

# DARIUS + SPECTRUM 48/128, +3

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## LOADING THE GAME:

Use the tape loading option on your Plus 2, or load using LOAD™ and press ENTER. To load the disc version simply use the 'loader' option in the menu of your Plus 3 computer.

## CONTROLS:

This game is designed to be played with a joystick or keyboard. Upon loading the game it will start automatically and you should STOP THE TAPE and MAKE A NOTE OF THE TAPE POSITION NUMBER - you'll need to rewind to this point whenever you want to start the game over again having got beyond this first level. Press the SPACE BAR to start the game, select the method of control you wish to use. Then press 'fire' (key 'P') to start loading the first level of the game. START THE TAPE again, and when the first level is loaded, STOP THE TAPE.

The set keys are: Fire - P, Left - Q, Right - W, Up - O, Down - K. You can define your own preferred keys though if you wish. The only other keys you need to bear in mind are keys 1 to 4 for choosing your weaponry - see below for details!

## PLAYING THE GAME:

You have twenty eight possible sectors to defeat in your fight to beat the enemy. You start with Sector A by simply pressing your fire button in the selector screen. When you have completed Sector A you will have the choice of either Sectors B or C, and so on.

Once the game has started you will have to keep your wits about you! Various star-shaped tokens will come on screen from time to time. There are two types of token, one of which is white, the other is red. The red token allows your weapon centres to gain more and more elaborate and powerful weapons. The white token allows you to gain weapon centres you do not already have. By pressing the keys 1 to 4 you can see that you can open one of the four hatches in the upper right of the control panel. Key one selects your main craft. Key 2 selects the droid. Keys 3 and 4 select cannon 1 and cannon 2 respectively. If you want to gain the droid then select key 2 and pick up the pulsing red token with your ship. To get either cannon 1 or 2 you select either key 3 or 4 whilst picking up the white token. Once you have a weapon centre you can build up its weaponry by picking up more and more of the other (and more plentiful) type of token. Again, the weapon centre selected using keys 1 to 4 will be the one that will be improved by collecting this type of token. If you pick up the white token when you have the ship selected then you can gain a limited-life shield. To move the droid behind you simply press the 'left cursor key', and to move it back in front of you press the 'right cursor key'.

Having fought your way to the end of a Sector, be prepared for the meanest motherships you've ever seen! Choose your weapons well if you are to survive to fight on to another sector! When you wish to go on to another sector you will be prompted to START THE TAPE AGAIN. But remember to switch it off as soon as the new level is loaded! If you fail during the first level then there is no re-loading to be done. But if you get beyond this first level then you will need to rewind the tape to the position you marked when first loading the game.

Good luck on the best blast you've had in a long time!

Credits: Spectrum coding - Christian Pennycate

Graphics - Mark Healy

Music - Consult

Game enhancements design - Tim (Doc) Langdell

(c) 1987 Taito. (c) 1990 The EDGE, coding and enhanced design. Many thanks to Grant Fruerks and Andy Nobbs of Taito for all their assistance.