

LOADING:

- 1) Switch computer off and remove any cartridges.
- 2) Switch on data recorder and TV/monitor.
- 3) Whilst holding down the **START** and **OPTION** keys, switch the computer on.
- 4) After the short tone, release the start and option keys and press **RETURN**. The programme will now load automatically.

(The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)

IMPORTANT: WIND TAPE OFF LEADER BEFORE LOADING.

CONTROLS:

JOYSTICK in **PORT 1**. Whilst on start screen, press **SELECT** to set difficulty level. Press **SELECT** during game to **PAUSE**, then **START** to continue. Whilst paused, **OPTION** will **QUIT** the current game.

MISSION:

In a battle lasting almost 1000 years, the Andromeda Galaxy has all but fallen to the evil war-lord of Gamma 7. Vast hyperspace platforms have been positioned over each planet in the galaxy and are systematically destroying all life forms present.

You are the last of a once proud band of freedom fighters. Your craft is fitted with the latest 'multi-impact' shields and double pulsar lasers. You also have a 'White Noise Generator' tuned to the resonant frequency of the hyperspace platforms.

Continued

To destroy the platforms you must fly over each of them for long enough to allow the White Noise Generator to weaken them so that they break up under the gravitational pull of the planet. Your task is not easy as each platform is guarded by batteries of surface cannon and fleets of protector ships. When engaging the protector ships, one will occasionally release a capsule marked either 'E' or 'F'. If you fly over an 'F' capsule you will be supplied with between 10 and 20 units of fuel, whilst an 'E' capsule will give you either extra speed, an extra life or bonus points. Shooting a cross shaped weapons container will increase the fire-power of your laser.

If you lose a life, the power of your laser will be reduced but any increased speed will remain.

GAME:

When loaded you are presented with a title screen. Press **Select** to choose a difficulty level between 1 & 4 (1 is easy, 4 is difficult). Press the **Fire Button** on your joystick and the screen changes to a system chart. There are 5 planets to protect and 3 squadrons of alien ships to destroy. Using the joystick, select one of these locations and press the fire button for information about the planet or squadron chosen. Press fire again to engage the enemy or move your joystick to select another target. Once a grid location has been destroyed, a 'sector destroyed' message will appear if the same location is re-selected.

On squadron missions your weapon level is set to 2 but your initial speed is faster.

There are 2 **Indicator Panels** which give information to help you in your mission. The **Side Panel** shows the amount of **Fuel** remaining and the type of weapon currently in use (highlighted). There is also a radar scanner which shows the type of alien craft which will attack you next. The **Lower Panel** displays the number of lives you have left (highlighted) and your current score.

Good Luck in your mission. You will need it!

This programme and artwork are the copyright of Atlantis Software Limited. Copying, hiring, lending or public performance is prohibited.

If you have written a good programme and would like to discuss marketing, please write to:

Atlantis Software Limited
28 Station Road, London SE25 5AG