

ALIEN GIRL

® LAZARO TOTEM

JAVIER
FOPIANI

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BITMAP SOFT WAS ESTABLISHED IN 2019, PRIMARILY AS SOFTWARE HOUSE FOR PUBLISHING NEW AND UNRELEASED GAMES ACROSS RETRO COMPUTERS AND CONSOLES. OUR MOTTO IS SIMPLE - PUTTING THE NEW INTO RETRO, WE AIM TO CREATE A FANTASTIC CATALOGUE OF GAMES ACROSS A BROAD SPECTRUM OF SYSTEMS AND NOT JUST THE POPULAR ONES.

WE CURRENTLY SUPPORT THE C16, CPLUS/4, C64, AMSTRAD CPC 464 / 6128, ZX SPECTRUM 48K / 128K / NEXT, CD32 AND THE ATARI ST COMMODORE AMIGA & VINTAGE PC RANGE OF COMPUTERS.

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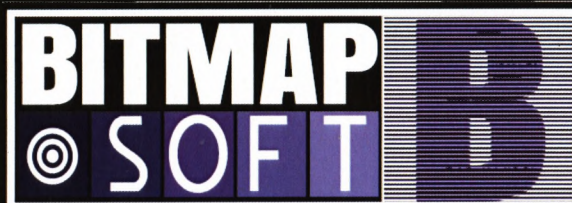
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BITMAP SOFT IS A JOINT VENTURE BETWEEN
JAMIE BATTISON & DARREN DOYLE

WWW.BITMAPSOFT.CO.UK





ALIEN GIRL

•COLLECTORS EDITION•

CREDITS

Design / Music / Graphics / Code:

Javier Fopiani

Support Code / Skirmish - Escaramuza Music:

GreenWeb

Cover Illustration / Logo / Graphic Design:

Lázaro Totem

Loading Screen:

Juan Antonio Fernández (F3M0)

Aliana / Translation / Voice Over:

Laura Gonz

Support Graphics Sprites:

@PixelArtM

Testers:

Anfxiko & Ed Verde (Perretes Team)

Engine:

MK1 (The Mojon Twins)

Project Management:

Jamie Battison

Manual Created & Designed:

Darren Doyle

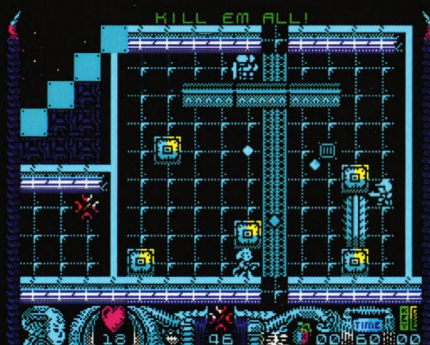
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THE STORY

Aliana, the first Human/Xenoform hybrid from planet Atlas, is piloting her spaceship to start her personal war, with only the help of her navigation system "aLMa". She wants to become the one and only Queen of Races - Xenoform and Human - and balance them under her rule.

Aliana must accomplish three missions in order to purge her realm of every threat. The first one pits her against Alien invaders that overran the human investigation center and massacred every human. The second takes place on Aqueronte, a planet hosting the Alien colony.

Finally, the third and final mission sees Aliana aboard the Decoud, a human spaceship transporting Alien specimens. Will Aliana rise as the Queen in the end?



INSTRUCTIONS

Reload your Miss Fortune KR-43 rifle and shoot enemies. Remember - two shots are enough. Don't run out of ammo! Take advantage of your superior speed to find it.

Use the boxes to block aliens and as barricades to cover yourself from human shots. Move them with care in order not to get locked. Look for the 5 bombs you need to kill the Alien queen.

To survive a skirmish, stay as far away from Aliens as possible to gain some time and dodge them more easily. Always take a look the time, it is never on your side.

Good luck!

**Compatible with keyboard
Sinclair Interface II
Kempston joysticks.**

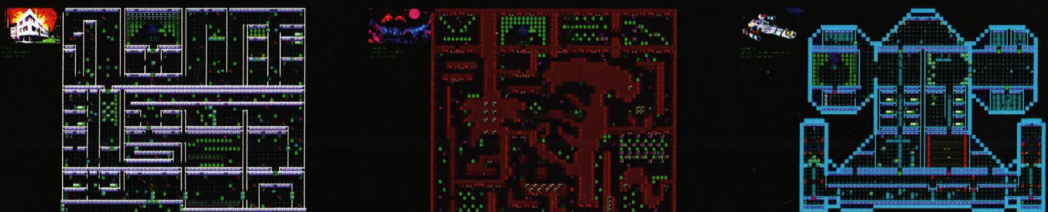
KEYBOARD CONTROLS:

**O - LEFT |
P - RIGHT |
Q - UP |
A - DOWN |
H- PAUSE |
SPACEBAR - FIRE | Y - EXIT**

LOADING INSTRUCTIONS

Type LOAD "" and press ENTER

Alien Girl Mapping Layout



Aliana's Weapon Arsenal

Model : Miss Fortune KR43



Additional Weaponry



REMOVABLE CHARGER
DISC GENERATOR CASSETTE
RECHARGEABLE
CUTTING POWER DISCS



FRAGMENTATION GRENADE
Model: OCTO 20
INCENDIARY.
EXPLOSIVE.

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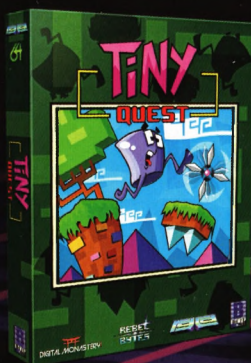
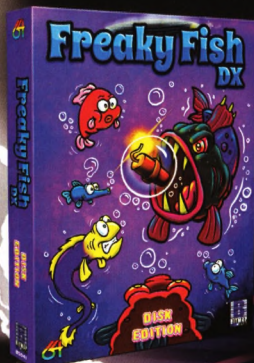
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sinclair
ZX Spectrum



**Your mission is to take control of Redshift to expel
the enemy from key galaxies and universes.**

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SMARTY (AMIGA - DISK)
AND THE NASTY GLUTTONS



SPACE MONSTERS MEET THE HARDY
(ZX SPECTRUM)



SAVAGE PRINCESS
(ZX SPECTRUM)



LAST TRAIN TO TRANZ-CENTRAL
(ZX SPECTRUM)



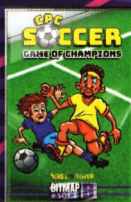
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MR. HAIR AND MR. FLY
(ZX SPECTRUM)



SOPHIA
(ZX SPECTRUM)



CPC SOCCER
(AMSTRAD CPC)



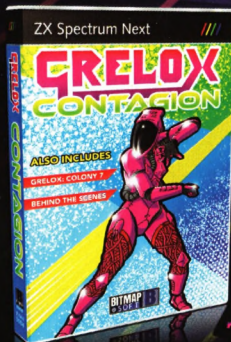
SLIPSPEED
(MS-DOS DISK)



TINY QUEST
(COMMODORE 64)



SOPHIA 2
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