

GOLDORAK



GOLDORAK

PROLOGUE

While patrolling Earth, the Alcorak was destroyed by Vega's forces! Actarus, aboard Goldorak, must now recover the 8 fragments of Alcor's ship so that Professor Procyon can repair it. Face saucers, Golgoths, Anteraks and other enemy motherships throughout the game's 8 levels.

LOADING

Plug in the machine, insert your game controller, and insert the ROM cartridge as described in the computer or console user manual. The game will load automatically.

CONTROLS

This game is controlled using the gamepad. To get the diagonals, press LEFT or RIGHT and DOWN or UP at the same time.

Button 1: Fire.

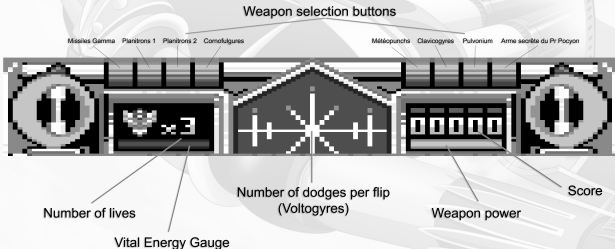
Button 2: Weapon selection

Buttons 1+2: Flip dodges (limited to 5 per level)

PAUSE button: Pause the game.

COCKPIT

The Goldorak Dashboard (HUD) permanently broadcasts all the information necessary for the player:



WORKSHOP

At the end of each level, Grendizer returns to base.
It can then be improved in the workshop by adding new,
more powerful weapons.
Weapons are acquired in exchange for score points.

Weapons are more or less expensive and therefore
require more or less score points to be acquired.

In addition to the base weapon (gamma missiles), there
are 7 additional weapons:

Type 1 planitrons (remotely guided trajectory)

Type 2 planitrons (sinusoidal trajectory)

Cornofulgures

Meteopunchs

Clavicogyres

Pulvoniums

And a secret weapon developed by Professor Pocyon



POWER-UPS AND BONUSES

During the game, Goldorak can eliminate the enemy hordes that come his way. Each destroyed enemy releases a temporary bonus which must then be collected quickly (by passing over it) to be activated.

These bonuses are available in score points (from 10 to 500), power-up, energy or additional life.

Score points:

10

20

50

100

500

Extra life:

1UP

Energy restored:


ENER

Weapon upgrade:

POW

The bonus **POW** improves Gamma Missiles and Cornofulgures to make them more powerful. These two weapons can accumulate up to 2 upgrades.

MECHANISMS, CONCEPT AND PURPOSE OF THE



In this Shoot'em up, the player controls Grendizer in his saucer.

During a level, he must face numerous salvos of saucers falling on him.

Each saucer destroyed releases a bonus item or score point that must be harvested.

At the end of each level, the player must face a boss in the form of a Golgoth.

The destruction of Golgoth releases a piece of Alcorak.

There are 8 levels in total: The meadow, the sea, the jungle, the mountain, the lava fissure, the molten volcano, the planet of Vega and the city of Tokyo.

Every 4 levels, a combat phase begins in space during which Goldorak must confront and destroy a Vega mothership.

Total victory is granted when all the remains of the Alcorak are reunited.

To reduce the difficulty, score points collected during the game can be exchanged for new weapons at the end of each level.

ADVICE FROM PROFESSOR PROCYON



- Destroy as many enemies as possible to collect as many credits as possible. These credits then allow you to increase Grendizer's arsenal in the base workshop.

- The color of the saucers indicates their robustness.

- The difficulty increases as you level up: so don't hesitate to equip Goldorak with new weapons as soon as possible in order to possess the necessary devastating power.

- Each Golgoth follows its own movement pattern: learn to identify them to defeat these monsters more easily.

- Depending on the Golgoths, certain weapons are more or less effective: find the one that is best suited to each.

Above all, don't hit a mothership: the slightest collision with one of them leads to Grendizer's defeat.

OWNERS OF 6128 PLUS

Owners of the Amstrad 6128 Plus personal computer benefit from an enhanced gaming experience since additional data is used by the cartridge, allowing the player to pilot the Alcorak when Grendizer has gathered all its debris.

The difficulty then goes up a notch. It is no longer possible to acquire additional weapons or perform reversals. You must therefore go through all the levels again and defeat all the enemies with the Alcorak's Alpha missiles as your only weapon. The Alpha missiles can, however, undergo up to two power increases.

Furthermore, the Alcorak can benefit from Professor Procyon's secret weapon... provided you find how to unlock it!

The "M" key mutes the music and the "P" key pauses the game.



Number of lives

Vital Energy Gauge

Weapon power

Score

CREDITS

Programming: Zisquier

Music: Pulsophonic

Concept and graphics: TITAN (Eric Cubizolle)

THANKS TO :

Tero Heikkinen for his fabulous Multipaint which was used to create all the game's graphics, BDCIron for his assembler courses on zillog.fr, AST for his IMPDraw 2 without which it would have been impossible to cut and process the game's graphics , Demoniak and its suite of "Swiss army knife" tools with ManageDsk, ConVlmgCpc and ConWav for samples, Thorbjorn Lindeijer for his essential Tiled which was used to create the game maps, Roudoudou for his super assembler RASM and, finally, Julien Nevo (Targhan) for Arkos Tracker 2 which allowed us to compose the music

But also: Alexandre Jalon (Zlandicae) - Baptiste Bidaux (FreeTalent) - Cedric LeZone (leZone) - Miguel Vanhove (RedBug) - Musicman Trencindouze (MMan3512) - Orko Ready - Stéphane from France - Cindy, Lana & Ellie.