

A comprehensive tourist guide to Targ Central City. ISSUED BY THE PALYAR INFORMATION COMMITTEE

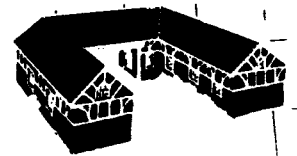
Targ Central City is a fascinating place to explore. The city was built three centuries ago as a rest and recreation centre for Palyar travellers en route to Casperium. Central City was designed by the legendary architect G Walton. Although his work can be seen throughout the Galaxy, Central City was initiated as a major green-field project and represents his most important work.

Tourists, travellers and students of architecture have been coming to Targ for many years in search of sun, peace and tranquility. All to be found here in abundance, together with intergalactically famed Palyar hospitality. Central City tours are organized by the Palyar

Information Committee and depart regularly from a number of locations throughout the City. Further information and timetables are on Intranas Pg 1435. Alternatively, hire your own Self-Fly/Drive Vehicle. Your choice ranges from hovercar (no permit required) through a range of light craft requiring a current Grade 2 Permit. Most places of interest are open each day to the general public, although Entry Permits are required for areas of the City housing military defence installations.

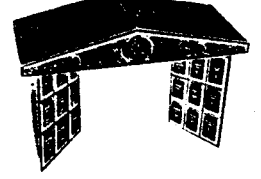
Central City offers a varied choice of hotels, recognisable by their distinctive H shape. Accommodation varies from two star (comfortable) to five star

(sumptuous). It is recommended that you secure advance booking during high season on Servitrans Pg 856. All four and five star hotels have intergalactic standard restaurants with local cuisine otherwise widely available. There are shopping complexes throughout the City that offer the most thorough selection of goods and services this side of Targ. Details of all events, including theatre, exhibitions and sport are on Intranas Pg 1721. A LOCREF service is transmitted for Central City.



Coach & Horses 15-02

Most interesting structure. Acquired by Walton on a visit to the remote planet Earth and built in Central City. An outgrowth for Earth culture. Walton endowed a trust to ensure the continuing use for its original function. Well worth a visit - or two.



Moorby Arch 10-01

A magnificent monument to the great artist Edward Moorby. The arch commemorates all celebrated Palyar artists of the past. Behind each plaque, within the fine marble, is said to be an original work of the artist, giving rise to the legend of the hidden art-facts.



Science Museum 03-01

A must for all visitors interested in machinery and electronics of the past. Sound and vision summaries aid the development of each run continuously. On certain days the main doors are opened and mobile machines are brought out to allow for inspection under running conditions. For times, check Intranas PG 1721.



Boshier Stadium 08-07

A fine open-air stadium with a remarkable history from the very beginnings of Central City in witnessing the highest of sporting achievements. Sporting Spectaculars are held throughout the year, the most renowned being the Palyar Intergalactic Tennis Tournament which draws capacity crowds.



Walton Monument 06-00

Erected on the site of Walton's tomb, this remarkable monument is awesome in its size and perspective. In true Walton tradition, the Cascomb below houses all of his original drawings. Many thousands are buried with the architect. The monument was designed by Walton, but was not completed until 50 years after his building. Now re-opened to the public, it has become a site of extreme importance to students of history. Rubbings from the fine bronzes are allowed under the supervision of the Administrator.



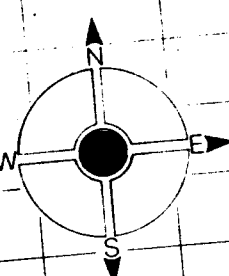
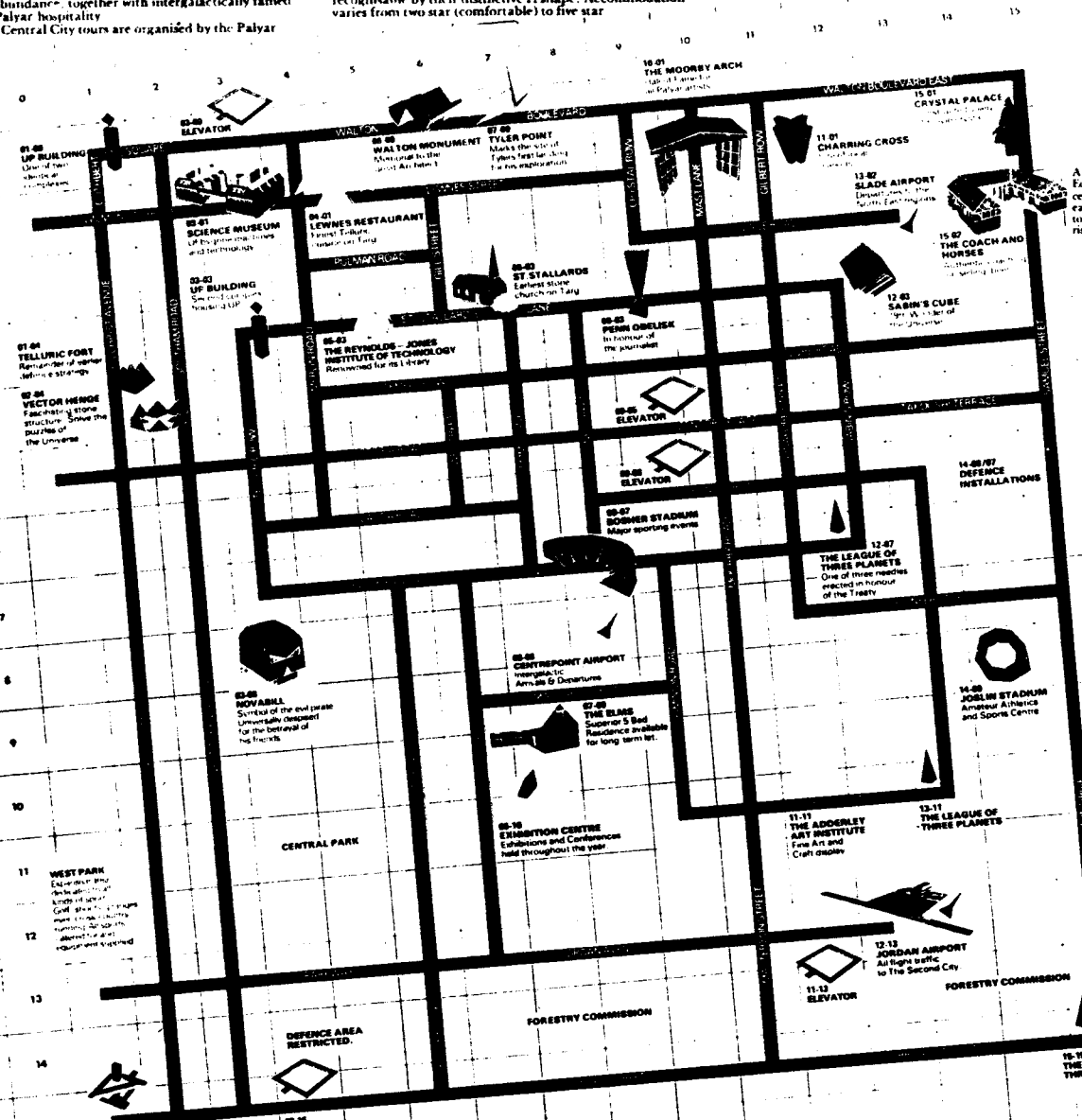
St. Stallards 06-03

This beautiful church, built in authentic Telturic stone, captures the atmosphere of the old Palyar religion. Housing carvings, statues and many original mementoes of the early culture. The church was recently restored by the Palyar Council and is a precious building. Now re-opened to the public, it has become a site of extreme importance to students of history. Rubbings from the fine bronzes are allowed under the supervision of the Administrator.



Vector Henge 02-04

It is believed that this strange structure was built in tribute to their Gods by the old Telturic stone worshippers of prehistory. Mathematically complex ratios in its composition reflect relationships that exist between the Galaxies, but which have only been recently learned. Archaeologists believe that the form of the structure originated on the planet Poytron. There is nothing known on the nature of worship on this site.



HIRE VEHICLES
A large selection of Hover and Fly Vehicles always available (subject to credentials)

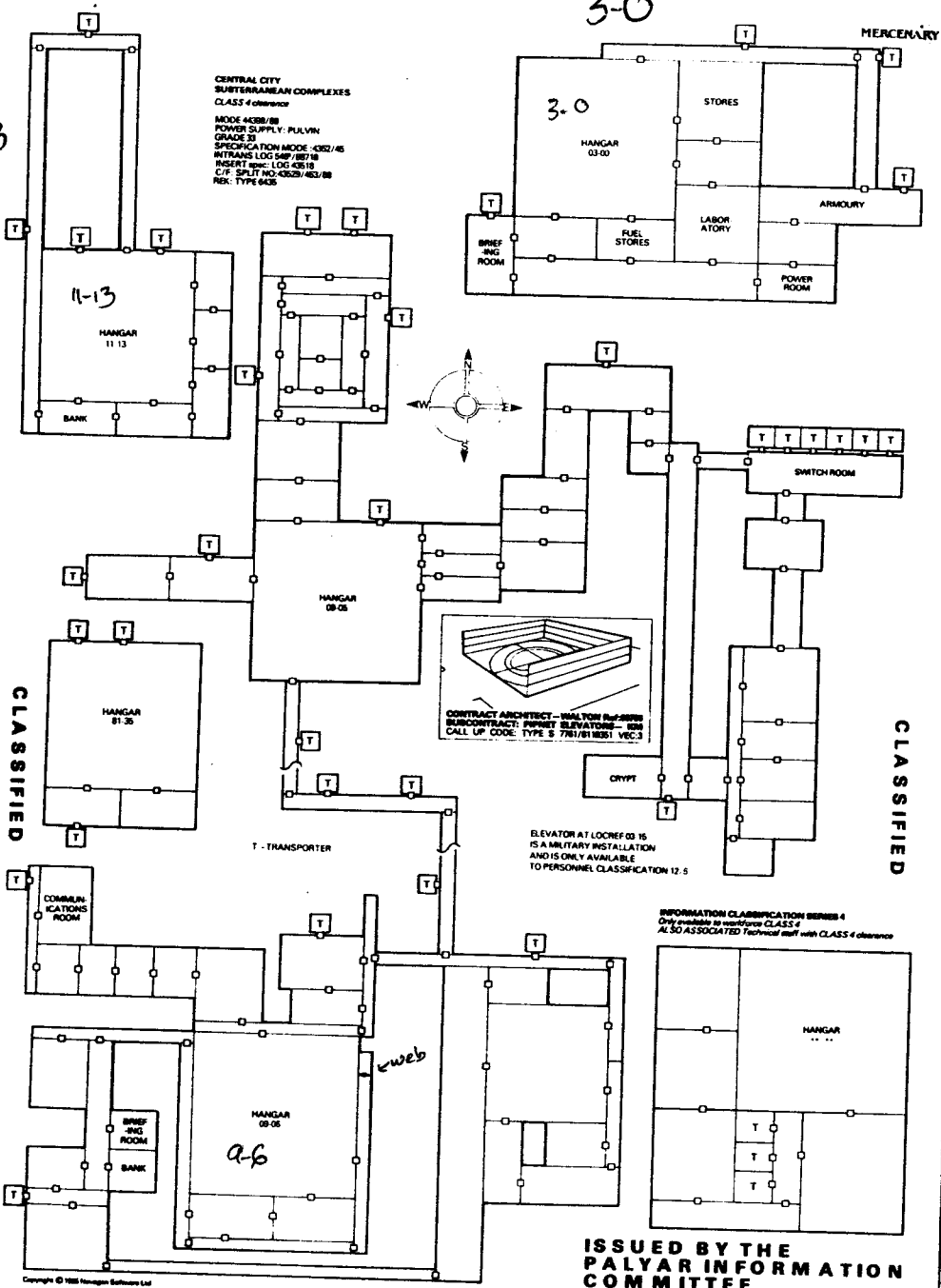
VEHICLE	DAY WEEK
HOVERCAR	100 1200
SPRINTCAR	200 1400
HEXAPOD	200 2400
DIAMOND DART	200 2400
CASPER - HANLEY EAGLE BSE	200 2800
INTERSTELLAR SHIP	Available soon
	N/A 50000



11-13

3-0

CENTRAL CITY
SUBTERRANEAN COMPLEXES
CLASS 4 clearance
MODE 4088/88
POWER SUPPLY: PULVIN
GRADE 31
SPECIFICATION MODE - 4302/45
INTRINSIC LOG 549/88/14
INSERT spec. LOG 435/8
C.F. SP. 1192-4302/453/88
REK. TYPE 625



CONTRACT ARCHITECT - WALTON BROS
SUBCONTRACT: PIPNEY ELEVATORS - 1988
CALL UP CODE: TYPE 5, 78/81/881, VEC.3

ELEVATOR AT LOREF 03 15
IS A MILITARY INSTALLATION
AND IS ONLY AVAILABLE
TO PERSONNEL CLASSIFICATION 12.5

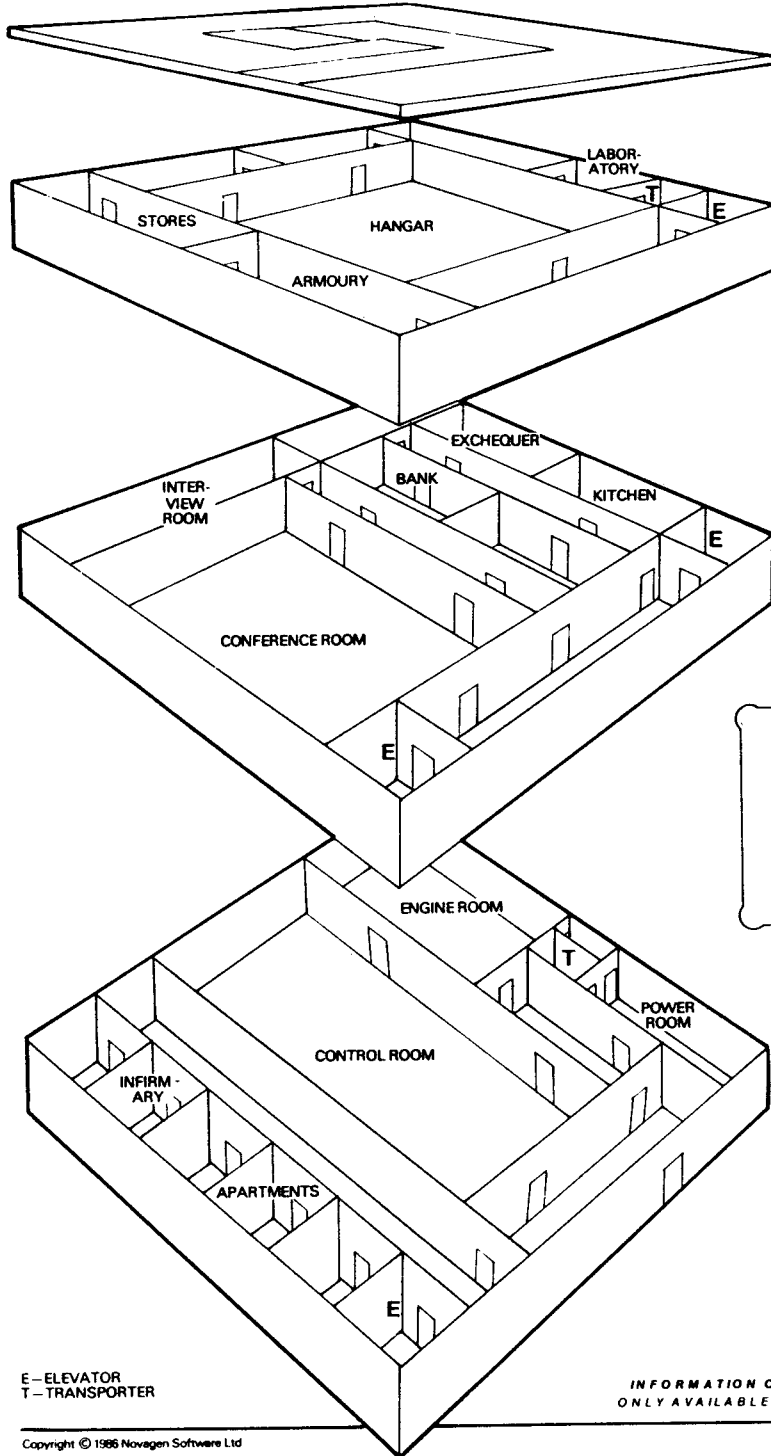
INFORMATION CLASSIFICATION SERIES 4
Only available to workforce CLASS 4
ALSO ASSOCIATED Technical staff with CLASS 4 clearance

ISSUED BY THE
PALYAR INFORMATION
COMMITTEE.

9-6

ORBITAL COMPLEX TYPE 76/218

MERCURY



TECHNICAL STAFF CLASS 2

LOGREF 547/21477
ORBITAL COMPLEX
TYPE 76/218
SERIES 99471

ALL VEHICLES TO BE SECURED THROUGH LOGREF 96/41C2
MANUALS CAN BE CALLED UP ON TREATY SCREEN A354788/4352

POWER SUPPLY TYPE/PULVIN CRYSTAL

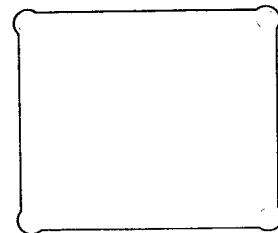
UNIVERSAL 7/7420
TYPE 71
CAPACITY SPEED
MAX THRUST 7784

GUIDANCE SYSTEM 9371/A

LANDING AREA
MAX LOAD 2451 UM

ALL MODES IN GREEN VECTOR CATAGORY WZ

POWER UNITS 4
TYPE DF2431/88
MAINTENANCE LEVEL 23



SAFETY PROCEDURES
MODES 2198/87

PRE LOAD TRAVEL
CODES TYPE 7C543/876

ACCOMMODATION 120
FULLY INTEGRATED

ELEVATORS TYPE 7/C32
PAYLOAD 253

PROVISION LIST
3282/87677

CREW TS STANDARD
FGB 4315/99

MAX RANGE
STELLA GRADE 4

E—ELEVATOR
T—TRANSPORTER

INFORMATION CLASSIFICATION SERIES 5
ONLY AVAILABLE TO WORKFORCE CLASS 4

LOST SOULS DEPARTMENT

Do you get lost easily? Can you always make your ship go where you want it to? To find specific co-ordinates on Targ's surface, you must use both the Compass and the Location Indicator.

The **numbers** on the Compass designate which co-ordinates on the Location Indicator you are affecting by your direction of travel. **90** on the compass refers to the first two digits on the Location Indicator; **00** refers to the second two digits on the indicator. In the instruction booklet, under *CONTROL PANEL*, you see that the **colors** on the Compass let you know which direction you're going.

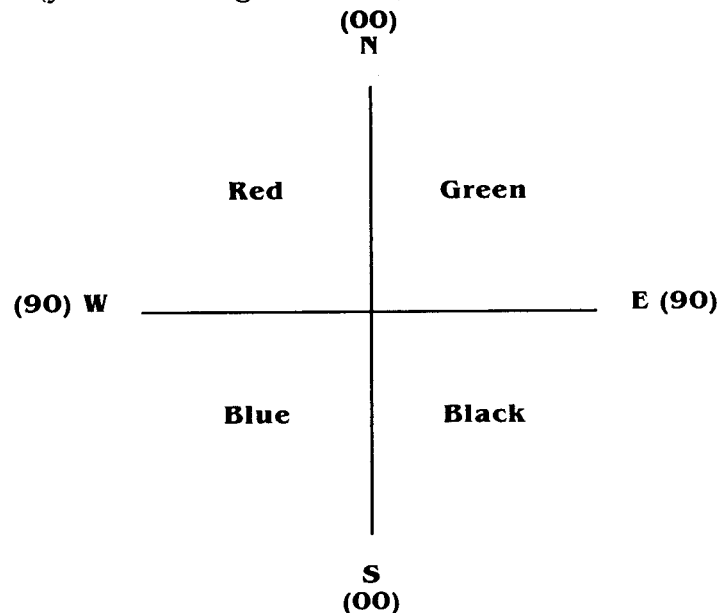
Combine the colors and numbers on the Compass to affect the Location Indicator to your satisfaction (colors may vary, depending on your computer monitor):

90 between **Black** and **Green** - Go forward and the left Location number increases (you're heading due East).

90 between **Red** and **Blue** - Go forward and the left Location number decreases (you're heading due West).

00 between **Blue** and **Black** - Go forward and the right Location number increases (you're heading due South).

00 between **Red** and **Green** - Go forward and the right Location number decreases (you're heading due North).



Attention Atari owners: A saved game on the 64K version will only load on the 64K version. The same goes for the 48K version. To avoid confusion, it's best to either keep a list of the games saved from each version, or have a separate character disk for each version.