

# LOADING STARQUAKE

## FROM TAPE:-

PRESS CTRL KEY AND SMALL ENTER KEY.  
(FOR CPC 664 AND CPC 6128 FIRST  
TYPE I TAPE (I= SHIFT AND @ KEYS)).

## FROM DISK:-

TYPE ICPM (I= SHIFT AND @ KEYS).

# CONTROLLING BLOB

## KEYBOARD

KEY **O** - LEFT

KEY **P** - RIGHT

KEY **A** - DOWN OR LAY BRIDGING  
PLATFORM

KEY **Q** - UP OR PICK UP AN OBJECT

'SPACE BAR' - FIRE

ALSO USER DEFINABLE KEY OPTION

## JOYSTICK

USE JOYSTICK 0, JOYSTICK 1 OR  
CURSOR KEYS

**PAUSE** GAME WITH DEL KEY

RESTART WITH ANY JOYSTICK ACTION  
OR MOVEMENT KEY

**ABORT** BY PRESSING 'SHIFT' & 'ESC'  
KEYS SIMULTANEOUSLY

## **GALAXY A-Z**

BLOB	TELEPORTS
WALKING	PLANTS
FLYING	SPIKES
DROPPING	LUNAR UNDERGROWTH
PAUSE KEY	PLATFORM PACKS
ANTI-GRAY-LIFTS	KEY CODE CARDS
STARS	PIECES OF CORE
WEAPON ZAPPING	HIGH DENSITY-CLOUD
PLANETS CORE	ROCKY LUNARSCAPE
ELECTRONS	MOLECULAR
ZAP RAYS	STRUCTURES
ENERGY PACKS	IMPALERS
ABORT OPTION	SPACE HOPPER PADS
FLEXIBLE THINGYDOO	ANTIMATTER OBJECTS
CHEOPS PYRAMIDS	SPACE LOCKS
OLLY	JOYSTICK OPTIONS
SPACE HOPPER	SUPERB SOUND
BRIDGING PLATFORM	KEY
WEAPON PACKS	GAME TUNES
BONUS LIVES	SPACESHIP
RE-EQUIP PACKS	SKELETONAUTS
SECRET PASSAGES	SMASH TRAPS
FLOWERS	MUSHROOMS
SIGNPOST	USER DEFINED KEYS

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