

MEGA DRIVE

Deflektor

Vortex



Deflektor

INSTRUCTION MANUAL

Deflektor

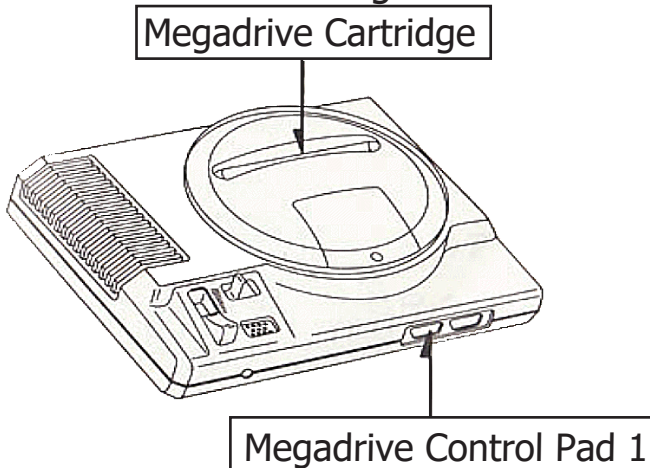
LOADING INSTRUCTIONS: STARTING UP

1. Make sure the power switch is OFF.
2. Insert the Deflektor cartridge in the Megadrive System (show below) by following the instructions in your MEGADRIVE SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Megadrive Cartridge.

For 1 player only:

Press Start Button on Megadrive Control Pad 1.



Deflektor

EXPERIENCE IN LASER LOGIC

Deflektor is an experience in laserlogic. There are no heroes or foes, just an absorbing challenge in pure skill and technology.

The objective of DEFLEKTOR is to complete each optical circuit. The laser produces a high intensity beam which must reach the receiver before the energy level is fully drained. This is achieved by reflecting, refracting and polarising the beam around the screen.



Obstacles in the beam's path can reflect, absorb or in the case of fibre optics, transfer the beam. You have the power to control the beam, but the route to the receiver is blocked until you have used your laser to destroy all the cells. However, care must be taken to avoid overloading your laser by either hitting the mines or reflecting your beam back along its own path.

But watch out! You are not alone. Beware of the Gremlins!!.

Deflektor

CONTROLLING YOUR LASER BEAM

The laser can be redirected by adjusting the angle of the mirrors. Auto-revolving mirrors will either stop or rotate faster depending on the direction you attempt to rotate them.

Other items cannot be controlled directly, but can be used to affect the beam in some way, either by reflecting it or redirecting it. In the case of fibre optics, a beam hitting a block, will be transferred to a matching block elsewhere on the screen.

OVERLOAD SITUATIONS

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Deflektor

TAKE CONTROL!

Directionnal Button
(D-Button)



Start Button

Button C

Bouton B

Bouton A

D-Button:

Press to move the cursor on the screen.

Buttons A:

This button may be used to rotate mirrors clockwise.

Button B:

This button may be used to rotate mirrors anticlockwise.

Button C:

This button is not used.



Deflektor

PASSWORDS

Level 02 :

Level 17 :

Level 03 :

Level 18 :

Level 04 :

Level 19 :

Level 05 :

Level 20 :

Level 06 :

Level 21 :

Level 07 :

Level 22 :

Level 08 :

Level 23 :

Level 09 :

Level 24 :

Level 10 :

Level 25 :

Level 11 :

Level 26 :

Level 12 :

Level 27 :

Level 13 :

Level 28 :

Level 14 :

Level 29 :

Level 15 :

Level 30 :

Level 16 :

Level 31 :



PASSWORDS

Level 32 :

Level 48 :

Level 33 :

Level 49 :

Level 34 :

Level 50 :

Level 35 :

Level 51 :

Level 36 :

Level 52 :

Level 37 :

Level 53 :

Level 38 :

Level 54 :

Level 39 :

Level 55 :

Level 40 :

Level 56 :

Level 41 :

Level 57 :

Level 42 :

Level 58 :

Level 43 :

Level 59 :

Level 44 :

Level 60 :

Level 45 :

Level 60 :

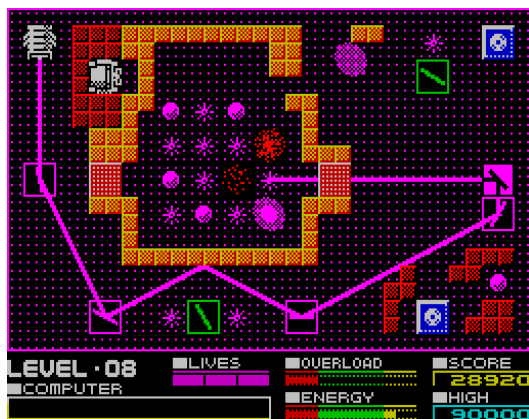
Level 46 :

Level 61 :

Level 47 :

Level 62 :

Deflektor



ZX Spectrum Version



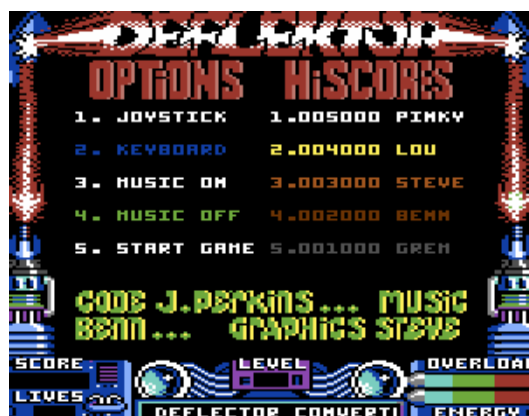
Amiga Version



Deflektor



Atari ST Version



C64 Version



DeflektoR

ORIGINAL AUTHOR



Costa Panayi, born October 11, 1957, is a programmer who has worked on several ZX Spectrum, Amstrad CPC and Commodore 64 titles.

He studied engineering at the University of Salford.

In 1982, he studied Sinclair BASIC and subsequently formed his company Vortex Software along with Luke Andrews and Mark Haigh-Hutchinson. They wrote a variety of games, including Gunlaw, the Android series, and Tornado Low Level for the ZX Spectrum.

His games achieved critical success; Tornado Low Level and Highway Encounter appearing in the "Your Sinclair official top 100", for example, and in them he developed original 3D interfaces.

In 1995, he was working as a design consultant for Fisher Price.

NOTES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

Music rearranged by David KBD (TAKEN) for the Genesis/Megadrive.

