

STARDUST™

LOADING INSTRUCTIONS

Amstrad CPC Cassette:

Press **CTRL** and small **ENTER** keys simultaneously.
Press **PLAY** on the cassette recorder.

THE GAME

The game is separated into two sectors.

Sector 1

You, Reech Hooker, must pilot your Astrohunter into the very heart of the Biodroid empire. Your objective is to disable the generator of the shield that protects their entire fleet. Your Astrohunter has four shields. (Every time you are hit, one shield depletes until you loose one of your four lives).

On route, you will encounter nine super cruisers each deadlier than the other, each with missile launchers, large spinning projectors which launch alien spacecraft at your Astrohunter, space assembled destroyers, with their energy barriers, mine turrets which explode on contact with your ship and homing missiles.

Ship based turrets can be destroyed via the crosshairs in front of your ship. If you manage to survive all nine super cruisers you will arrive at the starship then enter it.

N.B. Weapons are available on route in the form of small pods which may also replenish lost lazer energy. When pods are collected, they release a special power to enhance the capabilities of your ship.

Sector 2

Upon entering the starship, you leave the Astrohunter to continue on foot.

Destroy anything that crosses your path until you reach the 6 generator panels that have to be immobilised. After you have launched the necessary projectiles, you must return the Astrohunter before the Biodroid ship explodes.

Only then is your vengeance complete.

CONTROLS

Joystick and fully redefinable keyboard.

Keyboard:

Left	=	O
Right	=	P
Up	=	Q
Down	=	A
Fire	=	M
Pause	=	H
Quit	=	∅

NOTE: To allow joystick use, select redefine option and match joystick movements to directions as they appear on screen.

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