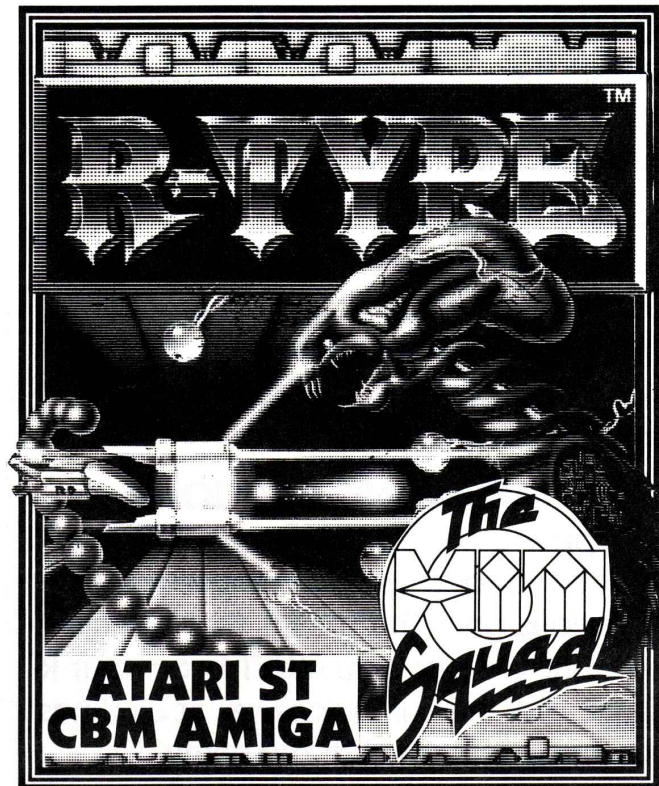


**BATMAN -
THE CAPED CRUSADER
WIZBALL
SUPER HANG-ON
AFTERBURNER
LAST NINJA 2
ARKANOID REVENGE
OF DOH**

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



R-TYPE

A desperate battle is being fought out in the limitless and unknown dimensions of space which have been contaminated and corrupted by an evil power. The evil power is the Bydo Empire, which is determined to subjugate the world. It is inhabited by weird creatures, whose very sight inspires fear. But Mankind is fighting back, and sends you into battle in an incredibly sophisticated plane, the R-9 fighter. Behind the control panel of this fantastic fighting machine, you are Mankind's only defence against the enemy.

LOADING INSTRUCTIONS

Set up your computer system as detailed in your user manual. Ensure that all non-essential peripherals - such as cartridges, printers, etc. are disconnected. Failure to do so may cause loading difficulties.

ATARI ST

Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically. It is important that your game disk is kept in the drive at all times.

AMIGA 500 and 2000

Insert the game disk into the disk drive and switch on the computer. The game will load automatically.

AMIGA 1000

Insert your Kickstart disk into the disk drive and switch on the computer. When the workbench screen appears, insert the game disk. The game will load automatically.

MULTI-LOAD INSTRUCTIONS

R-Type is a multi-load game. Each level will be loaded as you complete the previous one. This means that to enjoy continuous play you MUST keep your R-Type disk in your disk drive, at all times during a session with the game. On screen prompts will appear when you complete a level, telling you what to do next.

GENERAL INSTRUCTIONS

The movements of the R9 fighter are controlled by standard up, down, and left and right keys or by joystick. The weapons are controlled by the fire button; holding down fire will build up the strength of firepower until the button or key is released.

Weapons are increased or modified by shooting one of the enemy craft which reveals jewels. Collecting a jewel is rewarded by the addition of one of the following weapons:

REFLECTION LASER
ANTI AIRCRAFT LASER

GROUND LASER

HOMING MISSILES

EXTRA SPEED

SHIELD ORBS

The first jewel collected also releases a special weapon, the Force, which can be attached to the front or rear of the R9 fighter, sent ahead to clear a path, or behind as a rearguard. The Force is equipped with its own lasers. A key will be used to release this weapon, whether keyboard or joystick, control has been selected.

At the start of each new game of R-Type five credits are given. While credits are still available the player may continue a game from the level attained in the previous game by pressing the selected fire button or key during an on-screen countdown.

KEYBOARD CONTROLS ATARI ST/AMIGA

The game is controlled by joystick in port 1. The Force is detached and retrieved by pressing SPACE.

PAUSE - F10

MUSIC ON/OFF - F1

CREDITS

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