

COMMODORE

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Atari Screenshot

ALIEN SYNDROME is the official SEGA coin-op conversion. This multi-load, eight way scrolling game also has a two player option! Pick up flamethrowers, lasers, and fireballs, etc, from weapons bays to fend off the evil aliens who have captured your comrades!

One of the visually most impressive arcade games ever has been faithfully reproduced for your computer! Featuring some of the biggest, meanest end-of-level aliens you've ever seen!

"Disgustingly great game to play." (Games Machine)
 "Excellent sound and graphics, fantastic gameplay, one of the best computer games I have every played." (ST Update)
 "The arcade version of Alien Syndrome is simply brilliant and this conversion manages to capture all the original atmosphere and spirit." (ZZAP - SIZZLER)

(c) SEGA 1987. This game has been manufactured under license from Sega Enterprises Ltd, Japan. "Alien Syndrome" and "Sega" are trademarks of Sega Enterprises Ltd. Coding (c) 1988/89 programmed by Softek Intl Ltd/The EDGE

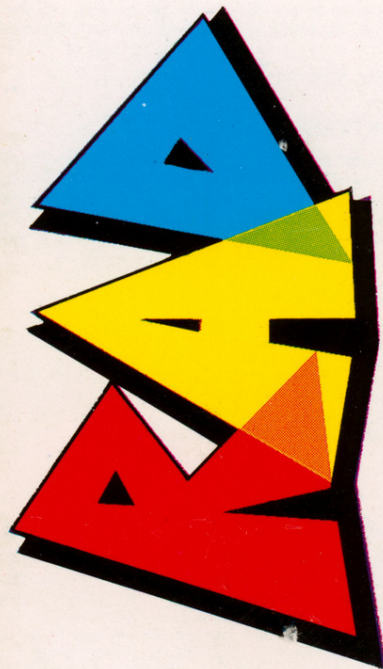
ALIEN SYNDROME



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ALIEN SYNDROME



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ALIEN SYNDROME

LOADING

COMMODORE 64 - C128 owners please select 64 mode before loading. Use side 1 of the tape. To LOAD press the SHIFT and RUN/STOP keys simultaneously.

SPECTRUM - 128K owners please select 48K mode. Using side 1 of the tape type LOAD"" and press ENTER. Be ready to stop the tape when prompted to do so.

AMSTRAD CPC - To load enter RUN"".

GETTING STARTED

COMMODORE - When the music first starts zero the tape counter on the cassette deck. Leave the PLAY key down. Control is by joystick only. Press FIRE on the joystick in Port 2 to select one player game, or FIRE on joystick in Port 1 to select a 2 player game. Then use the joystick to select your character, Ricky or Mary. You will have to wait for the first part of Level 1 to load.

Extra controls are:

RUN/STOP - PAUSE

F3 - MUSIC OFF

F5 - MUSIC ON

SPECTRUM/Amstrad - This is a multi-load game, so be ready to stop the tape when prompted. Joysticks are optional, and those supported are Kempston, Sinclair Interface, and Sinclair Plus 2/3. On a one player game the player can use either joystick or keyboard controls. On a two player game one player uses joystick and the other uses keyboard except on Plus models where two joysticks can be used. Keyboard controls are:

Q and A - UP and DOWN

O and P - LEFT and RIGHT

H - PAUSE/RESTART

R - QUIT

PLAYING THE GAME

Play either on your own or as a two player team at the same time! Each level has two parts to it: (i) an initial part in which you are up against the time bomb ticking away ... before the bomb goes off you must collect enough of your comrades to open the EXIT doors to that level. Watch out for the GO TO THE EXIT sign! When this appears head straight for the exit to get to the next level. In this level you can collect new weapons from bays around in the walls - Laser, Bomb, Flame Thrower, or Fire Ball. 'Option' is a small protective droid that you can collect in the Spectrum version which will fire when you do and protect your rear! You can also use the MAP option to see where your unrescued comrades are. There are also bonuses to be gained by picking up at the bays marked '?'.
(ii) in the second part of each level you face a giant alien that will take all of your skills to destroy! Chose the weapon you leave the first part with carefully, as this is the one you will be using in this part. If you succeed you can then go on to the next level - on the C64 this happens automatically, and the tape will start loading again. with the other two versions, please watch the screen for prompts.

IF YOU DIE

COMMODORE - if you die on Part 1 of Level 1 you can start again straight away. If you die anywhere else, you will have to start again from Part 1 of Level 1. To do this you must either wind the tape back to the 'zero' counter position again, or turn the tape on to side 2 and rewind to the start of this side.

SPECTRUM/AMSTRAD - if you die during the levels contained in the first load you can start again without reloading. If you die after that then you must start again with Level 1 - turn the tape over to Side 2 and rewind to the start of that side.

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