



## Loading Instructions

### No Future

Type "L" for "Load" to appear, then keep your finger on the "Symbol Shift" key and press "P" twice. This should display LOAD "" on the screen. Then press the Enter key and the computer will load the tape after you press the play button on the tape recorder.

## The Game

A group of UFO hunters have stumbled on a hidden invisible portal in the sky. The portal appears to be a gateway into another dimension and when it opens, it is letting in alien ships that are extracting H2O (Water) and O2 (Oxygen) from our dimension and taking these resources into their own dimension through the portal.

We must put a stop to this grave situation before the aliens take all of our water and air resources. Because, if these resources deplete in our dimension, there will be NO FUTURE!!!!!!

## Game Play

You must move your ship (at the bottom of the screen) left and right to dodge the aliens and their fire. Multiple keys across the keyboard are assigned to left, right, and fire control. You must shoot the aliens down before they reach the bottom of the screen to grab the water resources.

To move left use keys Q,E,T,U,O,Z,C, and N. To move right use keys W,R,Y,I,P,X,V,B, and M. To Fire use keys A,S,D,F,G,H,J,K,L,0, and ENTER

When an alien reaches the bottom of the screen, it will turn blue to show that it has collected water. You must shoot it down before it reaches the portal at the top of the screen. As soon as it enters the portal at the top of the screen, that resource will be gone forever. The meter on the left of the play area shows the remaining H2O. As soon as it reaches the bottom of the meter, you will lose a life.

The O2 meter is located on the right of the play area. This will slowly drop until you have destroyed all aliens for the current level. The portal is open while the level is playing. So O2 will leak out into the aliens dimension. When the O2 meter drops to the bottom, you will lose a life.

You start with three lives and you can earn more lives by collecting bonuses that drop when you shoot down an alien.

## Notes

Written in Z80 machine code using the famous Zeus assembler which can be found here: <https://www.desdes.com/products/oldfiles/zeus.htm>  
Compatible with Fuller/Kempston joysticks and Fuller AY3 sound.

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