

room ten @crl

keys :      player 1      player 2  
left        @                w  
right       [                e  
up          |                tab  
down       .                caps  
serve      ctrl              shift  
(F9 to pause or abandon game)

options :

joystick on player 1  
restore default keys  
alter keys  
**return to main menu**

↓↑ to select, space to confirm.

room ten

leisure complex

1 00

2 00

## room ten @crl

the rules of glyding p1  
(extracts from galcorp rulebook)

glyding was one of the first  
games specifically designed  
to be played in the very low  
gravity found on asteroids  
and small outposts.

the game is played in a room,  
called a 'cell', 60 by 80 by 20  
metres in size.

space to continue, esc to quit

## room ten

leisure complex

1 00

2 00

room ten @crl

the rules of glyding p2  
(extracts from galcorp rulebook)

each player controls a bat at  
opposite ends of the cell and the  
object of the game is to use the  
bat to prevent the ball hitting  
the wall behind.

play begins with player one  
taking a 'service', a free strike  
at the ball and continues until  
the ball strikes the wall behind  
one of the players.

space to continue, esc to quit

room ten

leisure complex

1 00

2 00

room ten @crl

the rules of glyding p3  
(extracts from galcorp rulebook)

the opponent then scores 5  
points and the losing player  
restarts the game with a  
'service'.

play continues until one player  
reaches a score of 35 points.  
this player is the winner.

space to continue, esc to quit

room ten

leisure complex

1 00

2 00

room ten @crl

**an introduction to g.l.c.**

galcorp leisure corporation  
is a division of galcorp  
devoted to providing  
leisure facilities on  
distant colonies and outposts.

many new games have been  
designed by the organisation  
specifically to cope with  
the very low gravity found  
on small moons and asteroids.

space to continue, esc to quit

room ten

leisure complex

1 00

2 00

room ten @crl

an introduction to g.l.c.

one of the first zero-g  
games introduced was 'glyding'  
and this has proved to be one  
of the most popular.

room ten of the leisure  
complex is traditionally  
devoted to a glyding 'cell'.

space to continue, esc to quit

room ten

leisure complex

1 00

2 00