APPLE LISA

THE SENTINEL

Quick reference

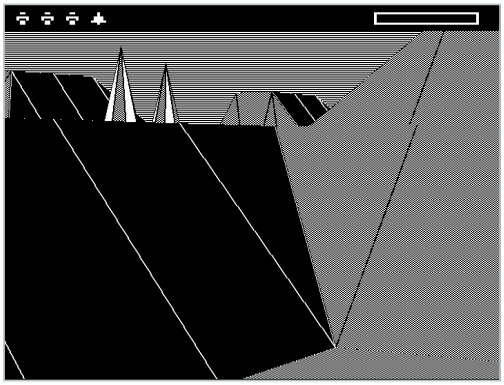
How to win

1. Start at 0000 and press Return at the overview.
2. Use terrain for cover from the Sentinel.
   If the scanner fills, move to cover or jump.
3. Absorb trees to gain energy. Aim at the base of an object or at a visible flat tile.
4. Stack boulders, create a robot on top and transfer to it. Absorb your empty shell.
5. With at least 3 energy, absorb the Sentinel when you can see the tower's top. Absorbing it gives 4. After that, you can't absorb anything else.
6. Create a robot on the tower, transfer and jump. Leave at least 1 energy after the jump to advance. Write down the next code.

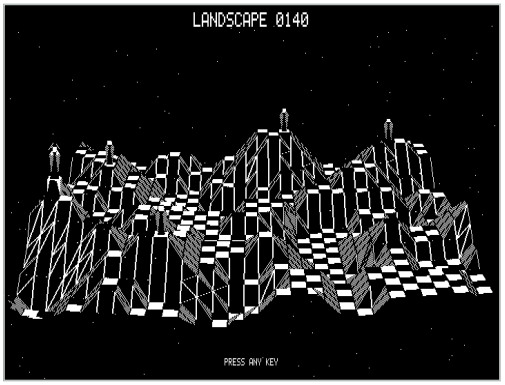
Lisa controls

Arrow keys	Look around
Click / Space	Mouse sights / keyboard sights
A	Absorb
T / B / R	Tree (1), boulder (2), robot (3)
Q / H / U	Transfer / hyperspace (3) / U-turn
M	Overview (look at clear sky)

Press Return to leave the overview.



First-person view / energy and scanner at the top



Aerial view / survey the tower and sentries

Verified landscape codes

Enter four digits, then the eight-digit code when asked. Keep leading zeroes.

LEVEL	SECRET CODE	SENTRIES	WHAT TO EXPECT
0000	**None**	0	Start here. Learn to climb and transfer.
0002	**44881440**	0	An early follow-up. No extra sentries.
0010	**43428170**	1	One extra watcher. Check both sightlines.
0025	**35627696**	2	Two sentries. Survey before spending energy.
0075	**22167433**	3	Three sentries. Plan a protected climb.
0099	**08568571**	0	No extra sentries. Practise routing and energy.
0123	**44846425**	2	Two sentries. Look for cover before transferring.
0140	**24531894**	4	Four sentries. The busiest landscape on this sheet.
0190	**79580625**	3	Three sentries. Keep enough energy to escape.

Sentry counts exclude the Sentinel.

Original game Geoff Crammond
ZX Spectrum Mike Follin, Tim Follin (music)
Amiga Steve Bak, David Whittaker (audio)
Apple Lisa Codex, Claude & alecu