

EXTREME

INSTRUCTIONS - ENGLISH

AMSTRAD Cassette: (TAPE on 664/6128), press CNTL+small ENTER keys
Disk: Run "DISC"
COMMODORE 64 Cassette: Press SHIFT + RUN/STOP keys
Disk: Load "*" ,8,1
SPECTRUM Cassette: 48K machine, LOAD ""
 128K Machine, press ENTER key
Disk: Press ENTER key

INTRODUCTION

In December 1973 the deep space probe Pioneer 10 passed Jupiter and left the solar system for deep space. It carried a plaque informing extra-terrestrial beings of the whereabouts of the planet Earth. In 3021AD Pioneer returns aboard an alien space craft wanting to contact Earth. Unfortunately, Steg pirates have boarded and disabled the craft, resulting in the ship's computer setting the self-destruct mechanism. You are the first person to reach the ship after it has crash-landed on Earth. You have a limited time to disarm the self-destruct mechanism before it destroys the planet. On evacuation the alien crew have left behind various weapons and objects which will help you with your mission. They will be revealed by solving and completing the various tasks but you must hurry. Good luck...

STATUS PANEL

The multi-coloured line at the top of the screen gives your energy. At the bottom of the screen on the left is your score, in the middle the countdown timer and on the right the high score value. The window in the centre of the panel is the weapon and object status.

KEYBOARD CONTROLS

	AMSTRAD	COMMODORE	SPECTRUM
Left	User-defined	"O"	User-defined
Right	User-defined	"P"	User-defined
Up	User-defined	"Q"	User-defined
Down	User-defined	"A"	User-defined
Fire Weapon	User-defined	"Space"	User-defined
Select Weapon	"Enter"(Return)	"Return"	"Enter"
Pause	User-defined*	"H"	User-defined*
Quit Game	"Esc"	"T"	"Caps-shift + Space"

*Default pause key is "H"

JOYSTICK CONTROLS

```
      UP
      ^
      |
LEFT <----o----> RIGHT
      |
      v
      DOWN
```

Fire weapons: Joystick down

Original program and design by Dave Perry and Nick Bruty
(C) 1991 Digital Integration Ltd
Spectrum coding (C) 1991 Dave Perry and Nick Bruty

Typed up by Matty for World of Spectrum February 2009