

MP1X-XNN3

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XENON 2 MEGABLAST

ENGLISH VERSION



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XENON 2: MEGABLAST

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Megablast © 1989 Rhythm King Records written by Tim Simenon. Taken from the album Into The Dragon by Bomb The Bass, available on LP, cassette and CD. Produced by Simenon/Gabriel appears courtesy of Rhythm King Records. © Rhythm King Records. Megablast reconstructed on Atari ST and Amiga computers by David Whittaker using original samples from Tim Simenon.

Manual produced by Yoyodyne Propulsion System: 'The Future Begins Tomorrow'.

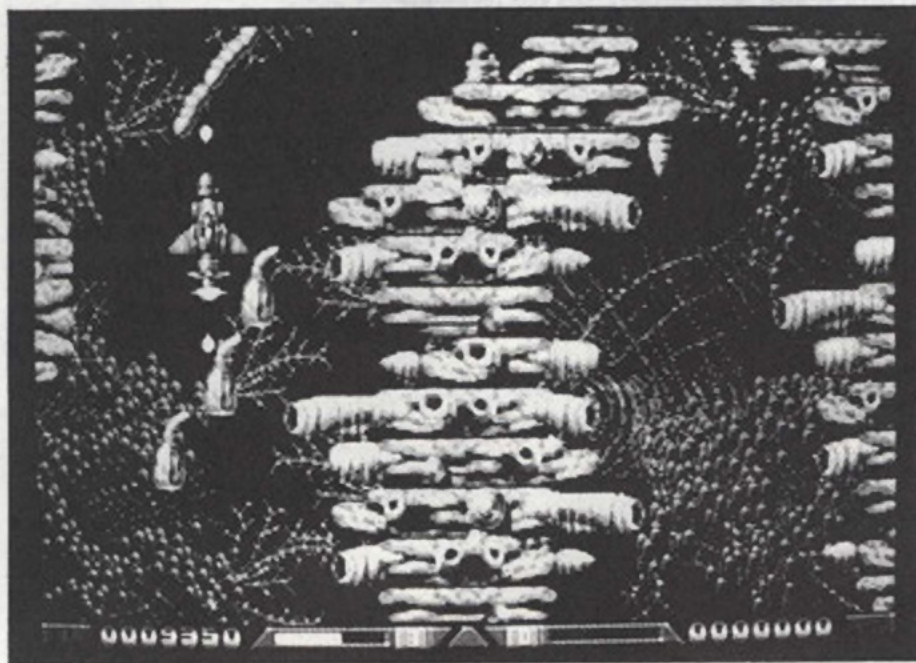
LOADING PROBLEMS

Should you experience loading problems with this product, please pop the faulty disk (hang on to the packaging) into a jiffy bag or padded envelope and send it to: Quality Control Manager, Dept X2R, MIRROR IMAGE, Irwin House, 118 Southwark Street, LONDON SE1 0SW. He will endeavour to provide a replacement within 28 days of receiving your faulty disk. This in no way affects your Statutory Rights.



THE SCENE IS SET

No-one likes a bad loser. And no-one comes more universally despised than the Xenites. For a thousand years they have been plotting revenge for their humiliating defeat in the last Galactic Conflict. Now the very fabric of time is in danger... The Xenites have planted five Time Bombs through history. Only you can save the day – not to mention the Universe. The last time you met it was a playground scrap. This time it's war.



LOADING XENON 2

ATARI ST

Insert Disk One into the disk drive and turn on the computer. The core of the program will now load. When prompted, eject Disk One and insert Disk Two.

AMIGA

Insert Disk One into the disk drive and turn on the computer. The core of the program will now load. When prompted, eject Disk One and insert Disk Two.

IBM PC & COMPATIBLES

When the game has loaded you will be presented with a menu of possible screen configurations with the recommended one highlighted. You may change the selection using the cursor keys: Press RETURN to confirm your choice.

The game is keyboard or joystick driven. In a two player game both players use the same controls, alternating as prompted on the screen.

The keyboard controls are user-definable, but they default to:

Cursor keys:	Movement
Space bar:	Fire
Return:	Drive

During the game, if you have acquired a DIVE feature, press RETURN to cause the ship to DIVE. After 10 seconds you will be returned to the surface, or press RETURN to return immediately. If you surface underneath the top layer of the background, you will be destroyed.

Collect weapons for more power and cash to buy features in the shop.

In the shop move the highlight to the desired weapon or feature and press fire once for a price and information. Press fire again to buy or sell the weapon or feature.



When the game is over, if you have enough credits, you will be asked if you wish to continue. Press fire to continue or let the timer run out to exit to the game selection screen.

That's it.

Its shoot-em-up..... What do you want instructions for?

BLAST THE BADDIES - GRAB THE GOODIES
KILL EVERYTHING !!!!!!!

HOW TO PLAY



THE SHIP

The Megablaster is a small but perfectly formed battlecraft. The basic model is equipped with a thruster to aid movement, a simple blaster for the purpose of destroying anything that moves, and a shield to absorb collisions. When the shield runs out, the ship is destroyed with the next hit it sustains. A squadron of 3 fighters are at your disposal.

CONTROL

Plug your joystick into the hole **without** the mouse in it, ie: Port One (Atari ST) or Port Two (Amiga).

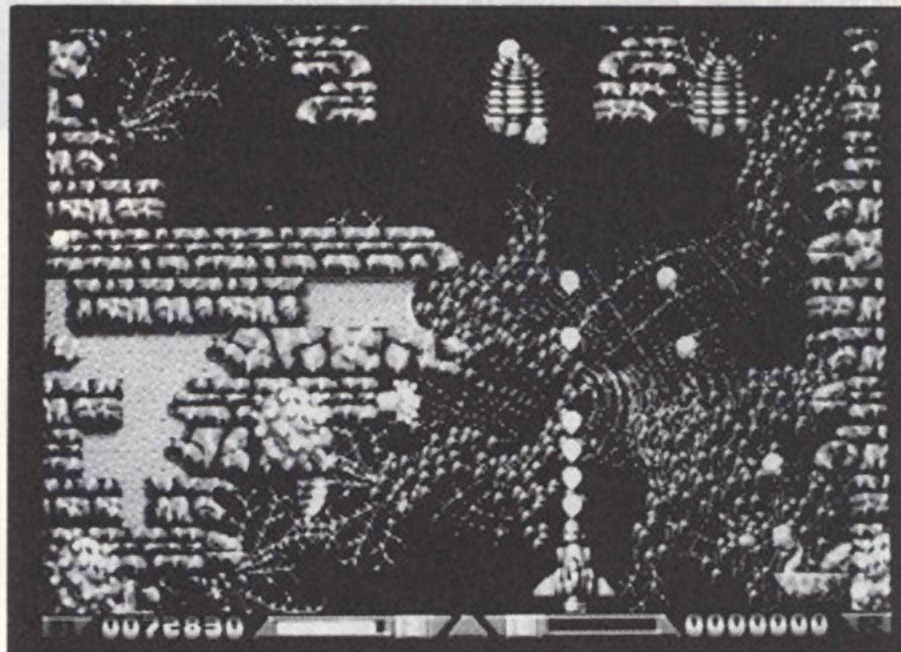
PICK 'N' CHOOSE

The Selection Screen allows you to turn the in-game music on and off by moving the joystick in the appropriate direction. You can also start a one or two player game in the same way.



THE SCREEN

Your journey through time follows the process of evolution, represented by five increasingly arduous horizontally scrolling levels. Each has distinctive scenery and lifeforms - from the lowest form of life in pre-prehistoric times through to metallic mayhem in the spaceways of centuries to come.



Sadly these creatures won't listen to reason. The powerful radiation emitted by the Time Bombs planted at the end of the levels has mutated the once harmless beings into crazed aggressors which are now best shot or avoided. Some of the lifeforms you can expect to encounter are found on page 12

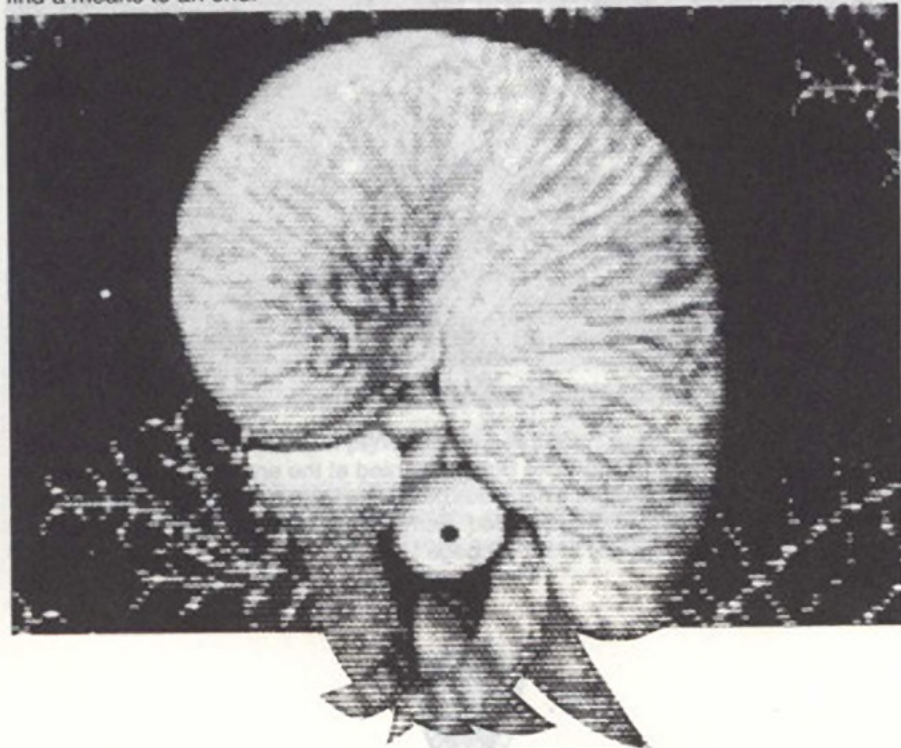


SCENERY

The scenery doesn't damage your ship – unless you get trapped in a corner and crushed as the screen continues to scroll. You can reverse the direction of the scrolling by pulling back on the joystick when the ship is at the bottom of the screen, which creates a larger playing area of proportions more often associated with scrolling shoot 'em-ups of the horizontal variety. However the effect is short-lived, so be careful not to get trapped in the maze-like landscape of the later stages.

BIG BOYS

A large guardian is found at the end of every level and each is destroyed in a special way for you to discover. Only then will the Time Bomb be defused. In the last four levels, large lifeforms appear not only at the end but halfway through, and once again it's up to you to find a means to an end.

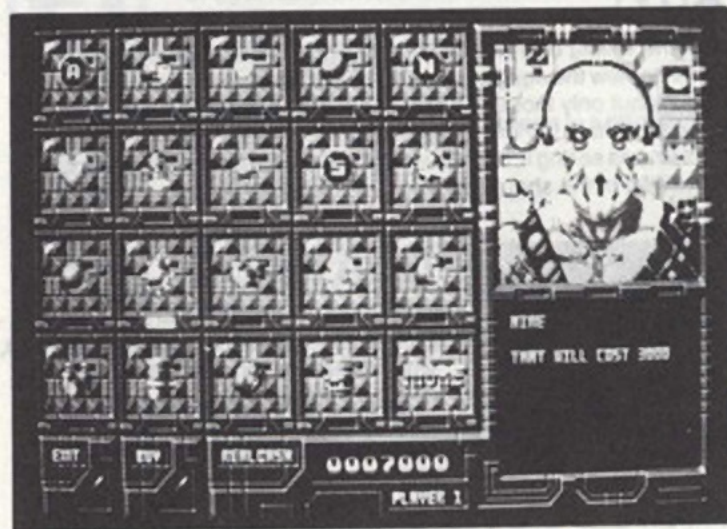


CAPSULES

Bored by the basic blaster? Beef up the ship by collecting the tokens left by Special Capsules which occasionally float across the screen. Details of the more common Special Features can be found on page 9

IT'S THE REAL THING

Creatures which bite the space dust leave behind Real Cash, the quantity and value depending on the size of the thing destroyed. Collect the Cash and use it to buy equipment when you visit the shop.



SWOP SHOP

Megablasterers are given two opportunities per level to sell or buy equipment (once halfway through and again at the end). This is... well, the shopkeeper. Its name is unpronounceable in our language but loosely translated it means 'Crispin'. He doesn't speak very good English, so it's fortunate that his garbled speech is translated in the window below.



SELL!

When you first enter the shop you are invited to sell the equipment accumulated (it's displayed in the bank of video screens to the left). Use the joystick to move the highlight to the desired position. Pressing the fire button while the highlight is beneath an item doesn't sell it but you are given a price (usually less than half of what you paid for it). If the shopkeeper's offer sounds reasonable, move the highlight to SELL at the bottom of the screen and press the fire button to make the transaction. Your bank balance will be credited automatically.

BUY!

With the selling over, move the highlight to EXIT and press the fire button to view the equipment up for sale. Over two-dozen articles are in stock but only those you can afford are displayed in the bank of video screens to the left. The procedure for buying equipment is much the same as selling it, only your bank balance is debited accordingly. An extract of the shop's catalogue is found on page 9



DEATH

Should you lose a ship, all is not lost... Each level features six Restart Positions, which means when you are unfortunate enough to lose a ship, you won't be returned to the very beginning of a level but to the last Restart Position passed.

HIGH SCORES

A table of the top ten Megablasters is displayed on the attract sequence. To see your initials in lights, get a score big enough to get on the table then move the joystick left or right to advance through the characters available. Press the fire button to enter a character into the table.



EQUIPMENT

There are three distinct types. These tokens activate weapons.



ADVICE

Crispin's tips on how to play, including which weapons may be most suitable for a particular section. This information is more often than not useful but sometimes misleading.



SIDE SHOT

Causes bullets to emit from the left and right sides of your ship when the fire button is depressed.



ZAPPER

Erradicates everything on screen in a blinding flash of light.



SUPER NASHWAN POWER

A devilish taster device which provides a full 10 seconds of Total Destructive Power!



HEART (SMALL)

Restores your ship's shield to half the maximum level.



HEART (LARGE)

Restores your ship's shield to the max.



These spherical features enhance and enrich your way of life.



SPEED-UP

Who needs go-faster stripes when you have this little baby, eh?



POWER-UP

Improve the strength of your shot by boosting your bullets to up to three times their original size!



ELECTROBALL

Sticks to your ship like Sharon to Darren until you hold down the fire button... now you can move the ball (watch out - it's four times as sensitive to control as the ship) and use it to bash anything bad.



AUTOFIRE

No need to wear out your trigger finger, just hold down the fire button.



DIVE

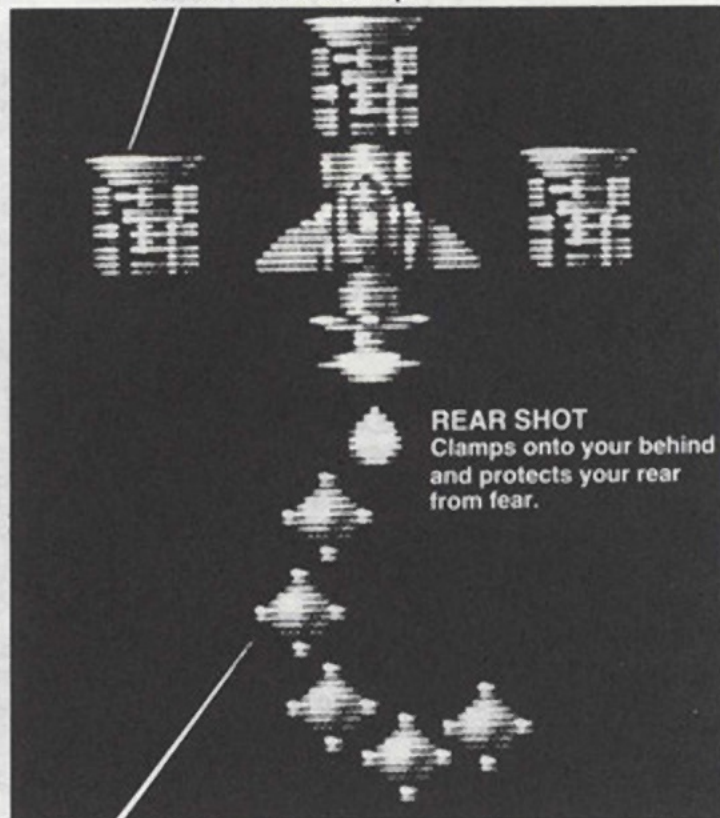
And you thought that parallax scrolling was just a frill. Press the Space Bar to dive 'into' the screen. A timer will appear and count down from ten to zero, whereupon the ship will come back 'up'. Alternatively, pressing the Space Bar a second time gets you back up into the swing of things. However, be careful not to come out of the screen and crash into any scenery.



Impress the girls with these exciting attachments.

MEGABLASTER

The boy-blazers' favourite shoots a stream of intense laser fire. A maximum of three can be bolted on the front of the ship.



REAR SHOT

Clamps onto your behind and protects your rear from fear.

MINES (SMALL)

Hold down the fire button to leave a trail of floating death which explodes after a second or two.



KNOW YOUR ENEMY

The lifeforms found on each level come in all different shapes and sizes, with individual characteristics for you to learn. Here are some of the beings you can expect to do battle with...



BRACHIOPOD

These shellfish creatures wiggle and giggle down the screen. Fortunately they don't shoot at you.



FLATWORM

The candy-striped creatures twist and shout but don't bother shooting at anything.



SEAWORM

These wriggly beings live in the rocks found in the centre of the first level. They appear from the tubes attached to the rock and slither around in a menacing pattern. Beware the pieces of body which shoot off when shot.



TRILOBYTE

The crusty-skinned lovelies are understandably wary of your presence, which is why they keep their distance before they shoot – and they don't even ask questions later.



JELLYFISH

Pulsate around the screen having a good time. Kill them quick to ensure they don't interfere with yours.



THE NAUTILUS SHELLFISH

Watch out for this crustacean's probing appendage – it spits mines in your general direction. Find a weak spot and pump it full of laser fire until the calcium-coated creature explodes into a shower of Real Cash.

