



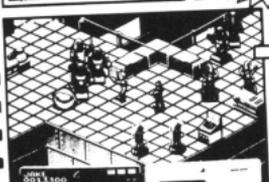
... WE JOIN OUR HEROES ON THE SURFACE OF PLANET X WHERE A RESCUE MISSION IS IN PROGRESS.

ORBITING PLANET X
"BEAM UP SURVIVORS!"

THE REPTILONS HAVE ENSLAVED HUMANS STATIONED THERE.

THEY ARE BEING FORCED TO CREATE AN EVIL ROBOT ARMY DESTINED TO DESTROY EARTH!

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JAKE AND DUKE FIGHT THEIR WAY THROUGH HORDES OF EVIL ROBOTS IN SEARCH OF PROFESSOR SARAH BELLUM

MISSION COMPLETE
FACTORY 07

FREE LIFE EVERY 25,000 POINTS

CRYSTAL POWER

AS FREED HOSTAGES

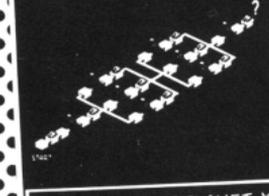
SHUTTLE LOAD OF FREED HOSTAGES

AS FREED HOSTAGES

DUKE 25000



JAKE AND DUKE GET POINTS FOR THE CAPTIVES RESCUED.

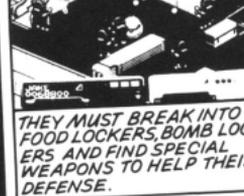


FACTORY MAP OF PLANET X

AT THE END OF EACH FACTORY LEVEL THE HEROES ARE SHOWN THEIR REWARD STATUS.



AT THE END OF THE CANAL ZONE MAZE, THE HEROES WILL CHOOSE ONE OF THREE DOORS TO THE NEXT SECTOR.



THEY MUST BREAK INTO FOOD LOCKERS, BOMB LOCKERS AND FIND SPECIAL WEAPONS TO HELP THEIR DEFENSE.

THE FATE OF THE WORLD IS IN YOUR HANDS!

JAKE

ESCAPE FROM THE WORLD OF BORING VIDEO GAMES!

DOMARK

"DESTROY THE EVIL REPTILONS"

DUKE

Escape from the Planet of the Robot Monsters

The Game:

Escape is a two player simultaneous rescue mission in which you as Jake or Duke must rescue Professor Sarah Bellum and free the enslaved hostages before they are turned into Robo-Zombies! Find and break into the food and bomb lockers to get special weapons to help you destroy the evil Reptilons.

Getting Started:

The object of the game is to progress through the factories of Planet X rescuing the hostages and destroying the Reptilons that guard them.

To activate the escalators, find the power switch and switch it on. This will allow you to reach the 'Port-O-Matic' and exit the level.

Around the complex of factories you will find lockers that contain food, extra energy, more bombs or sometimes special weapons that will increase your chances of survival.

When destroyed, some of the Reptilons will leave behind green crystals that enhance your 'ray power'. The more crystals you collect the more devastating your weapon will become.

To rescue the hostages simply run into them and they will be beamed aboard your rescue ship which is orbiting Planet X. Some of the hostages, however, have been imprisoned in glass cases. To unlock the glass cases you must find the computer console that controls them and destroy it with your ray gun.

Every three levels you will encounter an Evil Reptilon which can only be destroyed by continuous shooting and bombing. Watch out, each Reptilon has its own form of defence.

On 16-bit versions only, you will have to traverse a Canal Zone after every fourth factory level. In this stage Jake and Duke hop into their Cyber Sleds and have thirty seconds to find their way through the maze to the next factory. Should you make it to the end of the Canal in time you can choose the next sector to play in by selecting one of three doors. You are also awarded an extra bar of life. Should you fail you will not get an extra bar and the computer will select your next sector.

At the end of each factory you will be shown a bonus screen where you are rewarded for each freed hostage on that level. If you have rescued a full shuttle load of hostages you are awarded an extra bar of energy.

Hints and Tips

Save bombs for use on the Evil Reptilon. Learn the layout of the factories for faster progress.

Use your fire power wisely. Remember, each shot lowers your ray power slightly so more powerful weapons can be lost.

Try to rescue all the hostages for a larger life bonus at the end of each level.

Don't hang around in the Canal Zone, the time limit is very tight!

Remember two players means twice the firepower!

Loading Instructions

Amiga - Reset machine and insert game disk

Controls

Player 1 - Joystick in port 2 or keyboard
Player 2 - Joystick in port 1 or keyboard

Joystick -

- Push Left - Moves player left
- Push Right - Moves player right
- Pull Down - Moves player down
- Push Up - Moves Player Up
- Fire - Fire

Additional Keys:

- Left Alt - Player 1 bombs
- Right Alt - Player 2 bombs

Keyboard:

- | | |
|-------------------|--------------------|
| Player 1 - | Player 2 - |
| Z - Move left | [- Move left |
| X - Move Right |] - Move Right |
| 1 - Move Up | O - Move Up |
| Q - Move Down | P - Move Down |
| Left Alt - Bomb | Right Alt - Bomb |
| Left Amiga - Fire | Right Amiga - Fire |

Other Keys

- F1 - Music On/Off
- H - Pause On/Off
- Q & U - Quit game

