

PROJECT-X



C L A S S I C

TEAM 17

ONE MEG AMIGA

PROJECT-X THE STORY

It's the same old story, someone else's mistake has become your problem. The fools, the mad fools, the scientists did it all for a bit of fun, they must have done as nobody wanted massive, mutated insect-like droids, the by-products of early bio-mechanical experiments with powerful X-rays - not me and certainly not you.

Dumped on the planet Ryxx and presumably left to degenerate, stagnate and fade out - the sickening mutations not only survived but thrived, their intelligence currcuits warped by their past and left seeking revenge. Fears of an all-out attack has forced the Federation into action!

Your mission is simple, fly to Ryxx, into the heart of the station that the evil spawn has made it's own, and blow the whole thing sky high.

LOADING INSTRUCTIONS...

Reset your Amiga in the conventional way and insert disk one. After some time the menu will load and the title music will play, you can then access the various options that the game has to offer before you commence play!

Please note that the game requires 1Meg or more of memory or disk-drives that it finds to speed up disk access accordingly.

Project X is not compatible with Hard-Drives and cannot be installed onto such a device.

MAIN MENU OPTIONS

One Two players

The game can be played by one or two players, although both will not play simultaneously.

Start Level

This is only selectable when playing in Arcade mode and allows you to skip levels that you have previously completed.

So, if you manage to get onto level 2 you can then restart the next game at level 2, skipping the first level. The same applies for level 3.

You will also be given enough armoury to enable you to continue in your quest against the aliens.

Options

This allows you access to a further sub-set of options which will be outlined a little later in this text.

Start Game

Commencing play with current options.

OPTIONS MENU

Craft Selection

You can choose between three spacecraft to play the game, each has its own strengths and weaknesses, but the CRUX battle class is best suited to beginners due to its slower speed also due to it offering more firepower when you start.

The Hyperion cruiser class ship is the default and offers moderate power as well as good speed. It's the ship to use when you're experienced at playing the game.

The last ship, the Hunter Mk7, is very lightweight, fast ship that is the ultimate for speed freaks.

Game Mode

The default mode is ARCADE where the going is tough and gets tougher by the minute. There is also ROOKIE mode where the going is a tad easier. Scores are not recorded in Rookie mode.

Load Hi score

Load a set of previously saved hi-scores from a disk.

Save Hi score

Save current score table to disk.
**DON'T SAVE SCORES TO YOUR PROJECT-X DISKS
ALWAYS KEEP THEM WRITE PROTECTED!!**
The disk need not be formatted, just follow the prompts

Autofire On Off

By default Auto-fire is on and allows rapid firing of the current weapon if you hold the fire button down. It can be toggled on/off as you prefer, also by using the "A" key during play.

Power ups

As you collect credits (the circular blue pods with "P" on them) during your game, you will be able to select stronger, more powerful weaponry or enhance the one's you're already using.

As you collect credits, the menu at the bottom displays which weapon is currently available. As you collect credits the weapons will light up across the menu. Selections will turn grey if the weapon is at full power and is therefore unselectable.

To select a weapon you can "waggle" the joystick quickly left and right; press the space bar; press the second button on a joystick with two independent fire buttons or use a joypad with two-buttons (such as a SEGA MEGADRIVE controller).

Your ship will soon become heavy and sluggish if you add too many weapons, adding speed will stabilise this, so think before you select!

Available Power-Ups

Speed Boosts your crafts handling speed.

Guns Standard guns are weak, power them quickly for a more powerful force.

Build This weapon sends a large bolt of flame from your craft after holding the button down and releasing it after a few seconds. You cannot fire whilst building up the flame.

This weapon is only available if playing with Autofire option off, which can be toggled with the "A" key during play.

Sideshot These nifty lasers enable you to fire in 2 directions at once.. necessary on some sections!

Missiles Awesome homing missiles that will track onto enemies wreaking havoc!

Plasma These energy bolts are just the thing to wipe away oncoming evils, available in many powerups.

Magma A bolt is fired at the enemy. Requires lots of energy, other weapons may be weakened in effect due to it's use.

Laser A super powerful cutting lazer, requires huge bolts of energy that may limit the use of other weapons.

Stealth Renders your craft virtually invincible to all forms of attack, so it's very useful in those knife edge situations when the going gets tough.

OTHER USEFUL KEYS

P	Pause Game
A	Autofire On/Off
TAB	Toggle Weapon-Menu on/off
ESC	Quit Current Game

CREDITS

Coding & Design	Andreas Tadic
Graphics & Design	Rico Holmes
Music & Sound FX	Allister Brimble
Speech Samples	Chris Brimble
Disk Format	Rob Northen
Additional Music	Bjorn Lynne
Project Manager	Martyn Brown

ABOUT TEAM 17

Based in Wakefield, West Yorkshire, England - we only use the finest quality programmers, artists and musicians to bring you the ultimate in Amiga arcade action, like you have never seen before!

Faulty Disks

If your disks become damaged or are subjected to a virus, Team 17 will send you a new set on receipt of the old ones together with a cheque/P.Order for £2.99 within the UK, £3.99 within Europe and £4.99 the rest of the world. Return in a padded bag (DISKS ONLY) to the address on the back of your Project X box.

You can contact the Team 17 helpline on 0924 201846 during normal office hours.



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