



edition ONE

**XENON DOUBLE DRAGON
SILKWORM GEMINI WING**

**ENGLISH INSTRUCTIONS
ITALIANO ISTRUZIONI
DEUTSCH LADANWEISUNGEN**

GEMINI WING

“Die Mutant Alien Scum”

Not the most friendly of newspaper headlines you must agree, especially when it comes to promoting intergalactic relations, but then there has always been a so-called ‘gutter element’ to holo-journalism. (Not that anyone can remember what a gutter is, these days, but the general feeling is that it was something rather unpleasant, if vaguely useful.)

And it was that heading “Die Mutant Alien Scum” that caused all the bother when it appeared in a space-wide holo-edition of the SoonDay Spirit. After several centuries of reading “little green men turned me into a potato” stories invented by SoonDay Spirit journalists, aliens throughout space were beginning to get just a little bit fed up with humanity. Naturally, human diplomats did their best to repair the damage, but your average little green man reading the SoonDay Spirit on the top of a Venusian omnibus wasn’t swayed. As time went on, he got more and more fed up with being slandered and vilified in the holo-outpourings of a small and insignificant bipedal race that lived on a dirty little planet in the Sol system.

When the crazed SoonDay Spirit headline writer finally flipped his xenophobic lid and came up with DIE MUTANT ALIEN SCUM as a front-page lead story for the early edition one Tuesday, the clamour of outrage coming from the top of the omnibuses throughout the galaxy could be heard on Earth. Alien anger continued to mount, and by the middle of Wednesday morning political leaders on every civilised world in the galaxy realised there was only one course of action open to them if they wanted to get re-elected by their people: declare war on Earth.

So by lunchtime that Wednesday every civilised race in the galaxy had declared war on Earth, the human race, and in particular all journalists working for the SoonDay Spirit. Expecting an easy victory in the game ‘Earth V The Rest of God’s Creations’, alien hordes set out for the time-space adjacent to Earth and prepared to do battle with humanity’s feeble space fleets. But they hadn’t reckoned on the ingenuity of Earth’s weapons scientists; they didn’t realise that the Gemini Wing fighter project was

already complete. And their spies had spent too much time on Earth chasing girlies and turning them into potatoes to report back on the development of awesome weapon systems such as the Windscreen Wiper of Death

What at first seemed to be an easy victory for alien forces turned into a bitterly-fought conflict, a space-war that is still raging in several dimensions. Which is about where you come in, as the pilot of a Gemini Wing fighter. Pausing only to shout the battle cry of the crack GW regiment you belong to - "Die Mutant Alien Scum" - you leap into the control seat of your craft, warp to a vertically-scrolling etherworld and start fighting the good fight

Killing Mutant Alien Scum

Simple really - as the Gemini Wing pilot training manual says, it's just like playing an arcade game. Press the fire button and deal out laser death.

But there's more. A strange paradox in the fabric of reality causes additional weapon systems in your fighter to materialise when you blast certain aliens. Small clawed creatures cause a single gunball to materialise when they turn up their claws and cough their last, while porky fat clawed aliens - known as 'Bringers' - can yield as many as eight gunballs in their death warps.

"Collect up gunballs whenever possible and then use them by pressing and holding fire to help you do the job of dealing death to the mutant alien scum" is what it says in the Gemini Wing pilot training manual, and the guy who wrote it got it right. (There is a third, undocumented method of acquiring gunballs that he doesn't mention, but that involves stealing them from a colleague on a two-man mission and is far too underhand to mention here.)

A Gumby's Guide to Gunballs

All you need now is a run-down on what those gunball jobbies do for you, and it's off into space for a spot of killing. So here's an extract from the Gemini Wing pilot training manual.



Three way fire ball



2,000 points



5,000 points



10,000 points



Alien seeking missiles



Fire wall



Speed-up



Spiralling circle of death



Windscreen wiper of death



Extra life

The above weapons (gunballs) are picked up in three ways: first is by shooting a small, relatively harmless, clawed alien. These carry one extra weapon and so should always be shot. These take only one hit to destroy. Second is by shooting what is known as a 'Bringer'. This is a larger clawed alien which usually carries approx. eight gunballs, and shooting it causes the gunballs to cycle through the different weapons. The third method of collecting gunballs causes the most interplayer hatred ever seen in arcade games. This is the ability to steal the other players gunball tail, thus depriving him of his extra weapons. Tail stealing can only take place if the victim has more than three gunballs.

LOADING: GEMINI WING

ATARI ST/AMIGA

Insert disc in Drive A. Program will load and run.

CONTROLS: 1 or 2 players. In one player mode you can use Joystick or Keyboard. In two player mode you can use twin Joysticks or Joystick and Keyboard.

JOYSTICK: press the Fire button to shoot and hold down the Fire button to fire a gunball.

KEYBOARD: UP = Q

LEFT = O

RIGHT = P

DOWN = A

Press the Space Bar to fire and hold down the Space bar to fire a gunball. F1 aborts game. F10 pauses game. S - SELECT controls (when on title page).

COMMODORE 64/128 DISK

TYPE LOAD"**,8,1 and ENTER. Program will load and run.

CONTROLS: 1 player. Joystick in port 2.

AMSTRAD CPC DISK

Run 'DISC'

CONTROLS: 1 player

JOYSTICK: press the Fire button to shoot. Hold down the Fire button to fire a gunball.

KEYBOARD: AS ATARI ST/AMIGA KEYBOARD ABOVE

Press Space Bar to shoot. Hold down Space Bar to fire gunball. G aborts game. H pauses game.

SPECTRUM DISK

SPECTRUM + 3: Insert disk and press RETURN. Program will load and run.

CONTROLS: 1 player

JOYSTICK: press the Fire button to shoot. Hold down the Fire button to fire a gunball.

KEYBOARD: AS ATARI ST/AMIGA KEYBOARD ABOVE

Space Bar to shoot. Hold down Space Bar to fire a gunball. G to abort game. H to pause game.

COMMODORE 64/128 CASSETTE

Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.

CONTROLS: 1 player. Joystick in port 2.

AMSTRAD CPC CASSETTE

(464) press CTRL and small ENTER.

(6128) type ITAPE and press RETURN. Press CTRL and small ENTER.

CONTROLS: 1 player

JOYSTICK: press the Fire button to shoot. Hold down the Fire button to fire a gunball.

KEYBOARD: AS ATARI ST/AMIGA KEYBOARD ABOVE

Press Space Bar to shoot. Hold down Space Bar to fire gunball. G aborts game. H pauses game.

SPECTRUM CASSETTE

Put your machine into 48k mode. Type LOAD" " and press ENTER. Program will load and run. Load from 128k mode if you are using a 128k/+2 Spectrum.

CONTROLS: 1 player

JOYSTICK: press the fire button to shoot. Hold down the fire button to fire a gunball.

KEYBOARD: AS ATARI ST/AMIGA KEYBOARD ABOVE

Space Bar to shoot. Hold down Space Bar to fire a gunball. G to abort game. H to pause game.

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Produced by THE SALES CURVE LTD for VIRGIN MASTERTRONIC LTD.

Coding by IMAGITEC DESIGN

SILKWORM

Nuclear arms were outlawed by a series of international treaties after the fourth great war, and now civilisation has returned to low-explosive weapon systems with high delivery rates. War has almost gone 'green'.

Weight of numbers, together with very high firing rates, goes partway towards making up the shortfall in power occasioned by the ban on nuclear weapons. But even though the generals have been provided with an incredible number of tanks, planes, choppers, mines and field guns to play with, they are not at all pleased. They are in fact, well unhappy. The commanders of the One Continent Alliance have joined forces to show the political leaders that they have power - all the land, sea and subterranean forces of the Alliance have rebelled and a military coup looks inevitable.

Our planet is only just clinging to its path through the solar system, having been set wobbling like a top by the energy released in the last of the nuclear wars. Should the generals succeed in seizing power they will return to the nuclear technology of war, and Earth will almost certainly be sent spinning

off its orbit into the wastes of space, as yet another nukewar begins. One small hope for the future of Earth remains. A group of weapons scientists working on advanced helicopter and land-vehicle projects remains loyal to the people, rather than the military. If drivers and pilots can be found for the prototype vehicles in loyal hands, an attempt to fight through the waves of advancing troops could be staged. There's a very, very small possibility that a skilled pilot or driver could take out all the generals. Those odds would be improved if a driver AND a pilot could be found.

Earth's chances of survival hang on a thread, a thread so gossamer fine that it could be made of silk. Realising this, the weapons scientists code named civilisation's last stand Operation Silkworm. Step forward hero, read the briefing and take the controls....

OPERATION SILKWORM: MISSION BRIEFING

Not surprisingly, weapons scientists are not experts at military intelligence. The data they have collected for the benefit of heroes is minimal, but nevertheless useful.

Whether you are working solo or as part of a two-man team, the objective is the same - blast your way to the end of the current level before the time limit expires. The more enemy forces you destroy on the way the better your chance of survival - and the more hero points earned. Time remaining at the end of a level is converted into points.

Landmines, when shot, release a cloud of plasma gas. Drive or fly into a sparkling plasma cloud, and for a while it acts as a shield, protecting you from enemy fire and collisions. If two plasma clouds are on screen at one time, collect the first and then shoot or run into the second to create a smartbomb explosion.

Gooseneck helicopters fly onto the screen as component parts and then assemble themselves. (You'll recognise one the moment you see it.) Only the exposed 'neck' section is vulnerable to attack - and it can take many hits. Destroy a gooseneck, however, and additional weapons systems can be collected.

The generals who are threatening the existence of the planet are found at the end of each level, lurking inside their command craft. While not indestructible, these vehicles are heavily armoured and can take multiple hits before being destroyed. To complete a level, the general has to be killed.

Good luck, volunteer.

SILKWORM: LOADING INSTRUCTIONS

CONTROLS: JOYSTICK ONLY

ATARIST

Insert disk in Drive A. Program will load and run.

AMIGA

Insert disk in Drive A. Program will load and run.

C64/128

TAPE: hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run. DISC: Type LOAD "*", 8,1 and press RETURN.

AMSTRAD

TAPE: 464: Press CTRL and small ENTER.

TAPE: 6128: Type|Tape and press RETURN. Press CTRL and small ENTER.

DISK: Run 'DISC'

SPECTRUM

Put your machine into 48k mode. Type LOAD " " and press ENTER. Press PLAY on tape. Program will load and run.

DISK: Insert disk and press RETURN

One or two people can join in the fun ... so once the game has loaded follow the on-screen prompts to configure the options. In one-player mode you can choose to drive the jeep or pilot the chopper; if you're attempting a two-player mission with a friend, fight over who is going to control what BEFORE pressing start!

PROGRAMMED BY RANDOM ACCESS . PRODUCED BY THE SALES CURVE LTD.
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DOUBLE DRAGON™

THE STORY SO FAR

Double Dragon is the story of two twin brothers, Billy and Jimmy Lee, facing the odds together in a city where survival has to be learned the hard way. Their knowledge of the martial arts, combined with the experience of tough urban existence, has made them both formidable fighting machines, ready for any challenge that comes their way.

But now the brothers are faced with their greatest challenge ever. Billy's girl Marian has been kidnapped by the Black Warriors, a savage and ruthless street gang led by the mysterious Shadow Boss. Using skills gained from a lifetime on the streets, and whatever weapons come to hand - including knives, whips, baseball bats, rocks, and even oil-drums - Billy and Jimmy must pursue the gang through the sprawling slums, factories and outskirts of the city, to reach the thugs' hideout for a final confrontation with the infamous Shadow Boss!

THE CAST

BILLY LEE: Height 5'10". Weight 165lbs. Billy began his Kung Fu training at the age of 12 and became a Kung Fu Sosaiken Master at 20.

JIMMY LEE: Height 5'10". Weight 170 lbs. Billy's twin brother and also a master in the martial arts.

LOPAR: Height 5'8". Weight 175 lbs. Packs a nasty right and left punch, and gets a kick out of hurling oil-drums around.

ABOBO: Height 6'3". Weight 167 lbs. The Middle Boss, Abobo likes to slap people about.

WILLIAMS: Height 5'8". Weight 167 lbs. Has perfected a strong jump-kick, and is very handy with a knife or baseball bat.

LINDA: Height 5'4". Weight 114 lbs. Watch out for her swift right and left punches. She also cracks a mean whip.

CHINTAI: Height 5'6". Weight 152 lbs. A Karate Master.
Enough said

WILLY: Height 6'. Weight 205 lbs. The Big Boss, Willy is armed with a machine gun and, needless to say, won't hesitate to use it.

YOUR WEAPONS

As you hunt through the urban decay of the city you will find boxes, rocks, oil-drums, knives, baseball bats and whips. All can be picked up (by moving near a weapon and pressing Fire) and used in fights (by pressing Fire when a weapon is held).

The action in Double Dragon takes place in 5 different scenarios: the City Slum, the Industrial Area, the Forest, and outside and inside the Boss's Hideout.

ATTACKING THE ENEMY

You have a vast range of fighting skills at your disposal. Individual attacking moves are detailed below:

LEFT OR RIGHT PUNCH - press Fire to punch your opponent in the direction you are facing.

KICK - move joystick to the right and press Fire to kick forward. If you can get very close to your opponent, you can turn the kick into a **HAIR GRAB KICK**. And you can turn a hair grab kick into a **SHOULDER THROW** by reversing joystick and pressing Fire.

HEAD-BUTT - move joystick down and press Fire to head-butt your opponent.

JUMP-KICK FORWARD - move joystick in south-east direction and press Fire.

WHIRLWIND KICK - move joystick in south-west direction and press Fire to turn and kick.

ELBOW BACKWARD - move joystick to the left and press Fire to elbow an opponent behind you.

JUMP BACKWARD - move the joystick up and left and press Fire.

JUMP UP - move the joystick up and press Fire.

JUMP FORWARD - move the joystick up and right and press Fire.

CONTROLS: AMIGA & ATARI ST.

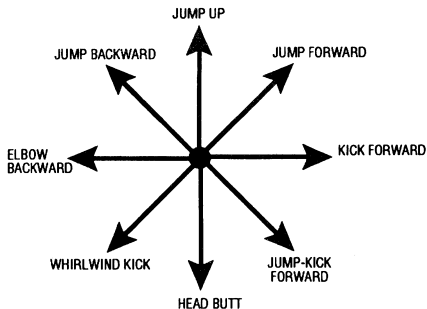
Amiga: Joystick (2 players require 2 joysticks)

Atari ST: Joystick (2 players require 2 joysticks)

Fire only: Left-right punch/pick up/use weapon

SUMMARY OF FIRE-PLUS-DIRECTIONAL CONTROLS

The following diagram applies if facing right. Reverse if facing left:



GENERAL MOVEMENT AND DEFENSIVE MOVES

With the Fire button not pressed, the joystick gives 8 standard directions of movement. To jump up, jump back, or jump forwards, move the joystick up, north-west or north-east respectively, with the Fire button pressed.

PLAYING THE GAME

At the bottom of the screen are shown two sectioned bar displays, one for each player. Each bar represents one 'life' which is used up as Billy takes the enemy's shots. (The number of lives remaining is shown next to the bar.)

At the top of the screen, beneath the scores, is a display of how much time you have left to complete that level. Just like the Arcade, if you are still hanging around when the clock runs out, you lose a life. Life is tough on the streets.

Keep fighting your way to the right using whatever weapon you can find. Beware of allowing the bad guys to rob you of a weapon too close to the edge of the screen - you will not be able to pick it up again!

If you lose all your lives, you can use up one of the five 'credits' you start the game with - drop another quarter in - and continue on, just like the Arcade! Once all your credits are gone, so are you.

Press Fire to use a credit and continue on from your present position when you lose all your lives and are prompted to do so on screen.

Clear out the trash on one level to move on the next. Your girl is at the end of level 5 - go get her! Watch for the thumb to tell you when to move on! If two players play as a team to fight through more enemies, it gets even more interesting towards the end. Keep your wits about you and one eye on your partner!

DOUBLE DRAGON LOADING INSTRUCTIONS

Amiga

Load your kickstart disk. When prompted for the workbench, insert disc in Drive A. Program will load and run.

Atari ST

Insert Disk 1 into Drive A. Program will load and run.

IBM PC

Load DOS into your computer. At A> Prompt type Dragon. Program will load and run.

Spectrum

DISK: Insert disk and press ENTER

CASSETTE: Type LOAD " " and press ENTER

CONTROLS

Joystick or Keyboard

KEYBOARD CONTROLS

Player one: M-fire Q-up R-down O-left P-right

Player two: 1-fire 2-up 4-left 5-right

To move diagonally use the appropriate combination of keys (keyboard is redefinable)

Commodore 64

DISK: Type LOAD "*", 8, 1 and ENTER.

CASSETTE: Hold down SHIFT key and press RUN/STOP

CONTROLS

Joystick only. Two players require two joysticks. Player one uses Port 2. Push 1 or 2 on the intro screen to select one or two players.

XENON

From the moment that Captain Xod's face appeared out of the static on the communicator, you knew he was in trouble. As the only other Federation ship in the sector you had to go to his aid. You need to fight your way through sixteen zones, collecting essential supplies for the fleet. At the end of each sector you have a chance to refuel and restock but only after you have defeated the most vicious alien you have ever seen.

A strategic vertically scrolling shoot-em-up. You have the option of swapping between two very different craft, to suit the challenge facing you at the time; either a ground-based saucer or a well-armed, and faster fighter aircraft.

A fast-moving, thinking man's shoot-em-up.

GAMEPLAY

You have to negotiate four sectors, each divided into four zones. You have a choice of two craft, which you can change between at will. You have a ground craft, capable of eight-way movement, and a faster jet fighter. You need to select the appropriate craft to negotiate the obstacles facing you and be prepared to change between them rapidly. Certain of your opponents are ground-based and some are at altitude. You need to be in the correct craft to shoot the alien that you are facing. Certain weapons can only be collected and used by the fighter craft.

You can only use the ground craft on the ground. You cannot land on the top of buildings. You need to fly over these in the fighter.

Shooting the aliens and their weapon emplacements reveals power cells. Collect these by moving over them, to give your craft extra power.

There are eleven types of power pill:

- A ARMOUR Makes your ship invincible for 15 seconds
- F FUEL There are two types of fuel cell. Those with one orange band restore five units of fuel; those with three restore all your lost fuel

H	HOMING MISSILE	Shoots homing missiles for 15 seconds
L	LASER	Arms your fighter with lasers
G	GUN	Cancels the lasers and reverts to normal bullets
P	POWER	Increases the distance your shots travel
R	RATE	Speeds up your ground craft
S	SIDE	Arms fighter with side lasers
W	WINGS	Gives you wing-tip weapons
Z	ZAP	Again there are two types of zap pills. Those with a single orange band zap the aliens and screen; those with a triple band zap everything - aliens and emplacements
Balls		Collect up to three rotating balls that follow you and mimic your fire pattern

Each time you are hit by the aliens' weapons you lose at least a unit of fuel which is used to recharge your shields. If you collide with any of the aliens you will suffer substantially more damage and consequently use more fuel. If your fuel runs out you lose a life and have to restart from the beginning of the zone. Some aliens will require more than one hit to kill them. These flash every time you successfully hit them. Some of the aliens are invulnerable.

Half way through each section you will be faced with a single large opponent. This is a 'Sentinel' so called because they are set to guard the path and they are fully sentient - that is smart. You need to find out where they are vulnerable and concentrate your fire on the appropriate points. Colliding with a 'Sentinel' is fatal.

At the end of each section you will have another larger and more dangerous 'Sentinel' opponent. These are only vulnerable to certain attacks, and completely invulnerable to all others. If you succeed in defeating this you will be refuelled and re-equipped ready for the next section. You lose any weapons you had collected on the previous section.

STATUS PANEL

Down the right hand side of the screen there is a status panel. This displays all the information you need to know about the state of the game and of your craft.

At the top of the display there are four numbers. The top number is your score. Underneath this there are two single digit numbers. To the left is the number of lives you have left, to the right the sector number. Underneath these is your altitude.

Beneath this there is your long range communicator screen. Most of the time this is blanked off, but at the start of each section Captain Xod will appear and tell you which section your are starting.

Underneath this there is a bar display showing your fuel level. Underneath this there are two bargraphs. The left hand one is your rate or speed, and the right hand one your power - the distance your shots travel.

At the foot of the display there is a weapon panel. This has ten letters on it. Weapons active are highlighted in red. The weapons are:

- W Wing
- L Laser
- S Side Shot
- H Homing Missile
- A Armour
- B Ball
- X Extra ball making two
- X Extra ball making three
- O Time left on homing missile
- O Time left on armour

XENON: LOADING INSTRUCTIONS

ATARI ST

The disk auto-boots. Simply turn the computer off. Make sure the disk-drive is switched on. Insert the disk into the drive. Switch the computer back on and the program will load and run automatically.

AMIGA

Insert Kikstart disc if required.

At request Workbench disk, insert program disk.

CONTROLS

When the program has finished loading you will see the main control panel. Your protective shield is down, and the mission screen is switched off, so the main display is covered with static.

Press

F1 to select one play option

F2 to select two player option

Fire to start play

In two-player mode the players alternate at the controls.

If no button is pressed within a short space of time, the game will enter demo mode.

You control the ship's movement with the joystick.

To change craft press space or rapidly wiggle the joystick.

If you do not move the joystick for a short while the game will pause.

To force the game to pause press F3

Press fire to restart play

To quit press F10

Amiga

Player One uses a joystick in Port 2, Player Two uses a joystick in Port 1.

Atari ST

Both players use the same joystick.

SPECTRUM - CASSETTE

Put your machine into 48k mode. Type LOAD " " and press ENTER.

Press 'PLAY' on tape. Program will load and run.

COMMODORE 64 - CASSETTE

Hold down SHIFT key and press RUN/STOP. Program will load and run.

COMMODORE 64 - DISK

Type LOAD "*", 8,1 and ENTER. Program will load and run

CONTROLS

SPECTRUM - CASSETTE (Keyboard and Joystick)

KEYBOARD

Q - Up

A - Down

O - Left

P - Right

SPACE - Fire

M - Switch Craft

SHIFT - Pause/Continue

JOYSTICK

M - SWITCH CRAFT

COMMODORE 64 - CASSETTE/DISK

Joystick only

SPACE BAR - Switch Craft

AMSTRAD CPC

DISK: type RUN "DISC" and press ENTER

TAPE: press CTRL and small ENTER together

CONTROLS

Keyboard:

Q - Up

A - Down

O - Left

P - Right

M - Switch Craft

SPACE - Fire

Joystick:

M - Switch Craft

ESC - Pause

GEMINI WING

Wie man die *Mutant Alien Scum* tötet.

Das ist ja alles ganz einfach - genau wie im Handbuch für *Gemini Wing*-Piloten angegeben, ist der Vorgang hier einem Arcadespiel ähnlich: Den Feuerknopf drücken und den Lasertod verleihen!

Da gibt's aber noch mehr. Ein seltsamer Paradox im Stoff der Wirklichkeit erzeugt zusätzliche Waffensysteme für Ihr Kampfschiff, während Sie auf die Aliens losballern. Kleine Wesen mit Krallen erzeugen einen 'Gunball', wenn sie ihre Krallen ausstrecken und krepieren, während Aliens mit dicken Pfoten, 'Bringers' genannt, in ihren Todesqualen bis zu acht Gunballs hervorbringen können.

Im Handbuch steht: "Wo immer möglich die Gunballs einsammeln. Man verwendet sie gegen die *Mutant Alien Scum*, indem man auf Feuer drückt und dann den Feuerknopf gedrückt hält." (Das stimmt natürlich, aber es gibt auch noch eine dritte Methode, um Gunballs zu erhalten, die in keinem Handbuch steht. Man kann sie einem Kollegen bei einer Zweier-Mission klauen, aber es wäre doch zu gemein, das hier im Ernst zu erwähnen!)

Hinweis zu den Gunballs



Feuert in drei Richtungen



2,000 Punkte



5,000 Punkte



10,000 Punkte



Sucht Aliens



Feuer-Barriere



Beschleunigt



Wirbeltod



Tödlicher 'Scheibenwischer'



Extra Leben

Nun brauchen Sie nur noch zu wissen, wie man mit den einzelnen Gunballs umgeht - dann an die Sache und los ins All. Hier folgt ein Auszug aus dem Handbuch für *Gemini Wing*-Piloten:

Die oben erwähnten Waffen (Gunballs) erhält man durch drei verschiedene Methoden. Als erste Möglichkeit gibt es kleine, relativ harmlose Wesen mit Krallen, die man mit einem Schuß töten kann und die dann eine zusätzliche Waffe liefern. Als zweite Methode tötet man größere Aliens, die natürlich größere Pfoten haben und gewöhnlich etwa acht Gunballs tragen. Wenn man sie schießt, erscheinen die verschiedenen Gunball-Arten. Die dritte Methode kann ein Höchstmaß an Ärger unter den Spielern erzeugen - was sich beim Arcadespiel schon längst bewiesen hat! Hier geht es um die Möglichkeit, den 'Schwanz' der Gunballs im Besitz eines anderen Spielers zu stehlen, wobei der letztere seine extra Waffen verliert. Diese Methode funktioniert nur dann, wenn der andere Spieler über mehr als drei Gunballs verfügt.

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Produziert von THE SALES CURVE LTD für VIRGIN MASTERTRONIC LTD.

Programmiert von IMAGITEC DESIGN

Verpackungsdesign von KHARTOMB

LADEN

ATARI ST / AMIGA

Diskette in Laufwerk A eingeben. Das Programm wird automatisch geladen und gestartet.

STEUERUNG: 1 oder 2 Spiler. Im 1-Spielermodus kann man entweder Joystick oder Tastatur benutzen. Im 2-Spielermodus kann man zwei Joysticks oder die Tastatur verwenden.

JOYSTICK: Den Feuerknopf drücken und dann gedrückt halten, um einen Gunball abzuschießen.

TASTATUR: S = Wählen (wenn Titelseite auf dem Bildschirm)

Hoch/Q

LINKS/O

RECHTS/P

RUNTER/A

Zum Feuern die Leertaste drücken und dann gedrückt halten, um einen

Gunball abzuschließen. F10 hält das Spiel an und F1 bricht es ab.

Commodore 64/128 Diskette

LOAD"*",8,1 eintippen. Das Programm wird automatisch geladen und gestartet.

STEUERUNG: 1 Spieler. Joystick in Port 2.

AMSTRAD CPC DISKETTE

Run 'DISC'

STEUERUNG: 1 Spieler.

JOYSTICK: Zum Schießen den Feuerknopf drücken. Den Feuerknopf gedrückt halten, um einen Gunball abzuschließen.

TASTATUR:

Hoch/Q

LINKS/O

RECHTS/P

RUNTER/A

Zum Feuern die Leertaste drücken und dann gedrückt halten, um einen Gunball abzuschließen. H hält das Spiel an und G bricht es ab.

SPECTRUM DISKETTE

SPECTRUM +3: Diskette eingeben und RETURN drücken. Das Programm wird automatisch geladen und gestartet.

STEUERUNG: 1 Spieler.

JOYSTICK: Zum Schießen den Feuerknopf drücken. Den Feuerknopf gedrückt halten, um einen Gunball abzuschließen.

TASTATUR:

Hoch/Q

LINKS/O

RECHTS/P

RUNTER/A

Zum Feuern die Leertaste drücken und dann gedrückt halten, um einen Gunball abzuschließen. H hält das Spiel an und G bricht es ab.

COMMODORE 64/128 KASSETTE

Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. PLAY auf dem Recorder drücken. Das Spiel wird automatisch geladen und gestartet.

STEUERUNG: 1 Spieler. Joystick in Port 2

AMSTRAD CPC KASSETTE

464: CTRL und die kleine ENTER-Taste drücken.

6128: ITAPE eintippen und RETURN drücken. CTRL und die kleine ENTER-

Taste drücken.

STEUERUNG: 1 Spieler.

JOYSTICK: Zum Schießen den Feuerknopf drücken. Den Feuerknopf gedrückt halten, um einen Gunball abzuschießen.

TASTATUR:

Hoch/Q

LINKS/O

RECHTS/P

RUNTER/A

Zum Feuern die Leertaste drücken und dann gedrückt halten, um einen Gunball abzuschießen. H hält das Spiel an und G bricht es ab.

SPECTRUM KASSETTE

Computer auf 48K einstellen. LOAD"" eintippen und auf ENTER drücken. Das Programm wird automatisch geladen und gestartet. Bei einem Spectrum +2/128K vom 128K-Modus laden.

STEUERUNG: 1 Spieler.

JOYSTICK: Zum Schießen den Feuerknopf drücken. Den Feuerknopf gedrückt halten, um einen Gunball abzuschießen.

TASTATUR:

Hoch/Q

LINKS/O

RECHTS/P

RUNTER/A

Zum Feuern die Leertaste drücken und dann gedrückt halten, um einen Gunball abzuschießen. H hält das Spiel an und G bricht es ab.

SILKWORM

LADANWEISUNGEN

STEUERUNG: NUR JOYSTICK

ATARI ST

Diskette in Laufwerk A eingeben. Das Programm wird automatisch geladen und gestartet.

AMIGA

Diskette in Laufwerk A eingeben. Das Programm wird automatisch geladen und gestartet.

AMSTRAD CASSETTE

464: SHIFT-Taste gedrückt halten und auf RUN/STOP drücken.

6128: I TAPE eintippen und auf RETURN drücken. CTRL und die kleine ENTER-Taste drücken.

AMSTRAD DISKETTE

Run 'DISC'

SPECTRUM CASSETTE

Den Computer auf 48K einstellen. LOAD"" eintippen und auf ENTER drücken. Das Programm wird automatisch geladen und gestartet.

SPECTRUM DISKETTE

Diskette eingeben und auf RETURN drücken.

Ein oder zwei Spieler können sich an dem Spaß beteiligen... Nach Beendigung des Ladevorgangs den Anweisungen auf dem Bildschirm folgen, um die Optionen zu erstellen. Im 1-Spielermodus kann man entweder einen Jeep fahren oder einen Helikopter fliegen. Bei einer 2-Spieler-Mission mit einem Freund sollten Sie sich über die Steuerung VOR dem Spielstart entscheiden!

OPERATION SILKWORM: AUFKLÄRUNG

Egal, ob Sie alleine oder als Partner in einem Team arbeiten, Ihre Aufgabe ist dieselbe - Ihren Weg durch das momentane Level zu ballern, bevor Sie Ihre zugeordnete Zeitgrenze erreicht haben. Je mehr Feinde Sie zerstören, desto besser sind Ihre Überlebenschancen - und je mehr Heldenpunkte erzielen Sie. Die übrige Zeit am Ende eines Levels wird in extra Punkte umgetauscht.

Beschossene Bodenminen ergeben Plasmagas. Fahren oder fliegen Sie in eine der glitzernden Plasmawolken, so wirkt diese kurzfristig wie ein Schield und schützt Sie vor Ihren Feinden und Zusammenstößen. Erscheinen zwei Plasmawolken gleichzeitig auf dem Bildschirm, sammeln Sie die erste ein. Schießen Sie oder begeben Sie sich dann in die zweite, um eine Superexplosion zu verursachen.

Gooseneck-Helikopter erscheinen auf dem Bildschirm als Teile, die sich dann montieren. (Sie sind sofort erkennbar.) Nur der ungeschützte 'Hals' can durch Angriffe beschädigt werden - und auch dann werden viele Treffer benötigt. Sollte es Ihnen trotzdem gelingen, so können Sie zusätzliche Waffen einsammeln.

Die Generäle, die das weitere Bestehen des Planeten bedrohen, befinden sich, versteckt in ihrem Kommandoschiff, am Ende jedes Levels. Obwohl sie nicht ganz unschlagbar sind, sind diese Schiffe stark gepanzert und können allerlei Treffer ertragen, bevor sie zerstört werden. Um ein Level zu vollenden, muß der General getötet werden.

Viel Glück, Freiwilliger!

DOUBLE DRAGON

DIE GESCHICHT SO WEIT...

Double Dragon ist die Geschichte der Zwillinge, Billy und Jimmy Lee. Die Existenz in einer Stadt, wo das nackte Überleben eine tägliche Lehre ist, hat die beiden zu harten Kerlen gemacht. Als Super-Experten in den Techniken der Selbstverteidigung sind sie nun bereit, sich jeder Herausforderung zu stellen.

Nun stehen sie aber vor der größten Aufgabe ihres Lebens. Die Black Warriors, eine grausame, erbarmungslose Bande und deren Führer, der geheimnisvolle Shadow Boss, haben Billys Freundin, Marion, entführt. Mit all ihren von der Straße gelernten Fähigkeiten und was sonst noch an Waffen vorhanden ist - Messer, Peitschen, Baseball-Schläger, Steine, sogar Öltonnen u.a. - müssen Billy und Jimmy die Bande verfolgen. Die Jagt geht durch Elendsviertel, durch Fabriken und durch die Vororte der Stadt, bis sie endlich den Versteckort der Bösen erreichen und den schändlichen Shadow Boss konfrontieren!

STEUERUNG: AMIGA & ATARI ST

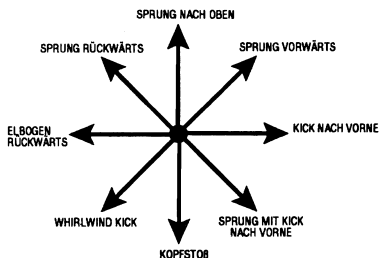
Amiga: Joystick (2 Spieler benötigen 2 Joysticks)

Atari: Joystick (2 Spieler benötigen 2 Joysticks)

Nur Feuer: Schlag nach links oder rechts/Aufheben/Waffe benutzen

STEUERUNG MIT JOYSTICKHEBEL UND GEDRÜCKTEM FEUERKNOPF

Die folgende Abbildung zeigt den Spieler nach rechts gerichtet; ist er nach links gerichtet, so sind die Bewegungen anders rum.



LADANWEISUNGEN

Amiga: Die 'Kickstart'-Diskette laden. Wenn 'Workbench' verlangt wird, Diskette in Laufwerk A eingeben. Das Programm wird automatisch geladen und gestartet.

LADANWEISUNGEN - SPECTRUM

DISKETTE: Diskette eingeben und auf ENTER drücken.

KASSETTE: LOAD "" eintippen und auf ENTER drücken.

STEUERUNG

Joystick oder Tastatur

TASTATUR-STEUERUNG

Spieler 1: M - Feuer Q - Hoch R - Runter O - Links P - Rechts

Spieler 2: 1 - Feuer 2 - Hoch 4 - Links 5 - Rechts

Für diagonale Bewegungen die entsprechenden Tasten benutzen.

Die Tastatur ist neu belegbar.

LADANWEISUNGEN - C64

DISKETTE: LOAD "***,8,1 eintippen und auf ENTER drücken.

KASSETTE: Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken.

STEUERUNG

Nur Joystick. Zwei Spieler benötigen zwei Joysticks. Spieler eins verwendet Port 2. 1 oder 2 auf dem Anfangsbildschirm wählt Spielmodus für einen oder zwei Spieler.

XENON

Von dem Moment, wo Captain Xods Gesicht aus den Störungen auf dem Bildschirm erschien, erkannten Sie, daß er in Schwierigkeiten war. Als einziges Schiff der Föderation in diesem Sektor mußten Sie sich sofort zu seiner Hilfe stellen. Sie müssen sich durch sechzehn Zonen kämpfen und unentbehrliches Material für die Flotte einsammeln. Nach Durchqueren jedes Sektors dürfen Sie auftanken und Ihren Vorrat erneuern, aber nur dann, wenn Sie den gemeinsten aller Aliens besiegt haben.

Ein strategisches, hochscrollendes Ballerspiel, wo Sie zwischen zwei grundverschiedenen Kampfmodi wählen können, je nach Art der Herausforderung. Bodengegner beschießen Sie mit einem runden, tellerartigen Schiff, und in der Luft verfügen Sie über einen schwerbewaffneten, superschnellen Jäger.

Ein rasendes Ballerspiel für alle echten Denker!

LADIANWEISUNGEN

Atari ST

Die Diskette startet das Spiel automatisch. Den Computer vorher ausschalten. Das Laufwerk anschalten. Die Diskette ins Laufwerk eingeben. Den Computer wieder einschalten; das Programm wird dann automatisch geladen und gestartet.

Commodore Amiga

Kikstart-Diskette eingeben (falls benötigt).

Wenn Workbench verlangt wird, Programmdiskette eingeben.

Das Programm wird automatisch geladen und gestartet.

STEUERUNG

Nach Beendung des Ladevorgangs erscheint das Hauptkontrollpult. Ihr Sicherheitsschild ist nicht aktiviert, und der Missionsschirm ist ausgeschaltet, d.h. er ist mit Störungen bedeckt.

Drücken von:

F1 wählt die 1-Spieleroption

F2 wählt die 2-Spieleroption

Feuer startet das Spiel.

Im 2-Spielermodus wird die Steuerung zwischen den beiden Spielern gewechselt.

Falls innerhalb kurzer Zeit kein Knopf gedrückt wird, geht das Programm in den Demonstrations-Modus über.

Die Bewegungen des Schiffs werden mit dem Joystick gesteuert. Drücken der Leertaste oder eine kurze Hin- und Herbewegung des Joysticks schaltet zwischen den Schiffen.

Falls nach kurzer Zeit keine Joystickbewegung erfolgt, hält das Spiel an. Zum Weiterspielen auf F3 drücken oder auf Feuer für einen neuen Spielbeginn. F10 bricht das Spiel ab.

Amiga

Spieler 1 verwendet den Joystick in Port 2, Spieler 2 den in Port1.

Atari ST

Beide Spieler benutzen denselben Joystick.

Amstrad CPC: Ladeanweisungen

Diskette: RUN"Disc eintippen und auf ENTER drücken.

Kassette: CTRL und die kleine ENTER-Taste gleichzeitig drücken.

STEUERUNG

Tastatur: Q - HOCH
A - Runter
o - links
p - rechts
m - schiff wechseln
leertaste - feuer

Joystick: M - SCHIFF WECHSELN
esc - pause

ladeanweisungen

spectrum kassette

Den Computer auf 48K einstellen. LOAD"" eintippen und auf ENTER drücken. PLAY auf dem Recorder drücken. Das Programm wird automatisch geladen und gestartet.

COMMODORE 64 KASSETTE

SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. Das Programm wird automatisch geladen und gestartet.

COMMODORE 64 DISKETTE

LOAD "*" ,8,1 eintippen und auf ENTER drücken. Das Programm wird automatisch geladen und gestartet.

STEUERUNG

SPECTRUM KASSETTE

(TASTATUR UND JOYSTICK)

TASTATUR

Tastatur

Q - Hoch A - Runter

o - links p - rechts

m - schiff wechseln

leertaste - feuer

Joystick

m - schiff wechseln

COMMODORE 64 KASSETTE/DISKETTE

NUR JOYSTICK

LEERTASTE - SCHIFF WECHSELN

GEMINI WING

E' semplice, tutto sommato - come dice il manuale di addestramento piloti Gemini Wing, è proprio come eseguire un gioco arcade. Premi il bottone di fuoco e distribuisce la morte con il laser.

Ma c'è di più. Uno strano paradosso nel tessuto della realtà, provoca la comparsa di altri sistemi d'arma nel tuo caccia quando fai fuori certi alleni. Da piccole creature artigliate escono palle da cannone, quando muoiono, mentre alieni grassocci - detti 'Bringers' (Portatori) - possono emettere fino a otto palle da cannone durante la loro agonia.

"Raccogli tutte le palle da cannone che puoi e poi usale tenendo schiacciato Fuoco, seminando la morte tra la marmaglia mutante degli alieni", questo è quello che dice il manuale di addestramento, e il tizio che l'ha scritto aveva ragione. (C'è un terzo modo, non documentato, di acquisire palle da cannone che lui non accenna, ma questo comporta fregarle a un collega, nelle missioni a due, e non sarebbe corretto dirlo qui)

Guida alle Palle da Cannone

Adesso, tutto quello che ti serve è una descrizione delle palle e poi via nello spazio ad ammazzare. Eccoti, quindi, un estratto dal manuale di addestramento piloti Gemini Wing.



Palla di fuoco a tre direzioni



2,000 punti



5,000 punti



10,000 punti



Missili cerca alieni



Muro di fuoco



Accelera



Spirali di morte



Tergicristalli della morte



Vita supplementare

Le armi suddette (palle da cannone) si raccolgono in tre modi. Il primo è sparando ad un piccolo alieno artigliato, relativamente innocuo. Questi portano un'arma sup[plementare, per cui devono gli devi sempre sparare e li distruggi con un solo colpo. Il secondo è sparando a un 'Bringer', un alieno artigliato più grosso che di solito porta otto palle. Quando lo colpisci, le palle girano tra le varie armi. Il terzo metodo per raccogliere palle da cannone `e quello che provoca odi furibondi mai visti tra giocatori, e consiste nell'abilità di rubare la coda delle palle da cannone all'altro giocatore, privandolo così delle sue armi supplementari. Il furto può avvenire solo se la vittima dispone di più di tre palle.

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Codificato da IMAGETEC DESIGN. Confezione della KHARTOMB

CARICAMENTO

ATARI ST/AMIGA

Inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

CONTROLLI: 1 o 2 giocatori. In modulo a 1 giocatore, puoi usare il Joystick o la Tastiera. Nel modulo a due, puoi usare due Joystick, oppure Joystick e Tastiera.

JOYSTICK: premi il bottone di Fuoco per sparare, e tienilo schiacciato per sparare una palla da cannone.

TASTIERA: S - di selezione i controlli (in videata titolo).

SU/Q

SINISTRA/O DESTRA/P

GIU'/A

Premi la Barra Spaziatrice per sparare e tienila schiacciata per sparare una palla da cannone. F1 abortisce il gioco. F10 effettua la pausa.

COMMODORE 64/128 DISCO

Batti LOAD"**,8,1 e premi INVIO. Il programma si carica e gira da solo.

CONTROLLI: 1 giocatore. Joystick nella porta 2.

AMSTRAD CPC DISCO

Run 'DISC'

CONTROLLI: 1 giocatore

JOYSTICK: premi il bottone di Fuoco per sparare, e tienilo schiacciato per sparare una palla da cannone.

TASTIERA:

SU/Q

SINISTRA/O DESTRA/P

GIU'/A

Per sparare, premi la Barra Spaziatrice. Tienila schiacciata per sparare una palla da cannone. G abortisce il gioco. H effettua la pausa.

SPECTRUM DISCO

SPECTRUM +3: Inserisci il dischetto e premi RETURN. Il programma si carica e gira da solo.

CONTROLLI: 1 giocatore

JOYSTICK: premi il bottone di Fuoco per sparare, e tienilo schiacciato per sparare una palla da cannone.

TASTIERA:

SU/Q

SINISTRA/O DESTRA/P

GIU'/A

Per sparare, premi la Barra Spaziatrice. Tienila schiacciata per sparare una palla da cannone. G abortisce il gioco. H effettua la pausa.

CARICAMENTO

COMMODORE 64/128 CASSETTA

Tieni premuto il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira da solo.

CONTROLLI: 1 giocatore. Joystick nella porta 2.

AMSTRAD CPC CASSETTA

(464) premi CTRL e INVIO piccolo

(6128) batti ITAPE e premi RETURN. Premi CTRL e INVIO piccolo.

CONTROLLI: 1 giocatore

JOYSTICK: premi il bottone di Fuoco per sparare, e tienilo schiacciato per sparare una palla da cannone.

TASTIERA:

SU/Q

SINISTRA/O DESTRA/P

GIU'/A

Per sparare, premi la Barra Spaziatrice. Tienila schiacciata per sparare una palla da cannone. G abortisce il gioco. H effettua la pausa.

SPECTRUM CASSETTA

Metti il computer in modulo 48K. Batti LOAD"" e premi INVIO. Il programma si carica e gira da solo. Se utilizzi uno SPECTRUM 128K/+2, carica da modulo 128K.

CONTROLLI: 1 giocatore

JOYSTICK: premi il bottone di Fuoco per sparare, e tienilo schiacciato per sparare una palla da cannone.

TASTIERA: SU/Q
SINISTRA/O DESTRA/P
GIU'/A

Per sparare, premi la Barra Spaziatrice. Tienila schiacciata per sparare una palla da cannone. G abortisce il gioco. H effettua la pausa.

SILKWORM (IL BACO DA SETA)

ISTRUZIONI DI CARICAMENTO

CONTROLLI: SOLO JOYSTICK

ATARI ST

Inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

AMIGA

inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

C64/128

Cassetta: Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira da solo.

Disco: Batti LOAD""*,8,1 e premi RETURN.

AMSTRAD

464 Cassetta: Premi CTRL e INVIO piccolo.

6128 Cassetta: Batti ITAPE e premi RETURN. Premi CTRL e INVIO piccolo.

6128 Disco: Batti Run 'DISC'

SPECTRUM

Cassetta: Metti il computer in modulo 48K. Batti LOAD"" e premi INVIO. Premi PLAY sul registratore. Il programma si carica e gira da solo.

Disco: Inserisci il dischetto e premi RETURN.

Al divertimento possono partecipare una o due persone... per cui, appena

il gioco si è caricato, segui le indicazioni sullo schermo per configurare le opzioni. Nel modulo a 1 giocatore puoi scegliere di guidare la jeep o di pilotare l'elicottero; se vuoi provare una missione a due con un amico, decidete quello che volete controllare PRIMA di premere l'avvio.

OPERAZIONE SILKWORM: RAPPORTO SULLA MISSIONE

Che tu giochi da solo o faccia parte di una squadra a due, l'obbiettivo rimane lo stesso - arrivare al termine del livello in corso prima che scada il tempo. Più forze nemiche distruggi lungo la strada, maggiori sono le tue probabilità di sopravvivenza - e ottieni più punti da eroe. Il tempo che rimane al termine di un livello, viene convertito in punti.

Quando colpisci le mine, queste emettono una nube di gas plasma. Guida o vola in una brillante nuvola di gas e per un po' questa funziona da scudo, proteggendoti dal fuoco nemico e dalle collisioni. Se sullo schermo sono presenti due nuvole di plasma allo stesso momento, raccogli la prima e poi spara o penetra nella seconda per creare un'esplosione.

Elicotteri a collo d'oca appaiono sullo schermo come componenti che poi si automontano (quando li vedi, li riconosci). Solo la sezione scoperta del 'collo' è vulnerabile agli attacchi - ma resiste a diversi colpi. Comunque, se distruggi un collo d'oca, puoi raccogliere sistemi d'arma supplementari.

I generali che minacciano l'esistenza del pianeta, li trovi alla fine di ciascun livello, in agguato a bordo del loro mezzo corazzato. Anche se non sono indistruttibili, questi mezzi sono potentemente armati e corazzati, e ci vogliono molti colpi per distruggerli. Per completare un livello, occorre uccidere il generale.

Buona fortuna, volontario.

PROGRAMMATO DA RANDOM ACCESS
PRODOTTO DA THE SALES CURVE LTD
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2/4 VERNON YARD - PORTOBELLO ROAD
LONDON W11 2DX

DOUBLE DRAGON

IL RACCONTO...

Double Dragon è la storia di due gemelli, Billy e Jimmy Lee, che affrontano insieme i pericoli in una città dove la sopravvivenza si impara nel modo più duro. La loro conoscenza delle arti marziali, unita all'esperienza di una dura vita cittadina, li ha forgiati in due formidabili macchine da guerra, pronte ad ogni sfida.

Ma adesso i due fratelli devono affrontare una sfida più grande del solito. Marian, la ragazza di Billy, è stata rapita dai Guerrieri Neri, una banda selvaggia e spietata, guidata dalla misteriosa Ombra. Usando le capacità acquisite dalla strada, e qualunque arma a portata di mano - compresi coltelli, fruste, mazze da baseball, pietre, e perfino bidoni di benzina - Billy e Jimmy devono inseguire la banda nei bassifondi, tra le fabbriche e nelle periferie della città, per arrivare al nascondiglio dei teppisti e per il duello finale con l'Ombra!

CONTROLLI: AMIGA & ATARI ST

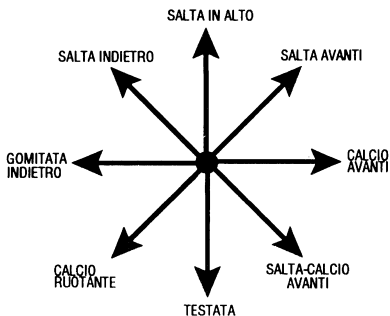
Amiga: Joystick (per 2 giocatori occorrono 2 joystick)

Atari ST: Joystick (per 2 giocatori occorrono 2 joystick)

Solo Fuoco: Pugno destro/sinistro/raccoglie/usa arma

SOMMARIO DEI CONTROLLI DI FUOCO E DI DIREZIONE

Il seguente diagramma vale per quando sei rivolto a destra. Se sei rivolto a sinistra, basta rovesciarlo.



ISTRUZIONI DI CARICAMENTO

Amiga: Carica il dischetto kickstart. Quando viene chiesto il workbench, inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

Atari ST: Inserisci il dischetto 1 nel drive A. Il programma si carica e gira da solo.

ISTRUZIONI DI CARICAMENTO - SPECTRUM

DISCO: Inserisci il dischetto e premi INVIO

CASSETTA: Batti LOAD"" e premi INVIO.

CONTROLLI

Joystick o Tastiera

CONTROLLI TASTIERA

Giocatore 1: M - Fuoco Q - su R - giù O - sinistra P - destra

Giocatore 2: 1 - Fuoco 2 - su 4 - sinistra 5 - destra

Per muovere in diagonale, usa la combinazione di tasti appropriata.

La tastiera è ridefinibile.

ISTRUZIONI DI CARICAMENTO - C64

DISCO: Batti LOAD"" ,8,1 e premi INVIO.

CASSETTA: Tieni schiacciato il tasto SHIFT e premi RUN/STOP

CONTROLLI

Solo joystick. Per due giocatori occorrono due joystick. Il giocatore 1 usa la Porta 2. Per selezionare 1 o 2 giocatori, premi 1 o 2 nella videata di introduzione.

XENON

Dal momento in cui la faccia del Capitano Xod era emersa dalle scariche statiche del comunicatore, avevi capito che era nei guai. Essendo la tua l'unica nave della Federazione in quel settore, dovevi andare in suo soccorso. Dovrai combattere attraverso sedici zone, raccogliendo rifornimenti essenziali per la flotta. Al termine di ogni settore, hai la possibilità di rifornirti di carburante e di materiale, ma solo dopo aver sconfitto gli alieni più cattivi che hai mai incontrato.

Questa è una sparatoria a scorrimento verticale in cui hai l'opzione di scambiare tra due navi diverse, a seconda della sfida da affrontare; un disco volante con base a terra, oppure un armatissimo e velocissimo caccia.

Una sparatoria veloce per l'uomo intelligente.

ISTRUZIONI DI CARICAMENTO

Atari ST

Il dischetto si autoinizializa. Basta spegnere il computer. Assicurati che il drive di disco sia acceso. Inserisci il dischetto nel drive. Accendi il computer e il programma si carica e gira automaticamente.

Commodore Amiga

Inserisci il dischetto Kickstart, se richiesto.

Alla richiesta per il Workbench, inserisci il dischetto programma.

Il programma si carica e gira automaticamente.

CONTROLLI

Quando il programma si è caricato, appare il pannello di controllo principale. Lo scudo di protezione è abbassato e la videata missione è spenta, per cui lo schermo è pieno di scariche statiche.

Premi

F1 per selezionare l'opzione a 1 giocatore

F2 per selezionare l'opzione a 2 giocatori

Fuoco per iniziare a giocare

Nel modulo a due giocatori, questi si alternano ai controlli.

Se non viene premuto alcun pulsante entro un certo tempo, il gioco entra in modulo dimostrativo.

Il controllo dei movimenti dell'astronave avviene mediante joystick.

Per scambiare tra le navi, premi la barra spaziatrice oppure scuoti rapidamente il joystick.

Se non muovi il joystick per un certo tempo, il gioco va in pausa.

Per fare la pausa, premi F3.

Per riprendere a giocare, premi Fuoco.

Per abbandonare, premi F10.

Amiga

Il Giocatore 1 usa un joystick nella Porta 2, mentre il Giocatore 2 usa il joystick nella Porta 1.

Atari ST

Entrambi i giocatori usano lo stesso joystick.

Amstrad CPC : ISTRUZIONI DI CARICAMENTO

Disco: batti RUN*DISC e premi INVIO

Cassetta: premi contemporaneamente CTRL e INVIO piccolo.

Controlli:

Tastiera: Q	SU
A	GIU'
O	SINISTRA
P	DESTRA
M	SCAMBIO NAVE
BARRA	FUOCO

Joystick: M	SCAMBIO NAVE
ESC	PAUSA

ISTRUZIONI DI CARICAMENTO

SPECTRUM - CASSETTA

Metti il computer in modulo 48K. Batti LOAD"" e premi INVIO. Premi PLAY sul registratore. Il programma si carica e gira da solo.

COMMODORE 64 - CASSETTA

Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Il programma si carica e gira da solo.

COMMODORE 64 - DISCO

Batti LOAD""*,8,1 e premi INVIO. Il programma si carica e gira da solo.

CONTROLLI

SPECTRUM - CASSETTA (TASTIERA E JOYSTICK)

TASTIERA

Q	SU
A	GIU'
O	SINISTRA
P	DESTRA
BARRA	FUOCO
M	SCAMBIO NAVE
SHIFT	PAUSA/RIPRESA

JOYSTICK

M	SCAMBIO NAVI
---	--------------

COMMODORE 64 - CASSETTA/DISCO

SOLO JOYSTICK

BARRA	SCAMBIO NAVI
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