❄ SCENARIO

In the year 2039 AD man has begun deep space exploration. However throughout the deep expanse of space there are many unknown dangers awaiting weary travellers and explorers.

From a crippled space ship a distress call is transmitted. You have received the message. Will you be able to rescue the helpless hostages from the clutches of the astral hijackers?

Travel through corridors and rooms packed with aliens of all sizes searching for survivors and out onto the planet surface to more dangerous regions.

LOADING

IMPORTANT : ENSURE THE MACHINE IS SWITCHED OFF. NEVER ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WITH THE POWER ON.

Insert the cartridge with the label facing towards you, into the cartridge port. On the C64 and 64C the cartridge port is the furthest right socket at the back of the machine. Switch the power on - the game will load automatically.

WARNING : ON THE C64 COMPUTER - PRESSING THE RESTORE KEY WILL RESET THE CARTRIDGE.

CONTROLS

This is a one player game controlled by a joystick in port 2.

During the titles use the joystick to select music or sound effects and press fire to start the game.

During the game the joystick will move the gun sight and the fire button will fire. If a second fire button exists it will select a weapon from the available arsenal.

On a C64 the following keys are used:

SPACE	SELECT WEAPON
RUN/STOP	PAUSE (Fire to resume or Q to quit)

GAMEPLAY

Travel through the corridors of the space ship and the barren planet surface searching for trapped hostages which must be rescued.

As you pass walls flashing lights may appear and firing at these will produce one of the following pickups which can be collected by shooting them:

a flame-thrower	scorch those aliens!
a grenade	blow 'em to smithereens!
a blade	cut 'em in two!
a freeze-gun	leave 'em standing!
body armour	protect yourself!
red tube	refresh yourself with some energy units
yellow tube	restore yourself to full energy.

If a weapon is continually fired its recharge rate will drop and its firepower will become less and less effective. The weapons' recharge rate will increase if firing is ceased.

In some parts of the complex you will encounter large guardians which must be conquered before you can continue.

You will fail in your mission if you lose all your energy or lose all your hostages.

On some implementations you may have a choice of direction to travel at certain points in the complex. Select a direction by shooting the appropriate arrow which will appear.

STATUS AND SCORING

At the top of the screen are the scores for the player(s) taking part, the time remaining to complete the current section of the complex and the number of hostages in that section. A hostage icon will be blank if they have not been found, filled if they have been rescued or crossed out if they have been killed.

At the bottom of the screen is a radar display which will reveal some of the aliens in the vicinity and, for each player taking part, a display indicating the current number of special weapons in their arsenal and which weapon is currently selected, the current energy available to the player shown as a segmented bar and the current weapon recharge rate.

HINTS AND TIPS

- Concentrate on large aliens first.
- Use special weapons on large groups for best results.
- Collect as many different weapons as possible.
- Remember that not all aliens will appear on the radar.
- Don't get the blues or life will become tricky!

SPACE GUN

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SPACE GUN

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING, CAREFULLY.

This game has been tested and checked for viruses.

Please do not use any form of disc utility with any Ocean product as it may corrupt the data and render the disc unusable.

CREDITS

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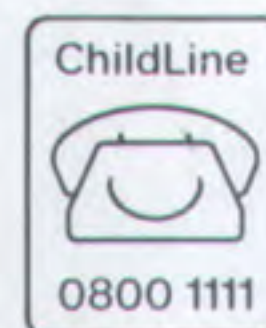
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