LOADING INSTRUCTIONS

Spectrum 48K

Type **LOAD ""** and press **ENTER.** Insert the cassette on the **game side** and press **PLAY.**

Spectrum 128K/+/+2/+3

Select 48K mode. Now type **LOAD ""** and press **ENTER.** Insert the cassette on the **game side** and press **PLAY.**

THE MENU

1. KEYBOARD/START GAME   2. KEMPSTON/START GAME   3. 2 PLAYER*
4. SET KEYS

* On option 3, when one player mode is selected, the words **2 PLAYER** will appear next to option 3. If option 3 is selected again, two player mode will be selected and the words **1 PLAYER** will appear next to option 3.

KEYBOARD CONTROLS

Up	Q	Down	A
Left	N	Right	M
Fire	1		

You may redefine the keys or use a Kempston joystick.

HOW TO PLAY THE GAME

Weapons

Destroy the alien assault waves. As you progress through the game, weaponry installation icons will appear on the screen. When you move over these, a weapon-type icon will flash at the bottom of the screen (player one's weapons on left side and player two's weapons on the right side). If you want to have the weapon fitted, you should press fire. Once fitted a weapon will light up yellow if it is a weaker form of that weapon. If it is white then it is stronger. As you use up the weapon, it will run down and thus the weapon will turn from white, down to yellow and then it will flash for a few seconds before it runs out.

The weapons from left to right on your display are:-

Laser-fire - This will always revert to high powered laser-fire (white) after any weapon has run-down;

Bullet-fire - In low-power this will fire a wall of three bullets forward. In high-power this will fire a wall of five bullets forward;

Surround-fire - In low-power this will fire a spray of bullets outwards from your man. In high-power this will fire a wider spray of bullets outwards from your man;

Shield - Whenever you hold down fire, your man will flash and he will be invulnerable. Use this device wisely before it runs out;

Smart Bomb - As soon as you press fire after picking this weapon up, every creature on the screen will die!

As time goes on, your energy will run down - this is indicated by the red/yellow bar just above your scoreline. Yellow indicates high energy, red indicates low energy and finally, the bar will turn black when your energy is critically low. As your energy runs down, you will slow down. To keep your speed up you should collect energy pods (these look like weaponry installations but they have a small E inscribed in them).

Levels

Crosswize has three levels to play through. At the end of each level you will have to defeat a large mother-alien. The last level is fiendishly difficult and has fully-animated beautiful backgrounds as well as the most stunning end-sequence alien ever seen.
At the end of each level, you will be asked to rewind the **level side** of the cassette tape. You should now press a key and press **PLAY** on tape. The next level will then load into the computer.

CREDITS

CROSSWIZE

FIREBIRD

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