

# COSMIC PIRATES

Many years have past since the Krell race have been ejected from their own planet of Verox.

The Krells now roam the galaxy looking for anything they can lay their greedy little hands on, this time it happens to be supplies leaving a factory on the way to the warehouse.

You must dive down between the fleet of ships that has been assembled to roam the planets surface and stop any unwelcome intruders.

## SCORE LINE

The score varies with different cargoes you can pick up.

## SCREEN DISPLAY

top left — score

top centre — fuel

top right — ships left

## CONTROLLING YOUR GAME

Your game can be controlled by using the A.G.F. Joystick Interface II, or keyboard on Label side of the cassette; or by the KEMPSTON joystick interface on the opposite side.

If using KEYS: 5 = Left, 6 = Down, 7 = Up, 8 = Right, O = Fire!

Press S to start game or H to Halt game.

## LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.

2. Place the cassette tape in the recorder with the labelled side uppermost and rewind to the beginning.

3. Type LOAD""

and then press the ENTER key.

NOTE: Do not leave a space between the quotation marks LOAD is obtained by pressing the J key. The "" are obtained by pressing the SYMBOL SHIFT and the P keys together.

4. Press PLAY on the cassette recorder.

5. THE CASSETTE WILL NOW LOAD AUTOMATICALLY and a message will appear on the screen after several seconds. If loading is unsuccessful rewind the cassette adjust the VOLUME control on the recorder and try again.

NOTE: Full loading instructions can be found in your Spectrum manual.

## 6. PLAY THE GAME

For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC on your recorder. Disconnect the EAR lead, remove the cassette tape from the recorder and press the play button, the sound may be amplified through the Loudspeaker of the recorder.