

MENACE

This is a pure arcade game — a fast action packed journey through six very different worlds where lightning fast reflexes and furious fire button action are your only hope of survival.

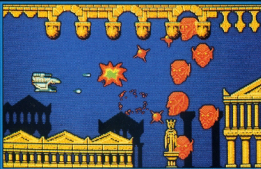
Your mission orders are simple, you must destroy the planet Draconia. In theory possible, in practice . . .

The planet Draconia, an unnatural planet, has been formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiled from their home galaxy, have ravaged and plundered space, using the worlds they have destroyed and the life forms they have created to build this planet of fear and death.

Now an end must be put to their reign of terror. A large scale attack will prove too costly to our space fleets. Draconia has many orbiting defence systems, the sacrifice may be in thousands of lives. A single fighter craft, approaching undetected, may have a chance to avenge those who have perished, by destroying Draconia. You have that chance . . .

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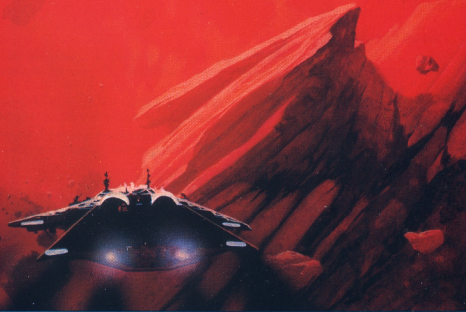
Screen shots from the Amiga version.



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PSYGNOSIS

AMIGA

HOW TO LOAD MENACE ON THE AMIGA:

Switch on your monitor or television and then your Amiga. (It is important to re-boot your Amiga in this fashion because it guarantees that the machine will not be infected by a VIRUS which will destroy your program disk).

If the display prompts for a Kickstart disk insert one into the internal drive as usual.

When the display prompts for a Workbench Disk insert the MENACE disk into the internal drive.

MENACE will now start up automatically.

Once MENACE has completed loading you will be prompted to choose a skill level.

THE MENACE DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY.

Playing instructions

Select <F1> for the normal game. All collisions with the aliens and guardians will reduce your ships shield. Once your shield has gone and you are in a collision your ship will be destroyed. Remember you only have one chance.

Select <F2> for the expert game. Collisions with the scenery will reduce your shield, although not as much as a collision with an alien. If you have outriders attached they are not affected by the scenery.

If you fail in your mission, you will be given the option to restart on the level you were destroyed on. You will however be without any of the weapons systems you had collected and you will find this a very serious disadvantage.

Control the craft with either the mouse or joystick.

The following keys may be pressed at any time during play.

<Esc>	Abort the game.
<Space>	Pause the game, press fire to restart.
M	Toggle the music on/off
E	Toggle the sound effects on/off.

If your disk is not write protected the high score table will be saved to it automatically.

HOW TO COLLECT NEW WEAPONS

Destroying a complete attack wave will produce a bonus icon on the screen. The last alien of any wave that you destroy will turn into this bonus icon. Every five times you shoot this it will change into a different bonus feature. Collect the bonus you want by flying over the icon whilst it's pictorial representation depicts the feature you require. These features and their corresponding icons are depicted on the following page.

BONUS ICONS



This icon adds 1000 points to your score.



This icon attaches cannons to your ship. If cannons are already attached then this will fully arm them. Cannons are short range rapid-fire weapons. They are best used in close range combat.



This icon attaches lasers to your ship. If lasers are already attached then this will fully arm them. Lasers are long range, high power weapons. They are ideal for destroying groups of aliens and for defeating the guardians.



This icon gives your ship a speedup. Each speedup will increase the speed of your ship by a factor of 1 up to a maximum of x7. Use speedups to achieve the speed and manoeuvrability which you prefer.



This icon attaches an outrider to your ship. You may attach a maximum of two. Outriders are inertia controlled combat droids. They are short range weapons but effective when your ship is surrounded. A good pilot can position them at any angle with a flick of the controls.



This icon will surround your ship with a high energy force field, making your ship impregnable for a short time.



This icon represents the most difficult bonus to obtain and is that of full shield recovery. It can be a life saver after some heavy combat has left your ship drained of energy.

WARRANTY LIMITATIONS

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'VIRUS'. It is the purchasers responsibility to prevent infection of this product with a 'VIRUS' which will always cause the product to cease working. Psychosis Ltd. will replace free of charge any disks which have manufacturing or duplication defects. These disks should be returned immediately to Psychosis for immediate replacement.

Psychosis Ltd. will in no way assume responsibility or liability for VIRUS damage which can always be avoided by the user switching off his or her computer for at least 30 seconds before trying to play this product. If disks have been destroyed by a VIRUS then please return the disks directly to Psychosis and enclose £2.50 to cover replacement costs. When returning damaged product please return the DISKS ONLY to Psychosis.

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CREDITS

Design and programming by David Jones
Graphics by Tony Smith

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