

SPACE PIRATES™



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17 & UNDER

AMERICAN
LASER GAMES, INC.

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Handling Your American Laser Games Compact Disc:

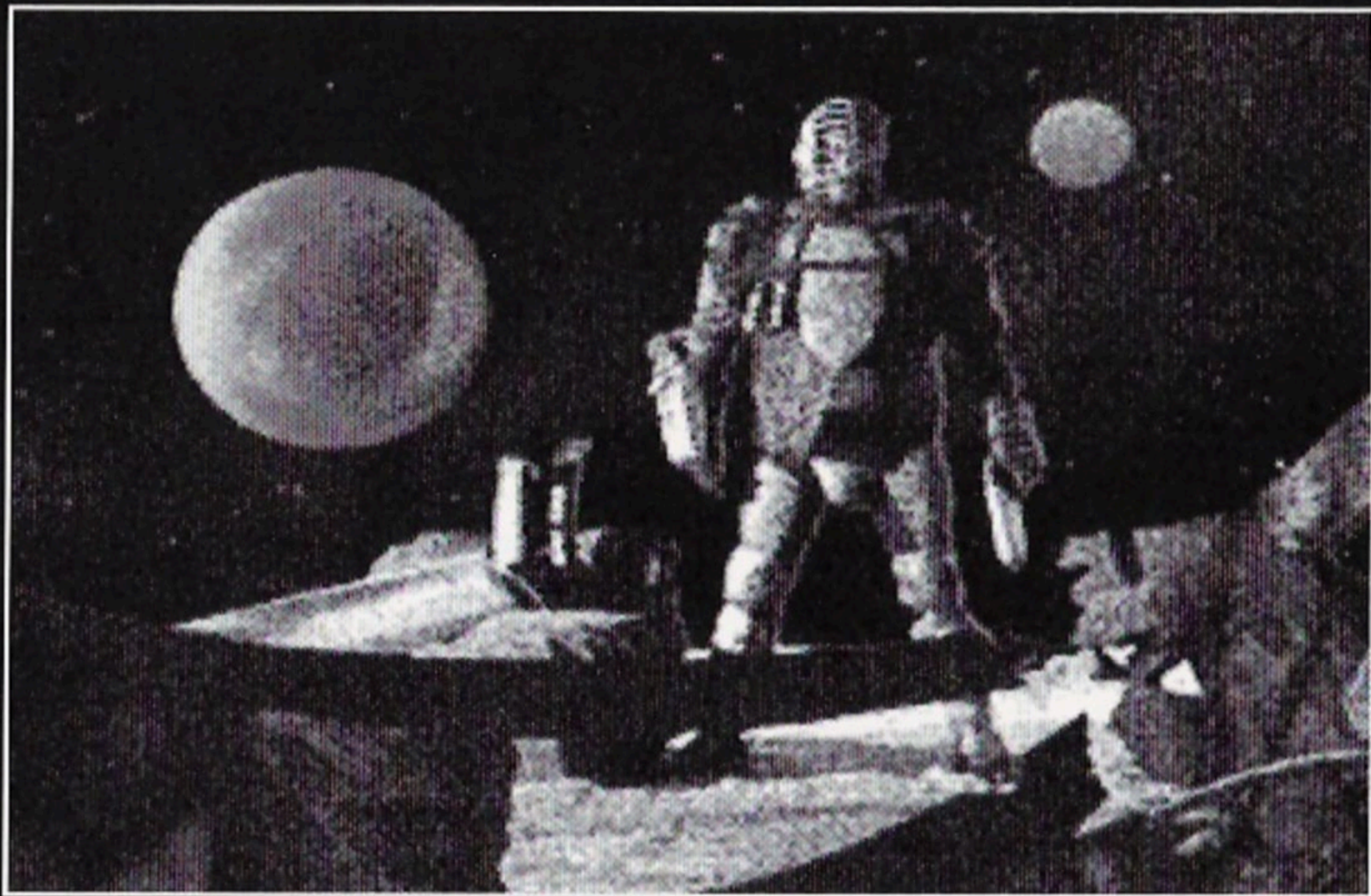
- Avoid touching the disc's surface by holding the disc by its edges or with your thumb on the edge and one finger on the center.
- Clean the disc by wiping it with a soft, dry cloth in smooth motions from the center out to the edge. Do not use any type of solvents or anti-static spray.
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SPACE PIRATES™

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RUNNING SPACE PIRATES:

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press "stop" button (game pad) or the option button (lightgun) to bring up the menu screen. The menu shows various selections the user can make. To select a given item move the cursor over the item and press the "A" button or shoot that item with the lightgun.

START:

The "start" selection starts a new game.

QUIT:

The "quit" selection exits the game.

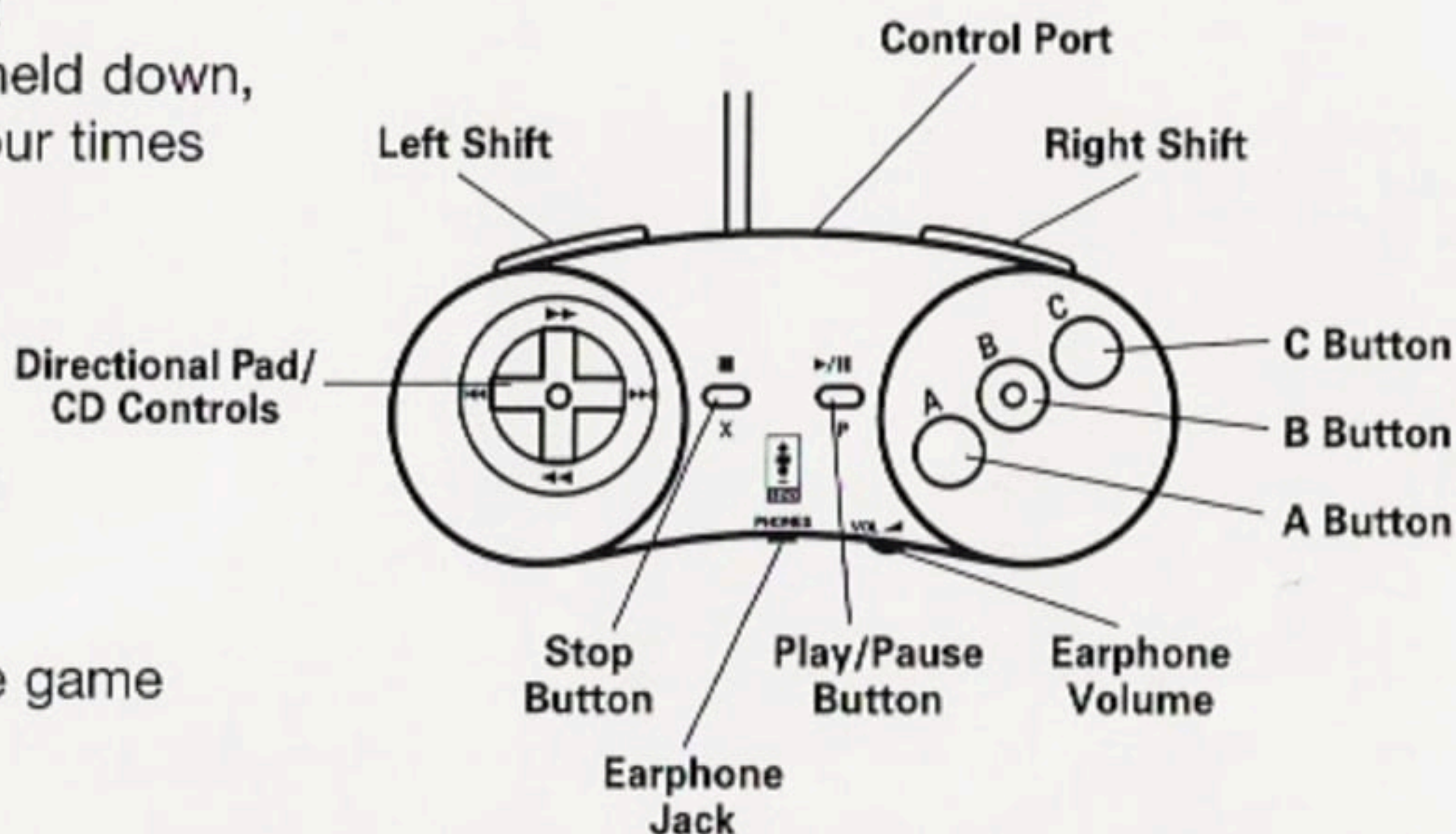
DIFFICULTY LEVELS:

The difficulty levels are chosen in increasing order of difficulty from easiest (Rookie) to toughest (Ranger). Difficulty level can be adjusted at any time during the game from the menu screen.

USING THE CONTROL PAD:

When the control pad is used, the cursor is a hand holding a gun which is aimed by using the sight on the gun. The buttons are defined as follows:

- **"A" button:** Fires the gun
- **"B" button:** When held down, the cursor moves twice as fast
- **"C" button:** When held down, the cursor moves four times as fast
- **Control Right Shift:** Fires the gun
- **"X" Stop button:** Brings up the menu screen
- **"P" Pause button:** Pauses/resumes the game



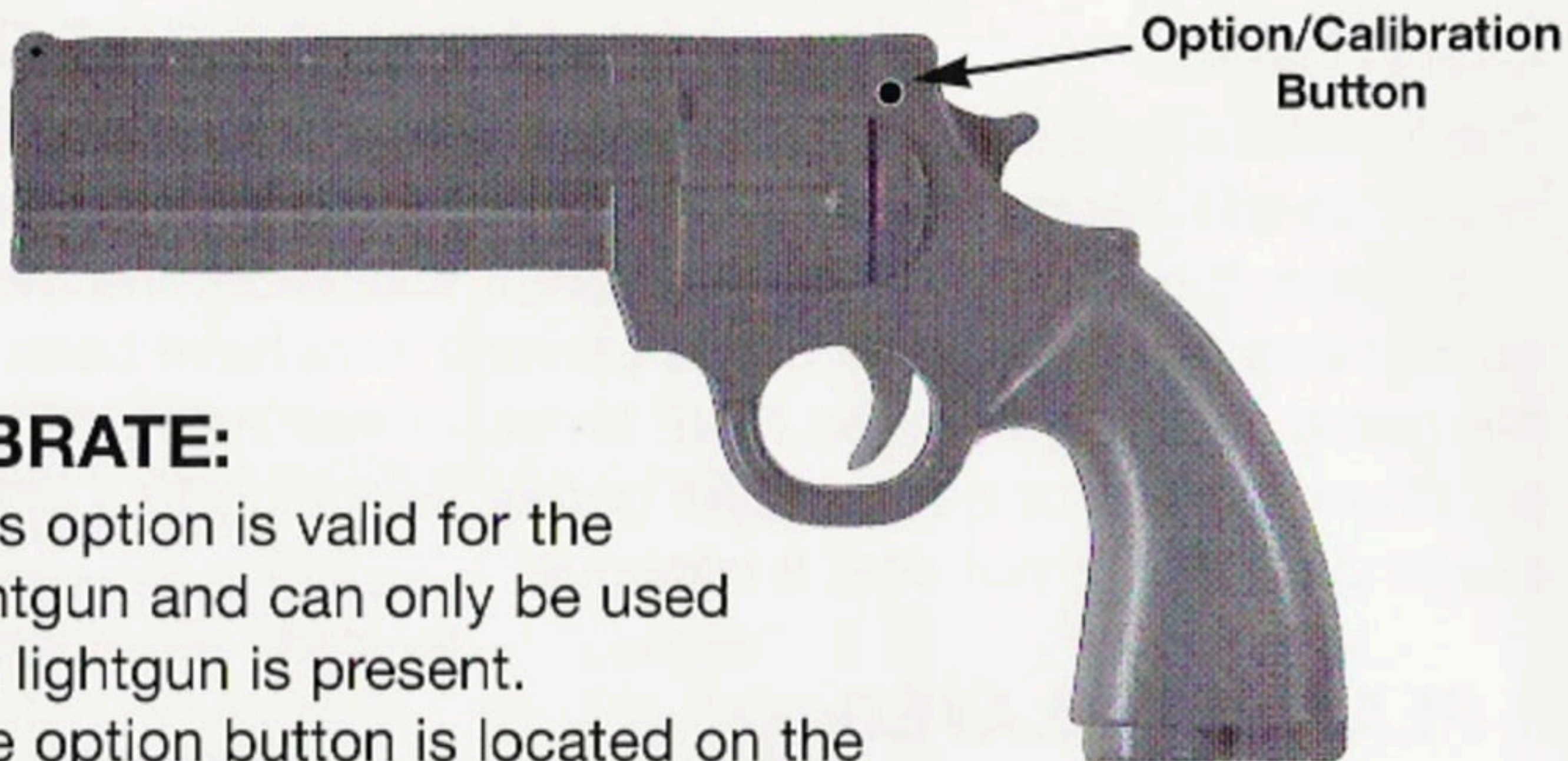
The gun will fire as long as there are bullets in cylinders shown on the screen. When the cursor is moved to the bottom of the screen, the gun is lowered to point to the ground. By pressing the "A" button or the Control Right Shift button while the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.

CONTINUE:

The "continue" selection continues the game. A game has to be in play to use the continue option. If the player is in the middle of a game, the game continues where it was when the menu screen was selected. If all of the player's lives have been lost, the game can be continued NINE times - three lives per continue. In case of a two player game, switching to a one player game does not cost a continue.

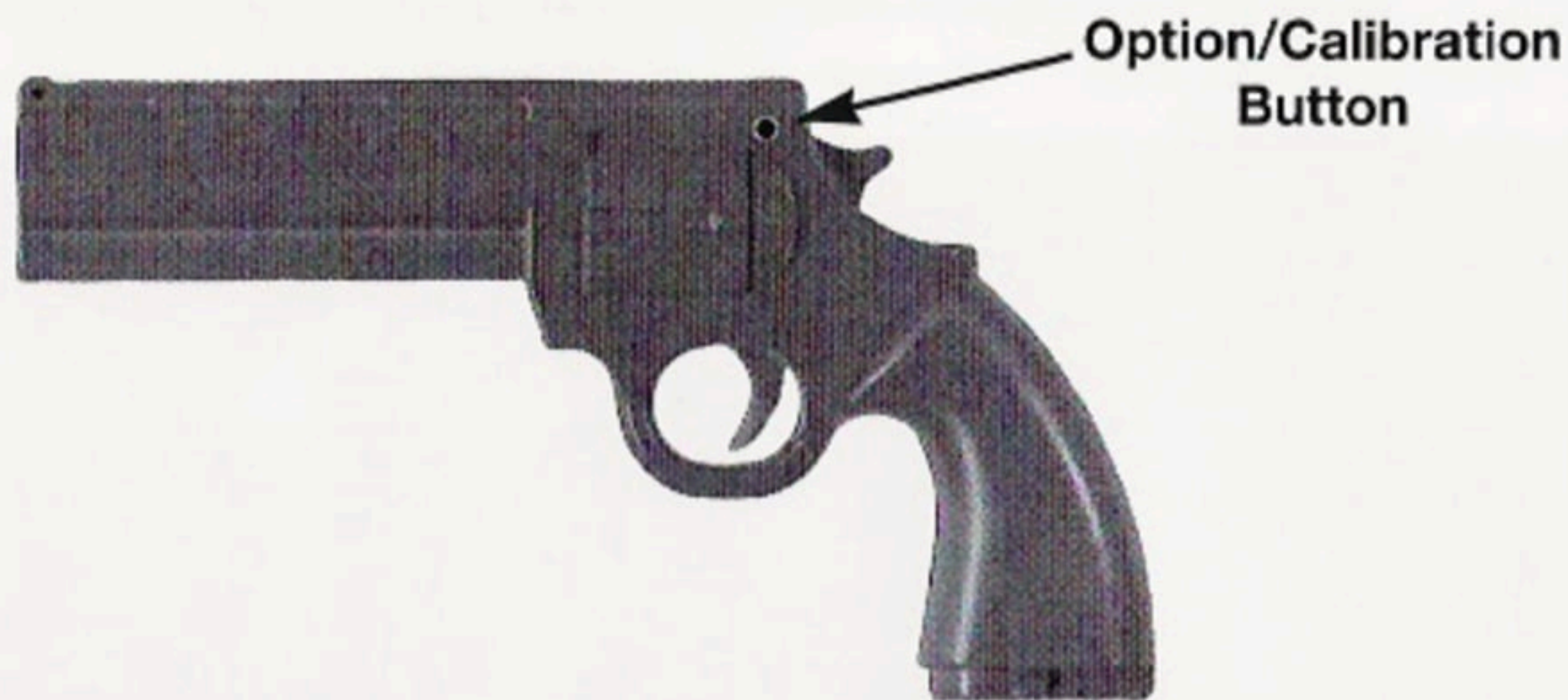
1 PLAYER/2 PLAYER:

Pressing this selection toggles between a one or two player game. If a two player game is selected, then both players play at the same time. Each player has a separate score, bullets and lives. Player one has red laser blasts, a red score and a flesh-colored hand with gun cursor (when using a game pad). Player two has blue laser blasts, a blue score and a blue-colored hand with gun cursor. Player one's game pad/lightgun/mouse should be first in the daisy chain followed by player two's game pad/lightgun/mouse.



CALIBRATE:

- 1) This option is valid for the lightgun and can only be used if a lightgun is present.
- 2) The option button is located on the upper left side of the lightgun. Refer to diagram of lightgun.
- 3) A distance of four feet is considered the best accuracy range for calibrating and playing.
- 4) Shoot at "calibration" option on the menu screen or press the option button to make the "Calibration Menu" come up.
- 5) Take careful aim at the center of bullseye on the calibration screen and shoot once.
- 6) If not satisfied with the new gun calibration, press the option button to repeat the calibration procedure.
- 8) Calibration should now be complete. Shoot "Exit" option to return to the main menu.
- 9) This calibration sequence can be repeated at any time.

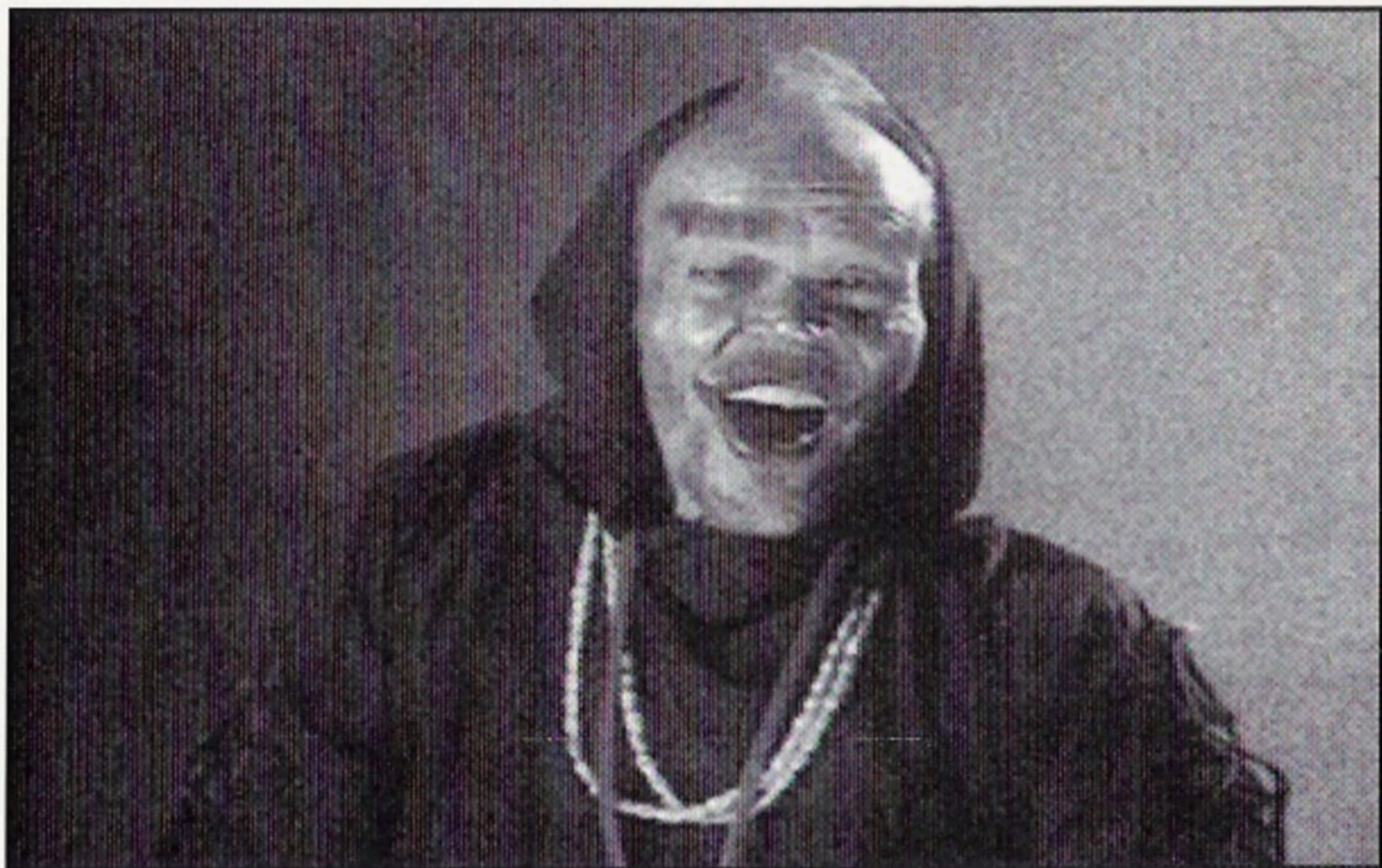


USING THE LIGHTGUN:

With the lightgun there is no cursor on the screen. The gun is fired by pulling the trigger and a bullet hole will appear briefly on the screen. The gun is loaded by pointing it away from the TV screen and pulling the trigger. The menu screen is brought up by pressing the option button.

3DO MOUSE:

The left button on the 3DO Mouse is used to fire and make selections from the menu screen. The left button is the only button needed for Space Pirates. Move the mouse cursor (hand-and-gun) on the target when aiming and shooting. To reload, move the hand-and-gun to the bottom of the screen. To stop or pause, drag the cursor to bottom left corner and press left mouse button.



AN INTERACTIVE VIDEO PRODUCTION BY **AMERICAN**TM
LASER GAMES, INC.

ACKNOWLEDGEMENTS: Space Pirates Executive Producer: Robert Grebe

Programming		Sound Effects	Artwork	Hardware and Support
Durwin F. De La Rue	Tom Desmarais	Gino Rascon	Jeff Baker	Jimmy Martinez
Noor Khawaja	Dave Conger			
Nat Brown				
Game Programmer	Dialog	Producer	Director/D.P.	
Pierre Maloka	Jim Pattison	David O. Roberts	Barry Kirk	
Producer/A.D.	2nd A.D.	Art Director	Asst Art Director/Effects	
Les Wells	Charlie O'Dowd	Ron Gard	Jeff Binns Calvey	
Key Grip	Stylist	Assistant Stylist	Props Assistant	
Mike Lamb	Kylene Wing	Nancy Harvin	Mary Jindrich	
Swing	Best Boy	Gaffer	Electrician	
Bob Willis	Alan Fulford	George Welch	John Stearns	
2nd Make-up	Script	Sound Recordist	Key Make-up	
Dori Green	Peggy Durkin	Eric Williams	Merle-Dean Sanchez	
Ultimate Engineer	Craft Services	Gun Wrangler	Engineer	
Mitch Kenison	Linda Pate	Utah Conner	Steve Denning	
Lead Carpenter	Scenic Painter	Production Assistants	Vehicles/Effects	
Paul Todesco	David North	Chris Alfieri	Wayne Elliott	
Paramedic	Office Manager SWP	John Dwyer	Location Manager	
Henry Towles	Rebecca Beall		Jim Cochran	

CAST

Talon	Talon's Sargent	Katie Wells	Pirates
Mike Fleming	Don Perkins	Katie Wing	Barry Kirk
Ursula	Ursula's Lieutenants	Talon's Lt/Stunts	David O. Roberts
Jane Goold	Amy Lawrence	Lori Dillen	Utah Connor
Paralax	Henry Towles	Rusty Dillen	Les Wells
Ben Zeller	Pat Poole	Pirate Stunt	Ron Gard
Volcano World Gypsy	Colonist Soldiers	Coordinator	Linda Pate
Adrienne Bailey	Cara Leigh	Joey Hamlin	Charlie Johnson O'Dowd
Pan Creature	Kevin Wiggins	Pirate Stunts	Pirate Women
Jason Culver	Colonists	Al Hamlin	Kylene Wing
Pan's Keeper/ Mrs	Keith Wade	Ray Hamlin	Nancy Harvin
Potts	Zack Wade	Max Konz III	Carolyn Fleming
Jennifer Sharp	Arthur Alpert	Kenneth Raylon Dunn	Mary Jindrich
Dragon's Teeth	Rosemary Rozen	Pirates	Charlotte Baker
Soothsayer	Chris Whittaker	Deborah Chavez	Clue /Givers
Lee James	Mrs Barry Kirk	Ismael Calderon	George Welch
Junkyard Medicine Man	Melanie Kirk	Ricky Lee	Mike Lamb
David Denny	Neal Kirk	Shawn Blea	Merle Dean Sanchez
			Nancy Harvin

SPACE PIRATES™



Planet-hopping pirates led by the evil Captain Talon, have captured a ship of innocent space colonists. The player, a Star Ranger, must save the colonists and head off Talon's plans to rule the universe.

The player will face hordes of pirates in an effort to collect energy crystals from a variety of worlds. The crystals power the star splitter cannon, the only weapon that can blast Talon and his misfits into another galaxy. *Space Pirates* is a fast-paced adventure with bonus targets hidden throughout the game.



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