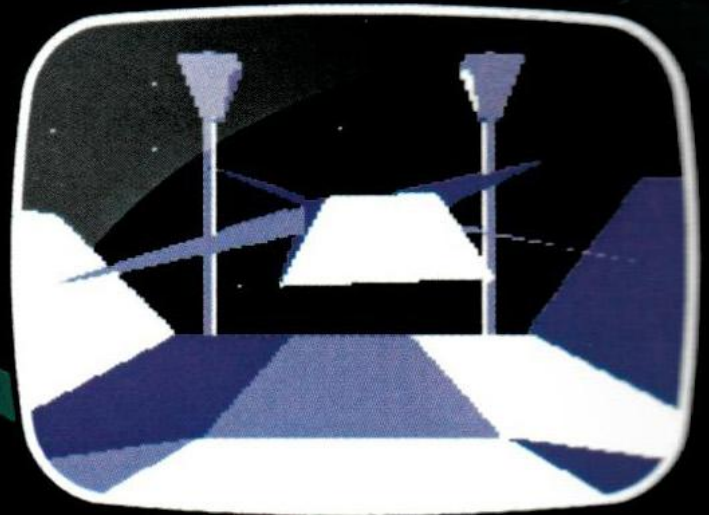
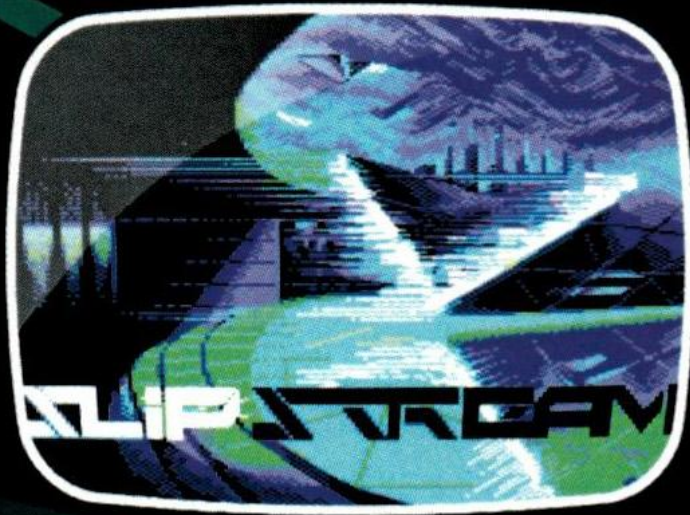




SLIPSTREAM



Screenshots from Commodore 64 version.

LOADING

COMMODORE 64:

Insert disk (label side facing up).

Type LOAD "*",8,1 and press RETURN. Once loaded type RUN and press RETURN. The game will now load and run automatically.

Expanded C16 + PLUS/4:

Insert disk (label side facing down).

Hold down SHIFT and press RUN STOP. The game will now load and run automatically.

Once the game has loaded press FIRE to bypass title screen. Move joystick up and down and press FIRE to to select menu options. Note: You can return to the main menu from the GUIDE, STORY and CREDITS sections at any time by pressing FIRE.

STORY

The Omikron system was hit by an asteroid shower every year for two days.

The people called these 'The days of judgment', because it forced them to live beneath the surface of the planets.

In the year 14373 the inhabitants of the Omikron system built a new shielding station to protect their home planets.

The shielding system was purely self-sustaining. It was placed near Omikron 4, the 4th planet out of 7. The shielding station had the best artificial intelligence ever devised.

After 23 years, the station stopped communicating with the planet for a period of ten days.

It was noted that there was also a big burst of energy near the station on the 3rd day. On the 9th day, many of the robots built to defend Omikron against the asteroids left the station and headed into an unmarked region of space. Communication was re-established on the 10th day.

The station kept functioning properly and, over time, the incident was forgotten by the people of Omikron. The leaders did not tell the people that for years more and more robots were leaking into space.

In the year 14634 the elders of Omikron found a way to locate the missing robots.

The robots were classifying whole planets as asteroids in the nearby star systems and were destroying them.

However, until today, the robots had not destroyed any inhabited worlds.

It seemed likely that they would do so, with 3 inhabited worlds in nearby star systems, in the next 50 years.

The elders came up with a plan. They constructed a starship able to break the time barrier. The ship was called the 'Slipstream'. Through a remote interface, a specialist pilot could fly it to the missing robots and destroy them.

4 building robots have also leaked. If these special robots are terminated, all the robots in the star system would cease to function.

Your mission is to find these 4 robots and disable them. For the mission to be completed you need the slipstream simulation program downloaded to any control station on the planet.

If you manage to destroy all 4 building robots, your last task is to return to the station. The architects reported that the robots outside the station are malfunctioning due to the asteroid shower, if the robots are removed, the station should work correctly again.

The simulation has a special feature called TIMEBENDING. This allows you to pause the simulation, or even restart it in case of failure. Use the timebending feature to your advantage to finish your mission. Keep an eye on your ships energy level, which decreases if it gets hit.

GOOD LUCK, CAPTAIN.

PLAYING GUIDE

SPECIFICATION 1C5

FOR USE WITH COMMODORE COMPUTERS

SECRET MATERIAL

The ship can be controlled with a joystick inserted in port 1 or 2.

The control mode can be toggled with the fire button. The first mode controls the targeting device, the second mode is used to control the ship itself.

Alternatively, you can use two sticks at the same time. This way, one stick controls the targeting, and the other controls the ship.

Keep an eye on your progress counter displayed at the bottom left part of the simulation. Reaching certain milestones will give you rewards.

Also, watch out for shielding devices. Obtaining these will give you additional protection for your ship.

The enemies always follow one of three types of formations:

- 1) Non-shooting formation
- 2) Forward shooting formation (these ships normally form circles).
- 3) Ship targeting formation.

The only way to avoid being shot is to move your ship out of the way of incoming fire. Make sure you keep moving.

You can use the RUN STOP key to pause the simulation.

CREDITS

IDEA & CONCEPT: Stefan Mader

GRAPHICS: Rainer Muehr + Stefan Mader

MUSIC (C16): Ingo Jache + Ronny Krueger

MUSIC (C64): Ronny Engmann

LOADER: Gunnar Ruthenberg

EDITING: Csabo of Lod

ARTWORK: Nero

PACKAGING: Kenz

A 2017 Bauknecht Production

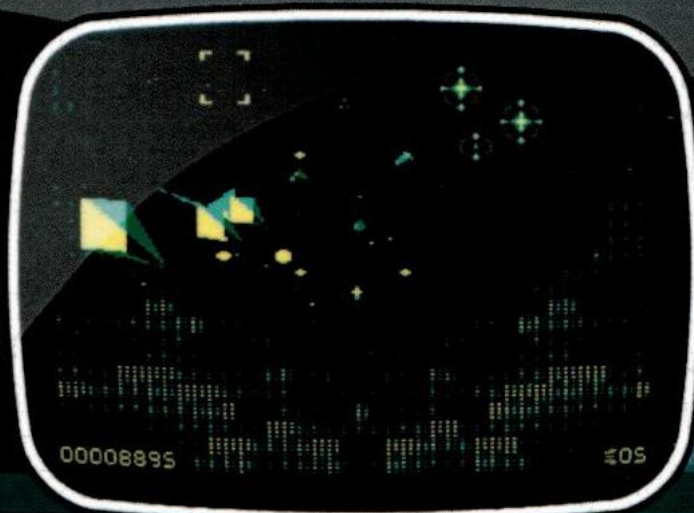
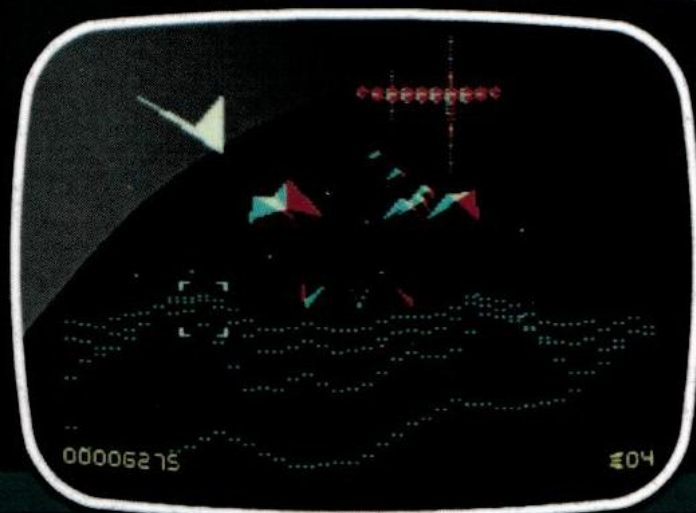
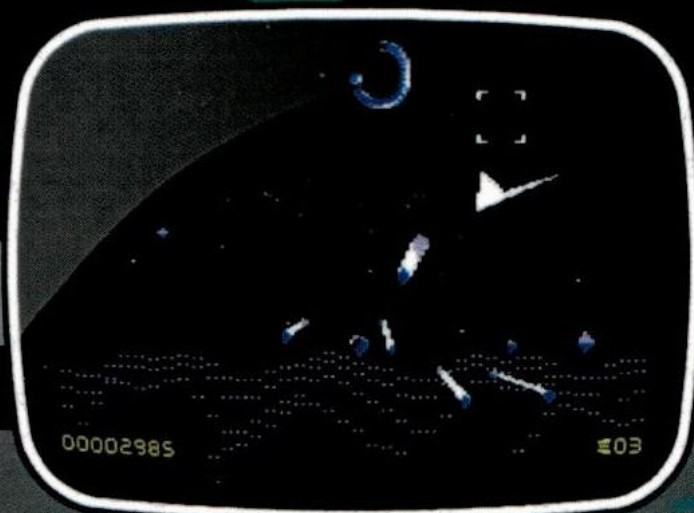
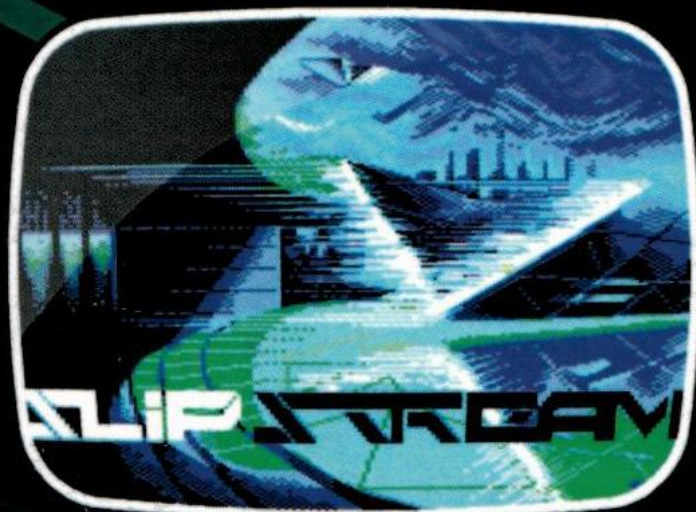


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The logo for Psytronik Software, featuring the word "PSYTRONIK" in a stylized, metallic font with a blue and white gradient. Below it, the word "SOFTWARE" is written in a simple, white, sans-serif font.

PSYTRONIK
SOFTWARE

ALIP STREAM



Screenshots from C16 + Plus/4 version.