

LOADING INSTRUCTIONS

First: always switch off your machine **for at least 30 seconds** before loading. Then...

ATARI ST owners: Insert *Stryx* disk into Drive A. Switch on the monitor/television followed by your computer.

AMIGA owners: Switch on. If the display prompts for a Kickstart disk, insert one into the internal drive. When the display prompts for a Workbench disk, insert the *Stryx* disk into the internal drive.

You need a joystick plugged into the second joystick port to play the game.

Full instructions on how to play the game appear on the following pages.

VIRUS WARNING!

This product is guaranteed by Psygnosis Ltd to be virus free. Psygnosis Ltd accept no responsibility or liability for damage caused to this product through virus infection. Please see the inside back cover of this manual.

To avoid virus infection, always ensure that your machine is switched off for at least 30 seconds before trying to load this game... Please see the inside back cover for more information regarding viruses and your warranty.

PLAYING THE GAME

As *Stryx* you are endowed with extraordinary physical and combat powers. You will also be able to find and use a jet pack and jet bike. Your mental powers are just as important as your physical ones – finding the keys and cracking the Lifeforce code will not be easy tasks. Time is strictly limited. The future of the human race depends on you. Good luck on your mission; you'll need it.

EXPLORING THE DOME CITIES

The Domes

There are four dome cities

linked to the central large dome. Each dome city is divided into two parts. The upper section (the dome itself) is constructed of platforms and stairways on a number of levels. Here you will also find keys, passes, and other objects which will be essential for completion of the game. As well as collecting these you will also have to tackle the robot guards that patrol the platforms.

The Hive

Within each dome is an entrance to the hive. The hive is a mining complex which contains many energy crystals. Energy crystals, when collected, can be used to replenish the energy levels of your weaponry, speeder bike, and the mining craft.

Committee's report into the causes of the Great War discovered a horrible truth: it was robotic and computer malfunction that sparked off the conflict that destroyed civilization as we knew it.

Under no circumstances could any exceptions be made.

This termination system, known as the Liferforce, is controlled by four separate keys, each one held by a different member of the Committee. If activated, the Liferforce would destroy all robotic and computer systems...

Terrified by the consequences of another robot revolt, the Committee imposed a mandatory 3-year life span on robotic systems and a 5-year life span on computer installations.

DATELINE 05: 09: 4516 AD

The unthinkable has happened. The Cyborg slave robots have risen against their masters, claiming the same rights to life as the humans. The keys to the Liferforce have been stolen and, crazed by their newly-discovered power, the Cyborgs have assassinated the four Dome Committee members in the most horrible way.

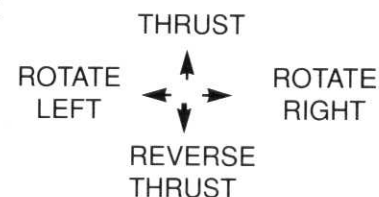
The first four function keys have the following uses:

- F1 PICK UP/DROP OBJECT
- F2 TOGGLE BETWEEN WALKING AND RUNNING
- F3 FETCH/RETRACT OBJECT FROM/TO INVENTORY WINDOW
- F4 ARM BOMB/USE DOOR PASS

Use the cursor keys to scroll through the items in the inventory window at the bottom of the screen.

When you are in the travel tube the joystick controls the movements of your Speeder Bike. Pressing fire will fire ahead of you. When you reach the lift at the end of the tunnel press FIRE to exit.

When you are in the Hive the joystick controls your mining craft as below:



Pressing fire will fire ahead of you. To exit the hive move to the platform at the top of the hive and press FIRE.

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WARRANTY LIMITATIONS

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'VIRUS'. It is the purchasers responsibility to prevent infection of this product with a 'VIRUS', which will always cause the product to cease working.

Psygnosis Ltd will replace free of charge any disks which have manufacturing or duplication defects. These disks should be returned directly to Psygnosis for immediate replacement.

Psygnosis Ltd will in no way assume responsibility or liability for VIRUS damage which can always be avoided by the user switching off his or her computer for at least 30 seconds before trying to play this product. If disks have been destroyed by a VIRUS then please return the disks directly to Psygnosis and enclose £2.50 to cover replacement costs. When returning damaged product please return the DISKS ONLY to Psygnosis.

The Psygnosis warranty is in addition to and does not affect your statutory rights.

CREDITS

**Programming by Mike Chilton.
Music by Paul Summers.
Game Graphics by Garvan Corbett and Jeff Bramfitt.
Title Graphics by Jim Bowers and Garvan Corbett.
Design and Lettering by Roger Dean.
Cover Illustration by Peter Andrew Jones.
This booklet conceived and produced by
Partners in Publishing.**