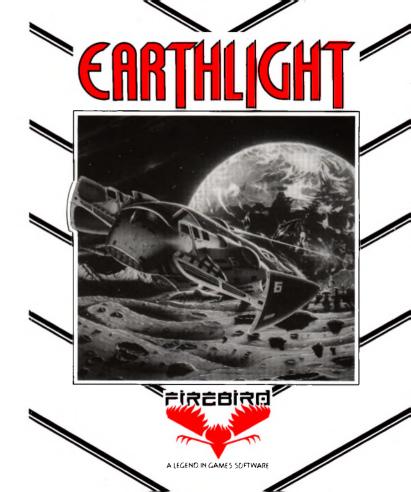


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ERRTHLIGHT

Loading the program

To load on a 48k spectrum (or 128k spectrum in 48k mode), type LOAD "" and then press ENTER.

Approximate loading times are 48k - 5 mins, and 128k - 6 mins.

Controls

Once the program has loaded you will see the message 'Press Space, N or FIRE'.

To select a Sinclair or Kempston joystick, simply press the fire button Otherwise, press Space or N depending on which you prefer.

The Keys used in the game are:

LEFT O or Joystick
RIGHT P or Joystick
UP (Inwards) S or Joystick
DOWN (Outwards) X or Joystick

FIRE Space or N or Joystick

Increase Height Q
Decrease Height W

(Any or all of these keys may be re-defined)

Press FIRE again to move to the main menu. You will see a list of four options:

Play Game, High Scores, View / Alter Keys, Configure Game.

To select an option, move the pointer to your choice and press FIRE.

. Earthlight .

The Display

The top third of the screen shows your ship's panel. The panel shows, from Left to Right...

Missiles Remaining

Fuel and Shield levels (These flash if dangerously Current Zone low)
Score
Lives Left
Current Level

Playing Earthlight

Your mission is to collect the matter transmitters (small boxes) while avoiding all the sentry and industrial robots. Once all the transmitters have been collected, you must return to base (the hemisphere you started from) to complete the zone. If you return to base before collecting all the transmitters you will be given a breakdown of your performance so far.

The game is played over four levels each with eight zones. In each level you can choose the order in which you tackle the zones. When all the zones are cleared you will automatically be transported to the next level.

On entering each zone you are given the opportunity of altering the balance of fuel, missiles and shield energy for your ship. While in the zone, pressing BREAK will pause the game and allow you to abandon the zone (losing your score in that zone) or abandon the whole game.