

**CABAL**  
**BATMAN™ THE MOVIE**  
**BAD DUDES VS.**  
**DRAGONNINJA**  
**BEACH VOLLEY**  
**THE NEW ZEALAND**  
**STORY**

LOOK OUT FOR THESE  
 FANTASTIC GAMES FROM



ATARI ST / CBM AMIGA

## VOYAGER

The Roxiz attack force are gathering their resources on the ten moons of Saturn. Starting on Janus, each successive moon is defended by deadlier troops guarding a more lethal array of weaponry. Only one guy in the universe is brave and foolish enough to try and take them out:

Luke Snayles - convict, ex-pilot, ...psychopath.  
 All Earth's defence forces have been annihilated, so Snayles is the last hope. Travelling in his small craft and equipped with limited facilities, he must destroy all of the aggressors on each moon, in order to eliminate the installations and progress to the next via a 'warp gate'. Along the way he can scoop equipment pods to substantially increase his weaponry and other facilities.  
 The mission begins...

## LOADING

**ATARI ST**  
 Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically.

**AMIGA 500** Insert the disk in drive A and turn on the computer, the program will then automatically load and run.

**AMIGA 1000** Insert the systems disk, when the work bench disk illustration appears insert the disk, the program will then automatically load and run.

## CONTROLS

Mouse (port O) or joystick (port 1) can be used to control the movements of your craft. KEYS J or M—toggle to joystick or mouse control.

NOTE: Some keys for the Amiga may be different to those used for the ST. If so, these keys appear in brackets next to the ST keys.

### MOUSE

Accelerate (with RH button pressed)

Turret raise/Climb

Left

Right

Turret lower/Dive

Decelerate (with RH button Pressed)

LH Button—Fire laser

### JOYSTICK

Raise turret/Climb

Left

Right

Lower turret/Dive

Right Shift - Accelerate

Fire Button - Fire  
 Caps Lock (Right Alt) - Decelerate

Fire - Start game

Esc - Quit game (in pause mode only)

S - Toggle sound fx on/off

### GAME KEYS

- Backspace (←) - Pause/Resume game
- Space - Toggle Skimmer mode/Tank mode (if fitted)
- Tab (⇧) - Atomic bomb launcher - (if fitted)
- D - Drop camera - (if carried)

- ALT (Left ALT) - Fire Pyramid - (if fitted)  
 CONTROL - Fire Decoy - (if fitted)  
 (CTRL)  
 LEFT SHIFT - Fire multiple - (if fitted)  
 1 - Computer display on/off  
 UNDO (HELP) - Decrement object within computer  
 HELP (DEL) - Increment object within computer  
 2 - Display currently fitted equipment  
 3 - Display data on moons  
 4 - Display camera data screen  
 5 - Display weaponry data  
 6 - Display data and locations of remaining equipment pods  
 7 - Display Mothership status  
 8 - Display Map of current moon

#### Numeric Keypad:

- 8 - Front view  
 2 - Rear view - (if fitted)  
 4 - Left view - (if fitted)  
 6 - Rightview - (if fitted)  
 0 - Base view - (if fitted)  
 5 - Toggle between craft views and camera views  
 Cursor up - Camera up - (if in use)  
 Cursor down - Camera down - (if in use)  
 Cursor left - Camera left - (if in use)  
 Cursor right - Camera right - (if in use)  
 UNDO (HELP) - Advance to next camera - (if in camera mode)  
 HELP (DEL) - go to previous camera - (if in camera mode)  
 FIRE - Fire laser from camera - (if in camera mode)

## GAMEPLAY

Each of the ten moons of Saturn are being used by the Roxiz forces to develop massive weapons for a final assault upon Earth.

Starting from the first moon, Janus, and progressing through Mimas, Enceladus, Tethys, Dione, Rhea, Titan, Hyperion, Iapetus and Phoebe, each successive moon is more heavily defended. There are 80 hostile craft defending each moon, all of which must be destroyed to render that moon inactive, and to open the portal for transportation to the next.

Initially, your tank-type vehicle will be equipped with just basic laser-fire, an on-board computer for data reference and a short-range radar. Basic readings for Shield level, Speed, Altitude, Fuel, Heading, Turret elevation and Current Co-ordinates will be displayed at all times (see diagram). Additionally, above your console will be displayed View Co-ordinates, Enemies left to destroy and Current Score.

As you progress, you can 'scoop' energy pods (by direct contact with your craft) which will enhance various facets of your weaponry/defences. On later moons, there will be a pod containing the converter enabling the switch between your craft from 'Tank-type' to 'Skimmer'. At any time during play, you can call up visual reference from computer to indicate the types and locations of pods still uncollected on the current moon.

Some of the hostile craft are more intelligent than others, especially on later moons—your computer can be used to give information of all aggressors currently around. You may find, too, that some craft may need to be hit more times than others in order to destroy them.

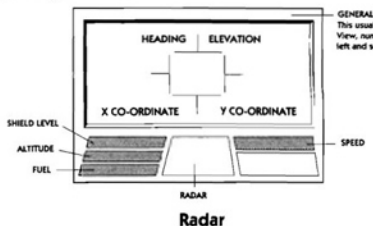
If a camera (up to four) is scooped, it can be dropped by you at any time on that moon. This will enable you to look around areas where you may not be near. The cameras are also equipped with limited-effect lasers which enables you to shoot craft remotely. If a decoy is scooped, this can be used only once. Once jettisoned from your craft, it will divert the enemies' firepower away from you for a limited period: Use when only absolutely necessary! Various other pieces of equipment are available, the usage of which will be discovered on collection. Note, however, that certain weapons have limited ammunition—consult the weaponry data computer for information regarding 'shots left'.

When all 80 craft on a moon have been destroyed, this will activate a portal which must be found before the automatic self-destruction of the installations on that moon are initiated. Directional guides will appear on your console to aid your search for the portal. On discovery, you must immediately enter the portal, which can only be accessed from one side, and warp through to the next moon. The passage of this, however is not straightforward, and you must negotiate the 3-D

'pathway' safely. Collision with the walls of the pathway will result in a loss of shield strength.

If you progress through to, and manage to defeat, the tenth moon, Phoebe, you will have conquered the Roxiz forces and can head for home to a heroes' welcome.

## STATUS AND SCORING



GENERAL MESSAGE AREA.  
 This usually contains:  
 View, number of enemies  
 left and score

- Light Blue - Inanimate obstacles  
 Dark Blue - Equipment pods  
 White - Airborne craft  
 Red - Ground-based craft  
 Magenta - Most hostile craft  
 Flashing Dots - Missiles, Mines, etc.

## HINTS AND TIPS

1. When in tank mode, keep moving.
2. Keep flying, in skimmer mode, to a minimum as this consumes much fuel.
3. When a moon is completed, find the portal quickly.
4. Avoid large open spaces for prolonged periods, ie find 'cover'.
5. As soon as you arrive on a new moon, check all appropriate data on your computer.

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