

## 1 - GETTING STARTED

### For PC/XT/AT/PS

Switch on monitor and then the computer and insert MS/DOS (or PC/DOS) disk in first internal disk drive. Your computer will read the system and will display the on screen prompt A>

Remove the MS-DOS disk from the drive and insert the BATTLESTORM disk in the same drive and type STORM then press ENTER.

If MS/DOS is on the hard-disk, it loads automatically. Once it is loaded, type A:. The computer displays A>. Type STORM then press ENTER.

If you want to install the game on your hard-disk, type HDSTORM. After loading the files, type STORM to choose the STORM directory.

**WARNING :** do not remove the disk from the internal drive because the computer needs it to initialise protection.

### AMIGA 1000 512 Kc

Switch on monitor and then the computer. Insert KICKSTART 1.2 or 1.3 in the internal drive (DFO) . After loading Kickstart, the Amiga will ask you for WORKBENCH. At this point the loading sequence is the same as for other types of Amiga shown below.

### AMIGA 500/3000/2000/1000 (follow above steps first).

At the WORKBENCH prompt, insert the BATTLESTORM disk in drive 1 and the game will load.

### ATARI ST 520/1040/MEGA ST2 and MEGA ST4 (with TOS in ROM)

Ensuring your computer is switched off and no cartridge is connected. Insert the BATTLESTORM disk in the first drive and switch on the computer. The game will automatically load.

**Warning :** The disk should not be write-protected because best scores are stored there.

### AMSTRAD CPC CASSETTE

Switch on monitor and then the computer. Press CTRL and ENTER keys. Insert your cassette and press PLAY.

### AMSTRAD CPC DISK

Switch on the monitor and then the computer. Insert disk and type : RUN "STORM" then press ENTER. When presentation is displayed on the screen, you have to keep space bar down until the game is loaded.

### COMMODORE 64/128 DISK

On Commodore 128, type: GO64 then LOAD \*\*\*.8,1.  
On Commodore 64 and SX 64 ensure that no cartridge is connected. Switch on the computer, insert the disk in the drive and type LOAD \*\*\*.8,1.

### COMMODORE 64/128 CASSETTE

On Commodore 128, type: GO 64, and press SHIFT and RUN STOP simultaneously.  
On Commodore 64 and SX64, switch on the monitor and ensure that no cartridge is connected.

Switch on the computer. Insert the cassette in the cassette player then press SHIFT and RUN/STOP simultaneously.

### SPECTRUM CASSETTE

Switch on monitor and then the computer. Insert the cassette in the player and type : LOAD\*\*\*, then press ENTER. Press PLAY key.

### SPECTRUM +2 CASSETTE AND +3 DISK

Switch on monitor and then the computer. Insert the cassette or the disk in the drive / player and press ENTER.

**WARNING:** BATTLESTORM (all versions) should never be removed from the drive while in use. The disk should not be write-protected because best scores are stored there.

## 2 - YOUR MISSION

Returning from the distant corners of the universe, you find that your home planet has been taken by invading aliens. You swear bitter revenge.

You have to pilot a state of the art Airborne Attacker. You journey home and finally the hour of vengeance arrives. Your mission: Destroy the 4 BATTLESTORMS, headquarters of extra terrestrials who invaded your planet.

To overcome this alien civilization, you will have to:

- Resist against the enemies' Squadrons of Airborne Attacker.
- Fight the extra terrestrial Ground Defences.
- Annihilate the Battlestorm, Headquarters of these civilizations.
- Destroy Guardians and eliminate each civilization.

## 3 - COMMANDS

After the loading sequence, the following options will be available:

### SKILL LEVEL:

- <F1> PRACTICE
- <F2> ROCK APE (EASY)
- <F3> AVERAGE
- <F4> MASTER

**PRACTICE** level gives access to LEVEL 1 only. Your powerful Ship cannot be destroyed and it will be unaffected by enemy fire. This mode allows you to get used to the movements and functions of each button. Don't forget that practice makes perfect!

**ROCK APE** level gives your ship a relatively low top speed. There is also a low intensity enemy fire.

**AVERAGE** and **MASTER** settings give your Ship high speed, amidst an aggressive enemy.

### CONTROL MODE

- <F6> ..... Relative Joystick Control
- <F7> ..... Absolute Joystick Control

In Relative Joystick Control, Controls are as followed:

- LEFT ..... Rotate Left
- RIGHT ..... Rotate Right
- UP ..... Accelerate
- DOWN ..... Decelerate

In Absolute Joystick Control, Controls are as followed:

- LEFT ..... Left
- RIGHT ..... Right
- UP ..... Up
- DOWN ..... Down

Moving your joystick left in RELATIVE MODE will make your ship spin in an anti-clockwise direction.

Moving your joystick left in ABSOLUTE MODE will make your ship turn to face left, and then accelerate to full speed flying left.

### PC/AT/XT/PS (keyboard)

- F5 ..... End of game
- F6 ..... Relative Joystick Control
- F7 ..... Absolute Joystick Control
- F9 ..... Music On/Off
- F10 ..... Pause
- Space ..... Fire

#### Relative Control:

- ← ..... Rotate Left
- ..... Rotate Right
- ↑ ..... Accelerate
- ↓ ..... Decelerate

#### Absolute Control:

- ← ..... Left
- ..... Right
- ↑ ..... Up
- ↓ ..... Down

### ATARI ST (keyboard)

- F1 ..... Music On/Off
- F5 ..... End of game
- F6 ..... Relative Joystick Control
- F7 ..... Absolute Joystick Control
- F10 ..... Pause
- Space ..... Fire
- M ..... Music On/Off
- P ..... Pause

#### Relative Control:

- ← ..... Rotate Left
- ..... Rotate Right
- ↑ ..... Accelerate
- ↓ ..... Decelerate

#### Absolute Control:

- ← ..... Left
- ..... Right
- ↑ ..... Up
- ↓ ..... Down

### COMMODORE C64/C128 (keyboard)

- Q ..... End of game
- A ..... Relative Joystick Control
- R ..... Absolute Joystick Control
- P ..... Pause
- Space ..... Fire

#### Relative Control:

- S ..... Rotate Left
- D ..... Rotate Right
- ↑ ..... Accelerate
- ↓ ..... Decelerate

#### Absolute Control:

- S ..... Left
- D ..... Right
- ↑ ..... Up
- ↓ ..... Down

### AMIGA (keyboard)

- F1 ..... Music On/Off
- F5 ..... End of game
- F6 ..... Relative Joystick Control
- F7 ..... Absolute Joystick Control
- F10 ..... Pause
- Space ..... Fire
- M ..... Music On/Off
- P ..... Pause

#### Relative Control:

- ← ..... Rotate Left
- ..... Rotate Right
- ↑ ..... Accelerate
- ↓ ..... Decelerate

#### Absolute Control:

- ← ..... Left
- ..... Right
- ↑ ..... Up
- ↓ ..... Down

### AMSTRAD CPC(keyboard)

- F5 ..... End of game
- F6 ..... Relative Joystick Control
- F7 ..... Absolute Joystick Control
- F10 ..... Pause
- Space ..... Fire

#### Relative Control:

- ← ..... Rotate Left
- ..... Rotate Right
- ↑ ..... Accelerate
- ↓ ..... Decelerate

#### Absolute Control:

- ← ..... Left
- ..... Right
- ↑ ..... Up
- ↓ ..... Down

### SPECTRUM (keyboard)

- Q ..... End of game
- A ..... Relative Joystick Control
- R ..... Absolute Joystick Control
- P ..... Pause
- Space ..... Fire

#### Relative Control:

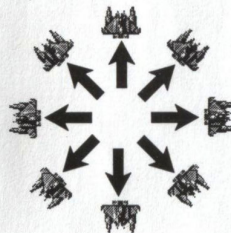
- Z ..... Rotate Left
- X ..... Rotate Right
- K ..... Accelerate
- M ..... Decelerate

#### Absolute Control:

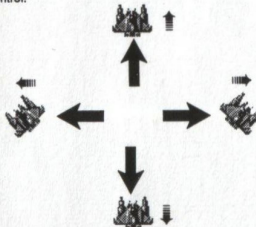
- Z ..... Left
- X ..... Right
- K ..... Up
- M ..... Down

PC/XT/AT/PS-AMIGA-ATARI ST-CPC-C64/128-SPECTRUM  
For Joystick control (To fire on enemy press fire button).

Relative Joystick Control:



Absolute Joystick Control:



# BATTLESTORM



#### 4 - GAME PLAY

BATTLESTORM is comprised of 4 different LEVELS, each in 2 STAGES, corresponding to the 4 alien civilizations.  
In first STAGE of each LEVEL, the scrolling is multi-directional. The second STAGE is a vertically scrolling section.

##### PODS

###### 1 - ENERGY LEVEL

To survive, you must retrieve ENERGY PODS.

The number of Pods collected is shown at the bottom of the display. Each pod protects you from ONE ENEMY SHOT. If you are hit by an enemy shot, and you have NO PODS REMAINING, your ship will be destroyed.

Pods are created by destroying certain enemies. For instance, destroying ONE SQUADRON of DRONE FIGHTERS will release one Energy Pod.

Certain Pods add features to your ship:

###### 2 - WEAPONS

###### \* STANDARD BULLETS

- Level 1 destruction capability
- Slow rate of fire

###### \* BEAM POWERUP 1: PULSARS

- Level 1 destruction capability
- Fast rate of fire

###### \* BEAM POWERUP 2: TWINS

- Level 2 destruction capability
- Fast rate of fire

###### \* BEAM POWERUP 3: PLASMA

- Level 3 destruction capability
- Fast rate of fire

###### \* HOMING MISSILES

- Limited Number Only
- Level 4 destruction capability
- Targets any on-screen object

###### 3 - EXTRA FEATURES

###### \* TURBO

- Faster top speed
- More rapid acceleration

###### \* AUTO SHIELD

- If you are hit by an enemy shot, and you have no ENERGY PODS left, a shield will protect your ship for approximately 30 seconds.

#### 5 - ENEMIES

##### A - Air defence

###### DRONE FIGHTERS


Squadrons of Drone Fighters will attack you in waves. Each type of Drone follows a different attack pattern. Kill them fast, or they will home in on your ship with no mercy! On higher levels, some Drones are shielded, and require two shots to be killed.

##### MOTHERSHIP

Periodically, an Enemy Mothership will appear. An arrow will guide you towards it. You must dodge the mines and direct your fire onto the Mothership in order to destroy it.

##### CRUISER

Fleets of Cruisers will fly from the left of the play area. These craft are recognised for their firepower, and should be treated with extreme caution.

When destroyed, each craft releases a POD. 

##### BATTLESTORM

The Battlestorm Starship will appear at the end of each level's STAGE 1, and will hunt you down relentlessly. Beware of the Port and Starboard gun turrets. Direct your fire at these turrets in order to destroy the Battlestorm.

##### B - Ground defences

###### TRACKING GUN

Multi-directional gun turret.  
Heavily armoured.

###### TRAPDOOR GUN

When closed, gun is impervious to gunfire.  
Extremely accurate when active.

###### GUN EMPLACEMENT

Lightly armoured.  
Medium rate of fire.

##### CRAWLERS

Mobile defences, operating on tracks. Armoured with accurate fire.

#### 6 - WARNING

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