

LOADING INSTRUCTIONS

ATARI ST : Ensure that your computer has been switched off for at least sixty seconds immediately prior to loading the game. Switch on your machine and insert the game disc in drive zero (all other drives, printers, cartridges etc should have been removed). The game should load automatically. If the game fails to load on the first attempt, leave the disc in the drive and press the reset button.

AMIGA : Ensure that your computer has been switched off for at least sixty seconds immediately prior to loading the game. Switch on your machine and insert the game disc in drive zero (all other disc drives, printers, additional memory, cartridges etc should have been removed). The game should load automatically. If the game fails to load on the first attempt, leave the disc in the drive and reset the machine.

THE STORY

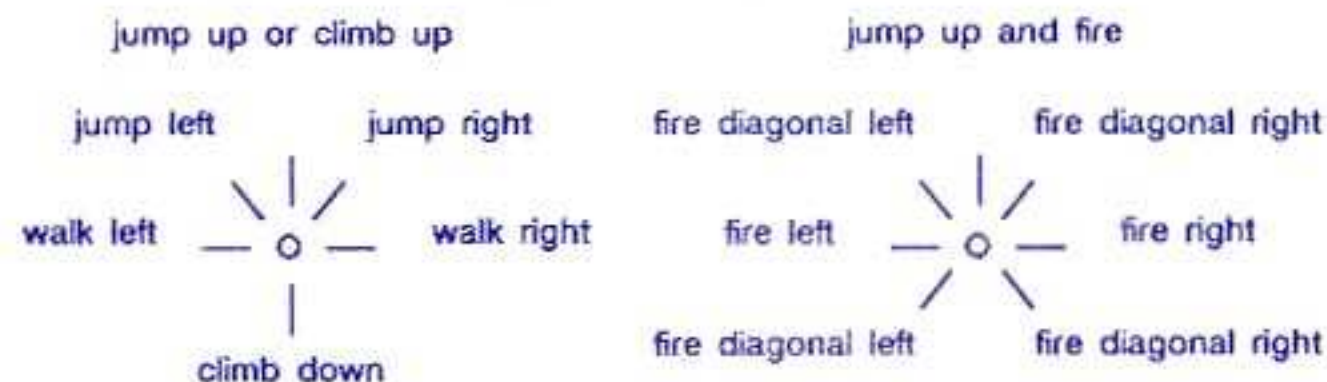
We have recently lost all contact with our mining installation on the asteroid XR27B. Evidence suggests that our sworn enemies the alien syndicate are responsible. If they gain control of this strategically important base there will be nothing to stop them swarming across this entire system, bringing a wave of death and destruction in their wake.

You have been selected for this very dangerous mission: The alien queen and her breeders must die.

You will be 'beamed' down to the surface of the planet. Your main objective is to prevent the base and its sophisticated techno-military mining equipment from falling into alien hands. All equipment must be destroyed, and as many aliens as possible be killed. You must also locate four parts of a top secret weapon, which is needed to kill the evil queen, these pods may be found scattered around the complex.

THE GAME

You the player can control your character using a standard joystick, by manipulating the stick you



CONTROLS WITH FIRE HELD

Certain pieces of heavy machinery can not be destroyed using your standard weapon. You will have to use grenades to destroy these objects. Grenades are fired by pressing the space bar.

When climbing a ladder or wall, you must position your character at the base of the ladder or wall, then push up on the joystick. When playing the game for the first time, you may find this procedure a little tricky, we suggest you practise this a few times, before getting stuck into the game.

Objects such as extra lives, ammunition and keys may be found scattered around the base, these are collected by walking over them.

The display panel provides the following essential information.
From left to right:

Pod parts collected (all four pod parts must be found).
Ammunition remaining.
Grenades remaining.
Protective suit status.
Scrolling information display.
Security droid shield status.
Lives left.
Score.
Time remaining

CREDITS

ORIGINAL DESIGN
CODE AND GRAPHICS
MUSIC
MUSIC SAMPLES

IAN THOMPSON
WISE OWL SOFTWARE
PAUL HARRIS
BARD IVESON



SMASH 16 is a division of
the INTECEPTOR GROUP