

# S-TYPE

PLAYER'S GUIDE

## S-TYPE

S-TYPE is a shoot-em-up set in deep space. The game begins with our hero escaping in a fighter called Scrapheap from an alien space station out into deep space. Battle continues through asteroid storms to a nearby system from where he 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 stronghold and the conflict can begin.

## LOADING INSTRUCTIONS

Setup your computer system as detailed in your user manual.

Ensure that all non-essential peripherals - such as cartridges, printers, etc are disconnected. Failure to do so may cause loading difficulties.

1. If you are using an Atari ST computer with the S-TYPE diskette...

- a) Connect your disk drive to your computer.
- b) Insert the S-Type diskette 'A' into disk drive A label side up.
- c) Switch your tv/monitor, computer and disk drive ON.
- d) When prompted by computer insert DISKETTE 'B' into disk drive A label side up.

If you read this and are sitting there with your CD-ROM in one hand and this manual in the other, still looking for that disk drive labelled 'A' I can tell you there are no such thing just insert the CD-ROM and GO!

## GENERAL INSTRUCTIONS

The movement of the spaceship Scrapheap is controlled by standard up,down,left,right keys. The weapons are controlled by the spacebar button. Holding down fire will fire multiple shoots.

Weapons are increased or modified by shooting enemy which reveals a jewel. Collecting a jewel is rewarded by the addition of one of the following weapons:

REFLECTION LASER  
ANTI AIRCRAFT LASER  
GROUND LASER  
HOMING MISSILE  
EXTRA SPEED  
SHIELD ORBS

## KEYBOARD CONTROLS

Control is by the following keys:

ARROW DOWN - UP

ARROW UP - DOWN

ARROW LEFT - LEFT

ARROW RIGHT - RIGHT

SPACEBAR - FIRE

## THE OPPOSITION

The opposition in S-TYPE comes in all sorts of shapes and dangerous varieties:

Neutral Hazards:

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

Cubes:

Big flying colorful cubes that moves in a wave like manner called the sinus formation by the enemy.

Triangles:

These green triangle shaped fighters seems to fade in and out of spacetime, so don't be surprised if what you thought was a perfect hit will just pass through.

Spheres:

Round fighters that are flying in some sort of elaborate circle pattern not amounting to much except confusion it seems for the pilot.

## LOADING DIFFICULTIES...

Suggest you contact our Customer Relation  
Department for assistance:

No just kidding, did you really think that I  
would have such a department for this game?

Just mail me at [rickard.skeppstrom@gmail.com](mailto:rickard.skeppstrom@gmail.com)

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