

MEGA-APOCALYPSE *(Spectrum 48/128, Spectrum +3 Disc and Amstrad CPC)*

Congratulations!

You are now the proud owner of a mega-advanced shoot 'em up for your mega-computer.

(Has it loaded yet? If the answer is Yes – skip the next paragraph).

It is a very strange Universe really – isn't it? All those millions of planets and moons and stars and comets swirling about in the vastness of space. Imagine what fun it would be to explore – to boldly go where no boldly goer had boldly gone before – unless they happened to live there. Latest research from the Institute of Advanced Research (I.A.R.) indicated (. . . loaded yet???) that there are quite a lot of planets with things living on them. Some of these things are pretty intelligent like us really. (God this is awful!) Other of these things are really stupid, like whelks, for example. Anyway, to cut a long story short, you have been selected to explore the Universe, boldly seeking out strange and exciting new worlds. If you find any, your instructions are quite clear. **BLAST THE LIVING DAYLIGHTS OUT OF THEM!!!!!!!!!!!!!!!!!!!!!!!!!!!!**

As you set off in your remarkably fast and powerful spacecraft – your mind is tingling with excitement. Slowly you hurtle at excessive speeds into the void – blasting a stray comet into a million shimmering pieces! But what's this (. . . there's more!! c'mon tape turbo – get on with it).

Your world is suddenly filled with highly useful objects floating aimlessly in front of you. Things like missiles, rotate motors, speed up thrusts (I ask you . . . is this likely!) shields and – yep – extra lives. Frantically, you try to capture them. But what's this!!! (. . . Again?). Someone else is also trying to grab the goodies. His shield is impervious to your laser bolts. Oh No! And what's this? It's an enormous and highly populated planet . . .

WHAM!!!! BLAM!!!! KERPOW!!!! WOW!!!! It's Mega-Apocalypse.

Have fun!!!

INSTRUCTIONS

	JOYSTICK	KEYBOARD
UP	↑	Q
DOWN	↓	A
LEFT	←	O
RIGHT	→	P
FIRE	FIRE	Any Key Z to M
PAUSE		T

CREDITS

Mega program code and sound effects by John Wilson

(from original game by Simon Nicol)

Mega music by David Whittaker

(from original Rob Hubbard soundtrack)

Mega graphics by Malcolm Smith

Mega cover illustration by Steiner Lund.

LOAD PROBLEMS

We are constantly seeking to improve the quality of our products, and we maintain the highest possible standards of quality control in manufacturing our product range.

However, should you experience any difficulties in loading this product, having checked your hardware *thoroughly* we will gladly replace the cassette or disk for you.

Before you send your cassette back for replacement, please check the azimuth head alignment, and attempt to load the game from both sides of the cassette. You may wish to consult your local software retailer.

If, after these checks have failed, you do write to us, you should state the following:-

- ★ Your name and address
- ★ The name of the product
- ★ Whether it is cassette or disk
- ★ Which computer
- ★ Which joysticks and peripherals (if any)
- ★ Where and when you purchased the product
- ★ A full description of the problem you experience
- ★ You should not enclose the box and packaging with cassettes.

REMEMBER TO ALLOW CASSETTES TO RUN THEIR FULL LENGTH AS SPEED LOADS FREQUENTLY CAUSE THE SCREEN TO GO BLANK FOR A PERIOD OF TIME.