

43480, 865
LOADING 43576, 181

COMMODORE - Commodore 128 owners, select 64 mode before loading. Use Side 1 of the tape. To load, press the SHIFT and RUN/STOP keys simultaneously.

SPECTRUM CASSETTE - 128K owners, please select 48K mode before loading. Using Side 1 of the tape, type "LOAD" and press ENTER. Be ready to stop the tape if prompted.

SPECTRUM +3 DISC - Insert the disk into the drive. To load, use the Disk Loader on the startup menu.

GETTING STARTED

COMMODORE - When the music first starts, zero the tape counter on the cassette deck. Leave the PLAY key down. Control is by Joystick only. Press FIRE on Joystick in Port 2 to select one player game, or Joystick in Port 1 for two player game. Then use Joystick to select your character, Ricky or Mary. You will have to wait for the first part of Level 1 to load. Extra controls are...

RUN/STOP - PAUSE

F3 - MUSIC OFF

F5 - MUSIC ON

SPECTRUM - Alien Syndrome is a multi-load game, so be ready to stop the tape when prompted. Joysticks supported are Kempston, Sinclair Interface, and Sinclair Plus 2 & 3. On a one player game the player can use either Joystick or keyboard controls, and on the two player game one player uses the Joystick and the other the keyboard, except on Spectrum Plus models where two Joysticks can be used. Keyboard controls are...

Q and A - UP and DOWN

O and P - Left and RIGHT

H - PAUSE/RESTART

R = QUIT

PLAYING

Play either on your own, or as a two player team. Each Level has two parts...

Part 1 - The time bomb has been set! Your objective is to rescue your trapped comrades from the station complex, then escape via the Exit - all the while defending yourself against the hideous mutant hordes - and with only a short time before the bomb goes off!

You start armed with a basic Shot blaster, but scattered around the

complex are weapons bays from which, by touching them, you can change to other weapons - Laser, Bomb, Flame Thrower or Fire Ball, plus (Spectrum version only) Option - a protective droid which guards your rear and fires backwards. There are MAP points which, when touched, flash up a map of the complex, showing the location of your remaining comrades. There are also Bonus bays, marked with a ? that you can touch for extra points.

On each Level the complex is totally different - you may have to run along causeways or watch for holes in the floor!

The EXIT will not open for you until you have rescued the required number of comrades (indicated by the Comrade Counter - a row of heads in the score panel). Once through the EXIT you go on to Part 2. (Commodore version - there is a load between each Part 1 and Part 2 as well as between each Level)

Part 2 - At the end of each Level you will have to tackle a huge and grotesque monster that you must destroy, still within a time limit, before you can proceed. There is a different one on each Level - each with its own vulnerable points, and each with its own bizarre method of attack!

You enter Part 2 with the weapons that you brought with you from Part 1, and it is always best to face the big aliens carrying the best weapons possible.

If you succeed you go onto the next Level. This will load in automatically on the Commodore; watch for the prompt on the Spectrum tape version.

IF YOU DIE

COMMODORE VERSION - If you die on Part 1 of Level 1, you can start again straight away. If you die anywhere else, you will have to start again from Part 1 of Level 1 - either wind back to the zero point that you set earlier, and start the tape from there, or turn over to Side 2, rewind fully, and then start the tape.

SPECTRUM TAPE VERSION - If you die during the Levels contained in the first load, you can start again without reloading. If you die subsequently, you must start again at Level 1 - turn the tape over to Side 2, rewind it, and then start the tape.

SPECTRUM DISC VERSION - The appropriate parts of the programme will be loaded automatically.

CREDITS

C64 - Coding - Tim Rogers, Graphics - Darrin Stubbington,
Music - Jerome Kimmel
Spectrum - Coding - Pamela Roberts
Graphics - Jack Wilkes/Mike Marchant