material from the data banks of the CIA and Airforce Intelligence. There are TENS of thousands of entries under a data file codenamed 'BLUE BOOK'. It seems this kind of thing goes in cycles, usually connected with some kind of technological breakthrough... in the mid 1950's it was the development of thermonuclear weapons. Now it seems that the UFO's are not just content to passively observe, they are actively preventing any kind of launch of orbital vehicles... you only have to look at the number of aborted launches that are occurring in the mid-80's... 'Challenger'... 'Vostok'... 'Titan' even the Europeans had problems with their 'Ariane' project. I think it's almost certain to do with this damn 'Star Wars' defence system... John... there's also something else that keeps on cropping up in my research... whatever it is, it's heavily guarded in the 'classified sections'... they don't want anybody to see it... all we get at the moment is a project name - 'SANXION'... There's something BIG going on here...

A.M.W./R.L./P.D./S.H.O.

TRANSCRIPTION ENDS



CLASSIFIED DOCUMENTS CODENAME DAMOCLES

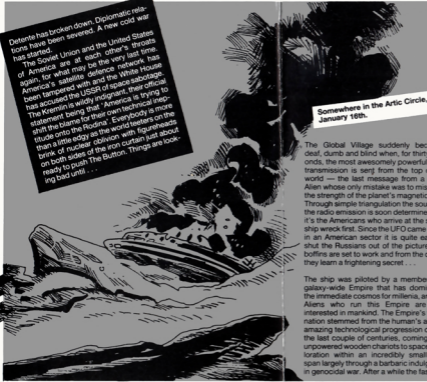
EYES ONLY:
SECURE TRANSMISSION:
FROM: SANXION HQ
TO: PROJECT DAMOCLES

HIGH SPEED PURSUIT VEHICLE NEAR OPERATIONAL
STATUS: HIGH DENSITY LASER BEAM ON TRACKING ANTI-SATELLITE WEAPONS OPERATIONAL AND SUBJECTS TO GO. MESSAGE ENDS.

TRANSMISSION ENDS:
S.H.O./P.D./A.M.W.



Detente has broken down. Diplomatic relations have been severed. A new cold war has started. The Soviet Union and the United States of America are at each other's throats again, for what may be the very last time. America's satellite defence network has been tampered with and the White House has accused the USSR of space sabotage. The Kremlin is highly indignant, their official statement being that 'America is trying to shift the blame for their own technical ineptitude onto the Rodina'. Everybody is more than a little edgy as the world teeters on the brink of nuclear oblivion with figureheads on both sides of the iron curtain just about ready to push The Button. Things are looking bad until...



Someone in the Arctic Circle, January 16th.

The Global Village suddenly becomes dead, dumb and blind when, for thirty seconds, the most awesomely powerful radio transmission is sent from the top of the world — the last message from a dying Alien whose only mistake was to misjudge the strength of the planet's magnetic field. Through simple triangulation the source of the radio emission is soon determined and it's the Americans who arrive at the space ship wreck first. Since the UFO came down in an American sector it is quite easy to shut the Russians out of the picture. The boffins are set to work and from the debris they learn a frightening secret...

The ship was piloted by a member of a galaxy-wide Empire that has dominated the immediate cosmos for millennia, and the Aliens who run this Empire are very interested in mankind. The Empire's fascination stemmed from the human's almost amazing technological progression during the last couple of centuries, coming from unpowered wooden chariots to space exploration within an incredibly small time span largely through a barbaric indulgence in genocidal war. After a while the fascina-

tion turned to fear, as many leading social theoreticians pointed out that this species would soon be swarming through the galaxy, bringing with them aggression, barbarism and probably the eradication of the Empire.

To stave this malignant species' frightening evolution, a Culture Technician had been sent to manipulate mankind towards a nuclear death intended to neatly nip the problem in the bud. It had been quite easy, the odd touch here, the slightest altering there and Mankind was all set to destroy itself. The final touch was just being administered with the gradual destruction of America's 'Starwars' project when the Technician crashed and the Empire's cover was blown.

Not a particularly pleasant secret to uncover and definitely one too large to keep under wraps, since the massive display of radio power had done more than temporarily blind the world, it had also informed the Empire that they were out in the open. Earth's leaders realised that soon the Aliens would be on the spot in force.

Immediate amnesty was the only solution. America and Russia jointly set up Project Damocles, a joint 'think tank' to discuss the now obvious necessity of global defence for the inevitable conflict between Man and Alien.

And from 'Damocles' came Operation Sanxion, a proposal for a defence corps piloting a breed of ship based around existing weaponry and technology gleaned from the visitor's spacecraft. The ships would constantly patrol the planet warding off and destroying any Alien presence, stopping only at the ReGen (fuel and rest) stations that were to be hastily constructed across the world. With only days to spare Operation Sanxion became operative.

In Sanxion, the simulation, you will encounter a variety of Aliens using different tactics to dominate various parts of the planet. As a member of the Sanxion Corps it's up to you to destroy any Alien infiltration.

After each sector is successfully defended the pilot must go through a short training session to prepare him for the horrors to come. These sessions take place against a rainbow background, the task on each section being indicated by letters on the dried targets.

S = shoot
C = collide
P = Pick up
Should you prove a competent trainee (for example: colliding with or shooting a predetermined quota of targets) you are awarded an extra bonus of 1000 points. Collision with barriers, although not fatal on this section, should be avoided as they drastically reduce any time left... and time is precious, both in combat and in training, as reaching a ReGen station before the timer hits zero earns valuable extra efficiency points. An extra ship is awarded every 10,000 points.

As well as attacking Aliens there are a number of other hazards which need to be negotiated. Some of the ReGen stations are protected by security barriers to prevent Alien infiltration (indicated by a sonic alarm) and to the less skillful pilot they can prove deadly. The first defence wall appears at ReGen station 2 — you will have to discover the whereabouts of the others for yourself. Of course, the astute pilot will commit to memory the layout of all the security barriers. Once all ten world sectors have been patrolled you are promoted to Sanxion Class 1 and go on to patrol the Darkside and do battle against the Empire's secondary attack system.

LOADING INSTRUCTIONS

Insert tape in the player, making sure that it is rewound. While holding down the shift key, press the run/stop key. When the screen prompts you, press Play on the player. Sanxion will now load automatically.

NOTE: If you are having problems loading, please remove any peripherals, such as disk drive, printer, cartridges etc. you may have attached, and repeat the above procedure.

Once Sanxion has loaded press space bar for options

- F1 Toggles between one player and two player.
- F3 Toggles between Joystick and Keyboard.
- F5 Turns title screen music off/on.

Joystick in either port (although this allows you to hinder your opponent in two player games)

To pause, press the Run/Stop key.
To exit to the title screen, press Run/Stop followed by L.

KEYBOARD CONTROLS

- Up = Shift
- Down = Shift
- Left = z
- Right = x
- Fire = Return

This has been number one in a series to astound and delight, brought to you courtesy of THALAMUS and

Stavros Fasoulas - Programming, graphics, game design, a full memory and, erm, being Finnish
David Whitaker - For all them strange noises that go bump, boom (etc) in the game
Rob Hubbard - For the Binary Symphonies: 'Thalamus'; and 'Romeo and Juliet'
Serge Prokofiev - for Romeo and Juliet, a classic. Buy it, but buy this first.
John Twiddy - For Twid-e-loads (© 1986, Sue's Fall... Let's be logical if only...) for invaluable contributions towards the game's structure and design.
Oli Frey - The 'Doh! Ah! (Paroxysm)' package design and artwork.

Franco Frey - MONEY!!!
Gary Liddon - Product management (sic), scenario, technical bits (sic), fat bits, smelly bits, long dangly bits, without whom Andrew Wright - Grace under pressure! Oh, and the scenario, production, blood, sweat, tears and a flat head, again without whom...
You - For buying this game (if you played it) hope all your important extremities fall off!
To be read in a heavy Finnish accent!
Also very much thanks to Heiko (the hornless), Aki and Ilmu for great ideas and very helpful playtesting. And Harri 'm the bestest' for technical conversations.

Produced by Andrew Wright & Gary Liddon

THALAMUS LIMITED,
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In the unlikely event of a faulty product, please return the game to the original place of purchase.

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