

# FALCON



THE RENEGADE LORD

Commodore 64/128 J54



## FALCON – THE RENEGADE LORD

This arcade game features 8 different “time zones” comprising some 70 screens of fast and furious action. You are Falcon, a special agent of TIME, the Temporal Investigative and Monitoring Executive, a person with exceptional talents and skills.

Your time machine, Falcon’s Wing, allows you to travel through null-space to the past and the future. Falcon’s Wing is equipped with CAIN (Cybernetic Artificial Intelligence Nexus) which is one of the most advanced computers ever devised. CAIN is linked to TIME’s massive memory banks, accessible at any point in space or time by means of your holophone. CAIN keeps you informed of others’ movements within the time zones and you can pursue the renegade Lord to defeat his time-meddling.

When you exit Falcon’s wing, you wear a back-mounted jetpac and can closely explore the many atmospheric time zones. Key time artifacts may well have been moved around or disrupted by the renegade Lord and you will have to be alert and put to right any situation that may jeopardise future events. As well as an ever-ready trigger finger you can call upon powers of Thinkstrike and Power of Will to defeat any hostiles you may encounter.

Based on the popular FALCON book series, this game captures the elements of combat and time travel with superb graphics and exciting game play.

## FALCON: The Renegade Lord

### Game Scenario

You are **FALCON** an agent for **TIME**. You are one of an elite band of **Time Agents** in active service. The **TIME** organisation monitors the **Time Lines** (to past, present and future) for earth and other planets. Time Agents effectively ensure that anyone with access to time travel does not meddle with events and change the face of history.

In this mission your opponent is particularly dangerous as it is a powerful Time Lord, one of **TIME's** own agents that cannot be killed! You must follow the tracks of the renegade Lord and put to right any interference with important **time artifacts**. You must pinpoint the schemes hatched by the renegade Time Lord and thwart his plans.

Important time artifacts from different planets could cause catastrophic consequences by showing up in the wrong place at the wrong time. While you set out to reverse the effects of the renegade Lord's meddling, he is attempting to set further plans in motion!

Your time machine is **Falcon's Wing** and you have excellent facilities to assist you. You use **CAIN** (Cybernetic Artificial Intelligence Nexus) to control **Falcon's Wing** and access huge databanks of information, including current events in **Time Zones**. Studying the database gives you all the information you need about the **Time Zones**, the **inhabitants** and **vital historical objects**. **CAIN** will control the machine's **Timewarp** allowing you to travel through null-space.

You must complete **3** missions in this way to defeat the renegade Lord!

### Game Controls

To load hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your tape machine.

Joystick **port 2**. Press **FIRE** to leave the first screen and **FIRE** to begin.

Play begins in the **Eiger Vault**, **TIME's** H.Q. You will see **Falcon's Wing** dematerialise in preparation for your journey. Then you will see the control panel and **CAIN** is ready to follow your instructions.

**CAIN's** options appear in the box at the top of the screen. Select between the following:

**DATABASE:** supplies information on a wide range of subjects and will alert you when there are any irregularities in a Time Zone.

**TIMEWARP:** you may warp to any Time Zone of your choice.

**EXIT:** leave **Falcon's Wing**.

**LEFT** and **RIGHT** scrolls the functions available on **CAIN** and **FIRE** selects. Choosing **DATABASE**, you will be presented with information on any subject or with a further menu to select from. You can highlight your selection with **UP** or **DOWN** and use **FIRE** to select. If you wish to dispense with a screen, joystick **DOWN** until the **RETURN** box is shaded purple and press **FIRE**. If you wish to get out of the option completely, then move **RIGHT** and press **FIRE** when the **CANCEL** box is purple.

When you choose **TIME ZONES** you can **SELECT** which one you wish to warp-drive to or **CANCEL** if you change your mind. To leave **Falcon's Wing** and explore a Time Zone, select **EXIT**

On the right hand side of **Falcon's Wing** you can see a picture of the object you are receiving information about, the current date in the Time Zone you are in, a clock showing your remaining time and your score.

**SPACE BAR** on an object allows you to pick it up or drop it. Objects in any Time Zone must all be on the same screen.

## FIRE

when you are in the correct location, allows you to enter Falcon's Wing.

When you leave your time machine CAIN will automatically disguise it to blend in with the surroundings, so take a careful note of where you exit. You are equipped with a **rapid-response lazer gun** for immediate defensive action.

Additionally you can uncover **Power of Will** and **Thinkstrike** tokens, only of use to Time Lords. You can automatically pick up these powers by going over the tokens that appear randomly on the screen. Thinkstrike can immobilise your enemies for a short time and Power of Will will render you impervious to harm for a short time.

When your stamina has been depleted you will be returned to Falcon's Wing but you will incur a time penalty.

Some of the historical objects can greatly help your task, you must experiment to find out how. The Database can help you identify the enemies you will encounter and provide background on the historical objects.

The game ends if you run out of stamina completely and die, or if you run out of the time allotted to complete the missions.

## CREDITS

Programming by Steve Lee. Graphics by Martin Wheeler.

Based on the book "Falcon: The Renegade Lord" by Mark Smith and Jamie Thomson. Published by Sphere Books.

Insert illustration: Peter Andrew Jones

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# FALCON

This superb arcade game is based on the popular multiple-choice adventure series by Mark Smith and Jamie Thomson, published by Sphere Books. Set in 3033 AD you are a special agent, codename FALCON, and your mission is to halt the tracks of a renegade Time Lord who is threatening to disrupt future history by his ruthless meddling in the past. Your time machine "Falcon's Wing" takes you in your quest to ensure the timelines of the future remain uncorrupted!



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