

XECUTOR

THE FORBIDDEN SECTOR

There had to be a reason why the Zedar region of the Horsehead Nebula was referred to as 'forbidden'. Looking at your Galactica map and guidelines set out by Central Space Control you kinda felt those guys had been viewing too many ThreeDees from a century or more ago. 'Forbidden' indeed!

But on reflection you somehow feel you should have heeded the warnings. So you are just a couple of guys who broke formation in your Mark-7 Quantillion craft whilst on route to the Stella Wars in Questron Minor. A couple of wise guys who thought it'd be a laugh to see this 'forbidden' thing close up. But boy do the Stella Wars sound attractive to you now!

But there's no turning back now. You and the other guy will have to see it through . . . at least you will; sacrifices have to be made sometimes. Or will you work with him to beat the Zedar together?

PLAYING THE GAME:

Xecutor is designed to be played either solo, or with a friend/rival. You can choose to go it alone against the Zedar death squads, or you can select the two-player option allowing two craft on screen at the same time.

Upon loading you will be given an option of pressing '1' for a one-player game, '2' for a two-player game, or pressing '3' to change the controls. If you want to alter the basic way the controls are set then press '3'.

Initially the controls are set to:

Set Keys
Left – O
Right – P
Up – Q
Down – A
Fire – SPACE

By pressing option '3' you can then select from virtually any other combination of keyboard or joystick, and you can even define your own preferred keys. To choose your option in '3' you press SPACE, and to actually select it you press ENTER.

WEAPON/CUSTOMISING ICONS

Either alone or together with another player your aim is the same: destroy wave after wave of the Zedar, and blast their laser installations too. When you destroy an entire wave of the Zedar or when you destroy an installation you will find that a WEAPON icon is left behind, pulsing on the screen. In the display panel on the right side of the screen you will see one of these icons already shown—a missile. By destroying the icons as they appear you will be able to move on to better and better weaponry that you can choose to add to your ship. There first appears the missile icon which, if collected, gives you more and more fire power (up to 3-times more than you start with). The next icon is indicative of being able to increase your speed. Then the icons progress in turn through: double lasers, triple lasers, super penetration-missiles, explosive pods, and last but not least a powerful shield. To add the new weapon or feature to your ship, simply collide with the icon instead of shooting it.

As two player 'collective' game you can each agree to try to gain good fire power between you to conquer as many Zedar as possible. But as a 'competitive' version you can quickly discover how to collect weapons or destroy ones you do not need thus depriving the other player of a potential advantage . . .

HIGH SCORE TABLE—simply use the LEFT and RIGHT controls to move through the alphabet, and either enter all 7 letters or use the 'ED' character to END your entry.

CREDITS:

Game design, coding and graphix by CYBADYNE.

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