PULSE PULSE PULSE



one hit of the galaxy following it, before you show The Enemy what space combat is about...

Loading the game

1. Connect the datassette to your VIC according to the User Manual.

2. Press **SHIFT** and **RUN/STOP** simultaneously on your VIC.

3. Place the rewound tape into the datassette and press **PLAY**.

The war with The Enemy was thought to be over before it destroyed all modern computers on Earth with long–distance EMPs. But little did it know about the creativity and inventiveness of the humans who just started over with the millions of rock–solid computers they mass–produced for entertainment in the late 20th century.

“Great!”, you think in your tiny space ship idling at the outskirts of the Solar System as you slap *Super Starship Space Attack* into the tape drive of your airborne computer, “Home soon!”, as, suddenly, the Final Expansion 42's emergency message receiver chills you down to the bone with a disgustingly loud honk.

“Our enemy now attacks us from the 20th dimension! We hastily created a remote drone control software! You are one of the last pilots with the right hardware to use it out there. We'll send it via radio in ten minutes. We don't know what to expect. We count on you!”

You feel an episode of major psychotic hatred crawling up your spine. “Sordid buggers!”, you exclaim. “Always the bloody same! THAT you could send right on my computer but not that friggin' software!? Where's that tape recorder?”

As you bang your head against the edges of broken tape recorders that you – despite the absence of gravity – threw away in a rather mindless fashion, it's starting to make sense: Of course they'll send the software via Radio Denial! To reach all pilots at once!

As the moderator interrupts the broadcast for a surprise update that would improve sound quality you know what it also does and hit record. You allow yourself to prepare, by listening to the latest number

Requirements

Pulse requires a joystick.

No memory expansion will load a slow version that runs continuously.

+3K or +8K RAM will speed up the game and provide title screens as well as a hiscore table.

+8K RAM also adds speech before the game starts.

+16K RAM adds a hiscore table tune – the full version.

Credits

Sven Michael Klose aka "pixel" programmed the game.

Bryan Henry aka "darkatx" provided the splash screen and inlay graphics. Initial conversion for splash screen by **Adrian Fox aka "beamrider"**.

Anders Persson aka "boray" provided the galaxy's number one hit for the splash screen. See also http://boray.se.

Lukas Ramolla aka "Luki" provided the hiscore table tune.

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