



INSTRUCTIONS FOR STAY KOOL

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"STAY KOOL" WILL RUN ON A 48K SPECTRUM

The game may be used with Sinclair Interface 2 or Kempston joysticks.

To load "STAY KOOL", simply enter: LOAD"" then hit the enter key and follow the computer's prompts.

THE GAME

Space pilot Luke Warm is stranded on his crippled spaceship after one of his less successful space battles. Fortunately, the ship does have a shuttlecraft which can be used to escape in, but being rather overconfident, Luke has neglected to refuel the shuttle before going into battle. The necessary fuel rods are on board somewhere, but Luke was not too careful about where he stowed them and so they are scattered around the huge ship. The damage to the ship has sent haywire some of the automatic equipment and robots and has also released some of Luke's less than friendly pets. This makes travelling around the ship rather hazardous!

Meanwhile, the crippled fighter is falling towards a nearby star and the ship's thermometer is rising steadily. Can you guide Luke around the ship, collecting all the necessary fuel rods, and finally reaching the Shuttle Bay before Luke Warm becomes Red Hot?

GAME CONTROLS

To move Luke, use Left, Right and Jump on your joystick or:

Q	—	Move left
W	—	Move right
B to Space	—	Jump

Other keys:

ENTER	—	change between Keyboard and Joystick control
P	—	pause game
S	—	restart paused game
BREAK	—	abort game