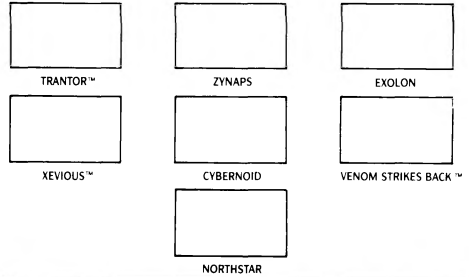


SPACE ACE



LOADING INSTRUCTIONS

CBM 64/128

CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** keys simultaneously. Press **PLAY** on cassette unit. The program will load and run automatically.

DISK: Insert disk into drive. Type **LOAD******, **B,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K

Type **LOAD****** and press **RETURN**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

SPECTRUM+3

DISK: Use the **DISK LOADER** as normal.

AMSTRAD

CASSETTE: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette and then any key. The program will load and run automatically.

DISK: Insert the disk into the drive, label side up. Type **RUN**DISK** and press **ENTER**. The program will load and run automatically.

TRANTOR™ THE LAST STORMTROOPER

Original design by N Bruty. Programmed by D Quinn

The game opens with Trantor standing by the lift. Equipped with a flame-thrower, he has 90 seconds to activate the N.I.K. security terminal. There are eight terminals in the complex – each containing a letter. Record each letter which then must be sorted into a computer related word. Once you have obtained the word you must find the security terminal and enter the word. You will then be given a beam code. Proceed to the beam area, enter the code and off you beam, successful in your mission.

While exploring the complex you will pass lockers by pulling the joystick back. You will automatically search the lockers. Use the contents to aid your mission.

The opening sequence is only the start of the story and cannot be played. The game then progresses to the start menu.

Controls are displayed on the screen for starting the game, joystick or keyboard options and redefine keys selections.

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NORTHSTAR

THE GAME

The NORTHSTAR PROJECT, the most highly classified operation ever to be undertaken by the four Earth-Lords, has gone tragically wrong.

The year was 2499 and an over-populated Earth was grasping in starvation. Man fought against man, desperate for food. A meeting was called and the Earth-Lords decided upon an elaborate plan of action. A space station would be built. Not an ordinary space station; it would not hold just 10, 20 or even 100 people, but thousands upon thousands. There they would be able to produce foods high in nutritional value, very efficiently and most importantly very quickly.

The building started and daily flights of scientists and equipment were sent up. As the years went by the steady flow of flights with their large loads accelerated the project almost to the point of completion – until one day when a flight left but never returned. The station, now called NORTHSTAR was paged from Earth, but there was no reply.

You have been appointed to fly to NORTHSTAR to find out what is going on and to resolve any problems you may find.

Arriving on NORTHSTAR you find that the station has been over-run by an alien hoard. No human survivors can be seen anywhere – are they really all dead? You notice that the life-support systems are inoperative, only your robotic implants prevent you from suffocation. Now your task becomes clear. You must destroy these alien life-forms and re-activate the life support systems by making your way to the NORTHSTAR project centre.

HOW TO PLAY

The scrolling screen displays you, your enemy and the various obstacles you encounter. Your score, lives remaining, oxygen level, and any weapons collected are also shown.

BONUS PODS: These can contain either an oxygen bonus, a score bonus, or a weapon bonus

WEAPONS: At the start of the game your only weapon is your robotic arm. There are a further five weapons to collect, and the use of each will be obvious. The Smart Bomb is the only weapon that uses a special key other than left, right, up, down, and fire. Should you be killed you will lose one of your weapons, but this can be re-collected.

HINT: Look before you leap. Shoot everything coming towards you and collect everything that floats away from you.

CONTROLS

SPECTRUM: NORTHSTAR is compatible with KEMPSTON, CURSOR and INTERFACE 2/+2 joysticks. PREDEFINED keys are:

K – Left **L** – Right
A – Jump up **Z** – Crouch down.
SPACE – Fire **P** – Pause
Q – Quit **S** – Smart Bomb

These keys can be re-defined by pressing **S** on the main screen. Press **G** to start the game.

AMSTRAD & CBM 64/128: Use a joystick or keys:

K – Left **L** – Right
A – Jump **Z** – Crouch
SPACE – Fire **P** – Pause
Q – Quit **S** – Smart Bomb

Press **IONE** to start the game.

Designed and written by J.R O'Brien.
CBM conversion by Sentient Software.

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EXOLON

by Raffaele Cecco

As a heavily armed humanoid, you blast, battle, bound and blunder your way more than a hundred screens of blood curdling action. Release a deadly grenade to devastate a birth pod and shoot the hordes of aliens that slither and scramble to overwhelm you. Rocket a gun emplacement and pneumatic hammers hurl you end over end back across the screen. And in a new twist, some of the screens can be played as a vulnerable but athletic Vitcor or as Exolon, a lumbering but powerful exoskeleton.

CONTROLS

O = Left **A** = Duck
P = Right **M** = Fire
K = Jump or use a joystick

PLAYING THE GAME

With both keyboard and joystick if the **fire** button is pressed rapidly, then the blasters operate. If pressed and held for more than half a second then a grenade or pulse bomb will be lobbed.

BLASTER

Small hand blaster which destroys virtually all organic enemy life forms. Can penetrate thin armour with several direct hits, but is useless against 'thick skinned' gun emplacements etc.

GRENADES

In general, where your hand blaster is not effective use a grenade. Powerful enough to destroy heavily armoured battle machinery, grenades can also penetrate thick walls and rock faces thus providing alternative routes through the battle zone.

PULSE BOMBS

As well as possessing great explosive power, these versatile bombs also produce an electro-magnetic pulse capable of rendering forcefields inoperative and disrupting enemy security systems.

HYPER-ALLOY EXOSKELETON
A hydraulically manoeuvred exoskeleton which the main character wears enabling him to effortlessly wade through enemy hordes protecting him from all but the most powerful of enemy guns and projectiles.

SCORING

Destroying obstacle with grenade	150 pts
Large aliens	150 pts
Small pod aliens	50 pts
Missile shells	50 pts
Walking into double launcher	2000 pts
Walking into combined launcher	3000 pts
Destroying missile guidance module	1000 pts

At the end of every level (25 screens) points are awarded as follows:

Number of lives left multiplied by 1000
If not wearing exoskeleton then 10000 points are also awarded.

Extra life given at the end of each level.

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ZYNAPS

By Dominic Robinson and John Cumming

SCENARIO

Zynaps is a shoot-em-up set in an alien infested planetary system.

The game begins with our hero escaping in a Scorpion fighter from an alien space station out into deep space. Battle continues through asteroid storms to a nearby planet from where, equipped with weaponry and hyperspace units taken from destroyed alien craft, our hero sets out in search of the secret alien stronghold.

After many terrifying battles fought throughout the solar system our hero discovers the location of the alien base and the final conflict can begin . . .

CONTROLS

Use a joystick or define your own keyboard keys to simulate left, right, up, down and fire (Spectrum and Amstrad versions only). During the titles sequence:

Spectrum & Amstrad	Commodore	Effect
Keys 1 & 2	F1	Select one or two player game
Not applicable	F2	Select one or two joysticks
Key 3	Not applicable	Define keyboard controls
Key 4	Not applicable	Access high score display
FIRE	FIRE	Start the game

During play the **FIRE** button fires weapons or when held down activates the fuel scoop. Some weapons require the **FIRE** button to be held down before they will fire. To pause the game during play press **K4** (**RUN/STOP** on Commodore). Press **FIRE** to restart or **Q** to quit (**CLR/HOME** on Commodore).

THE SCORPION ATTACK FIGHTER

The MK1 Scorpion is supplied with a wide range of sophisticated equipment and weaponry powered by an internally mounted fuel scoop.

PROPULSION

The main drive units can be operated at four power levels ranging from low power for delicate control in tight spaces, to a maximum setting for high speed combat in deep space.

WEAPON SYSTEMS

PULSE LASERS
Ideal for heavy duty alien blasting. These wing mounted lasers also have four power settings.

PLASMA BOMBS

Two independent bomb throwers provide awesome destructive power against groundbased targets.

HOMING MISSILES

These self propelled missiles carry scaled down planet bursting warheads and, once locked onto target will destroy almost any large alien craft.

SEEKER MISSILES

The ultimate in intelligent weaponry. Seeker missiles carry automatic target acquisition circuitry designed to lock onto any target they are able to destroy.

THE FUEL SCOOP

This provides the power to activate the Scorpion's main systems. To activate a piece of equipment (weapons, propulsion etc) collect sufficient fuel to highlight the desired equipment in the WEAPONRY ACTIVATION INDICATOR, then collect one more piece of fuel with the scoop in ACTIVATION mode.

To go into activation mode hold down the **FIRE** button until the ship changes from yellow to blue (blue to flashing grey on Commodore) and keep it depressed while picking up the fuel. The new equipment will be activated, or its power setting increased and the indicator reset to position one – Speedup.

The WEAPONRY ACTIVATION INDICATOR displays, in order:
Speedup Increase speed
Firepower Increase laser power
Bombs Activate bomb thrower
Missiles Enable missile targeting
Seeker Enable seeker missile

THE OPPOSITION

The opposition in Zynaps comes in five dangerous varieties:

SPACECRAFT
Small flying craft can usually be destroyed with one hit from a laser, bomb or seeker missile. Homing missiles cannot lock-on.

GROUND INSTALLATIONS
Dangerous planet-bound defence installations require multiple laser hits or a single bomb or seeker missile to destroy them.

ALIEN COMMAND SHIPS

Large flying craft, heavily armed and well protected. These can be destroyed with multiple laser hits or homing missiles.

MOTHER SHIPS

Giant aliens – like the command ships only more so!

NATURAL HAZARDS

These consist largely of asteroids and other flying debris – keep well clear!

WARNING

Alien craft are known to be well armed with a variety of missiles, homing missiles and mines!

SCORING

Points are awarded for blasting individual aliens and special bonuses for destroying complete formations of more dangerous aliens.

Bonus lives are awarded at 10,000 points and every 20,000 thereafter.

TECHNICAL DATA

Commodore 64	50 frames per second High resolution scrolling 3 dimensional parallax starfield Multiplex Sprite processor 25 frames per second High resolution multicoloured scrolling graphics 3 dimensional parallax starfield Myriads of sprites 17 frames per second High resolution multicoloured scrolling graphics 3 dimensional parallax starfield Myriads of sprites Rainbow colour processor
Spectrum	
Amstrad	

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CYBERNOID

Federation storage depots have been raided by pirates, taking valuable minerals, jewels, ammunition and the latest battle weaponry. You have been commissioned by the Federation to retrieve the cargo and return it to a storage depot within a specified time limit. Extra points and an extra ship will be awarded if you succeed.

The pirate craft have activated all planetary defence systems which you will have to negotiate as well as the pirates themselves. If you fail to reach the depot within the time limit or the value of your retrieved cargo is insufficient you must forfeit one of your Cybernoid ships.

CONTROLS

Default control keys are as follows or use a joystick:

Left – **O** Up – **Q**
Right – **P** Fire – **SPACE**
Pause – Press **CAPS SHIFT & SYMBOL SHIFT** (Spectrum)
CTRL P (Amstrad, C64)

To abort press **S, G, 7, 8, 9** and **1** simultaneously.

GAME PLAY

When a pirate craft has been destroyed it will drop its cargo of stolen objects. Manoeuvre your ship over the object to retrieve it. Certain objects will alter the appearance of your ship; these objects offer external weaponry that can be utilised on difficult screens. Occasionally, when a pirate craft is destroyed it will drop a yellow canister. This canister, when retrieved, will increase the amount of the currently selected weapon by one.

DISPLAY PANEL

From left to right the display panel selections are as follows:

- Displays the number of ships left.
- The top number shows your current score. The bottom number shows the value of cargo you have retrieved on the current level.
- Displays the current weapon mode in text. Number on the left shows the amount of the current weapon that you have. Number on the right is the maximum storage capacity for the current weapon.
- The coloured graph gives an indication of how much time you have to reach the end of level depot. When the graph has totally disappeared your time limit has expired.

WEAPON MODES

Keys **1, 2, 3, 4** or **5** select your ship's weapon modes:

- BOMBS** – Destroy large defence emplacements.
- IMPACT MINES** – When placed at strategic points on the screen halt pirate craft.
- DEFENCE SHIELD** – Temporarily renders your ship invincible.
- BOUNCE BOMBS** – Bounce around the screen destroying any emplacements they touch.
- SEEKER** – Tracks down its quarry.

Hold **FIRE** button down to activate the selected weapon.

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VENOM STRIKES BACK™



