

**Colonel Dan Dare,
O.U.N. Interplanet Space Fleet**

Awarded the order of the United Nations for leadership in the Venus expedition of 1996. Born 1967 in Manchester, England. Unmarried. Hobbies: cricket, fencing, riding, painting, model making.

**Albert Fitzwilliam Digby,
Spaceman (C.L.I.)**

Dan's cricket batman and faithful companion. Born 1960 in Wigan Lanes, England. Married, 4 children (3 girls, 1 boy). Hobbies: football, jigsaws, sleeping.

Professor Jocelyn Mabel Peabody

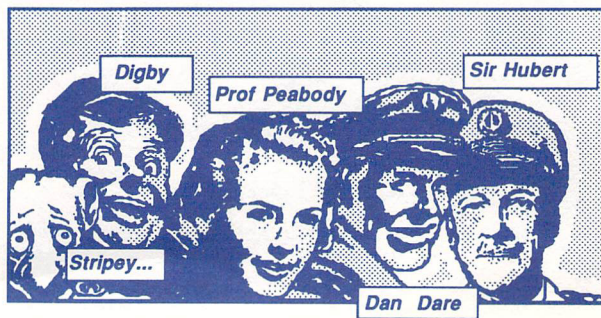
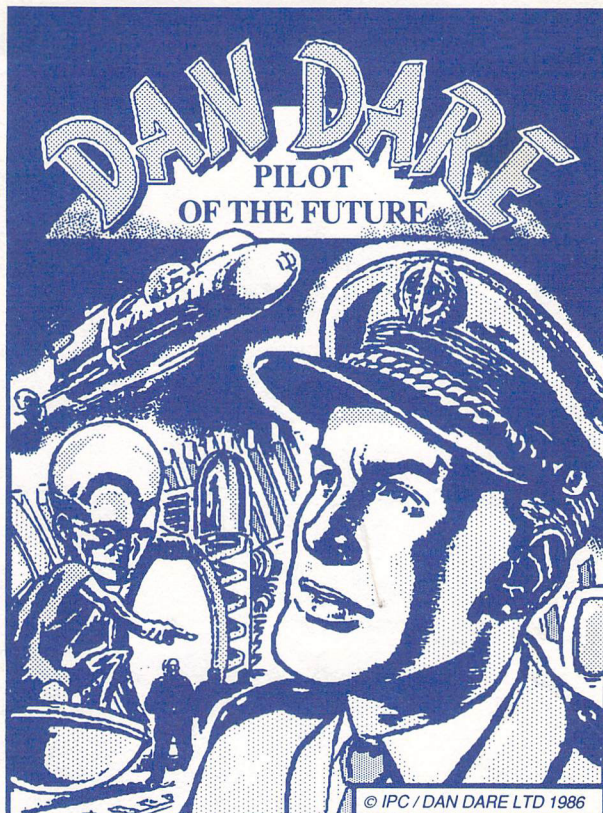
Expert on nutrition, agriculture, and botany. Attached to Venus expedition in search of food in 1996, and since appointed permanent special advisor to fleet exploration and research department. Honorary rank of Pilot/Captain. Born in Moreton Gros., England. Hobbies: skiing riding, netball.

Stripey

Faithful alien pet... and Dan's best friend.

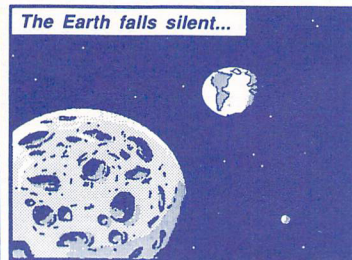
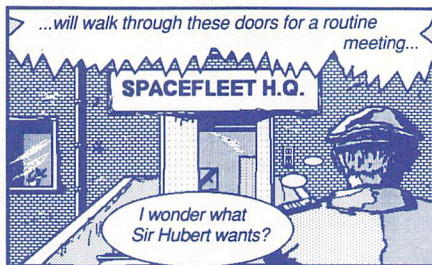
**Sir Hubert Gasgoigne Guest,
Marshal of Space, K.C.B., O.M.,
O.U.N., D.S.O., D.F.C.**

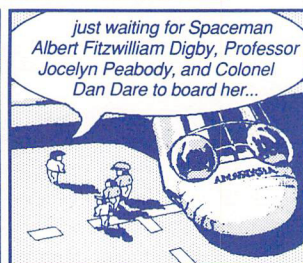
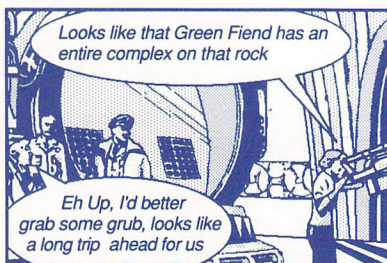
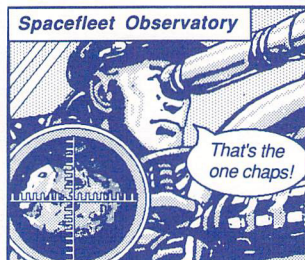
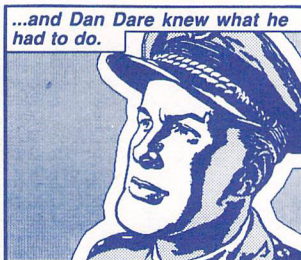
Sometimes known as "Orrible 'Uberty," Sir Hubert is Controller of the Interplanet Space Fleet, retired R.A.F., and a space pioneer. Sir Hubert was among the crew of the first manned rocket to the moon, and commanded a ship in Admiral Grosvenor's first expedition to Mars. Although long over age for active service, Sir Hubert also accompanied the 1996 Venus expedition. Born 1943 in England. Hobbies: swimming, riding, chess, writing, technical history of fleet organization and structure.



Dan Dare Didn't Know It,

But the night of his tribute would turn out to be the biggest night of his life — in more ways than one...





Upon landing, the intrepid band decided to split up into two groups in order to quickly locate a path to the center of the asteroid. Dan and Stripey moved off in one direction as Digby and Professor Peabody set off in another, but they had not gone very far before Dan and Stripey heard a commotion back toward the *Anastasia*. Running back to the ship, Dan and Stripey saw that a band of Treens — Mekon's faithful followers — had captured Digby and the Professor.

Now Dan not only had to foil Mekon's horrible plan, he also had to rescue his two friends...

GETTING STARTED

Your mission is to help Colonel Dan Dare find his way into the bowels of Mekon's asteroid, rescue his friends, destroy the asteroid, and escape safely with his friends in the *Anastasia*. The game ends in a number of different ways: at 13:00 hours SET (Standard Earth Time), at which time the asteroid explodes on its own; when Dan runs out of energy; or when Dan escapes in the *Anastasia* with Digby, the Professor, and Stripey.

To start the game, turn on your disk drive, insert the *Dan Dare* disk, then turn on your monitor and computer. At the "READY" prompt type, **LOAD "EA",8,1** and press **Return**. NOTE: C128 users should turn on the disk drive, insert the disk, then turn on the computer and monitor; the game loads automatically.

USING THE JOYSTICK

Dan Dare is controlled entirely with the joystick. Move Dan right and left on the asteroid by moving the joystick in one of those directions. Move Dan up or down ramps, ladders, and vines by pushing the joystick forward for up or pulling it back for down. In addition to moving around, Dan can perform a series of actions that you also control with the joystick.

Actions: As you guide Dan around on the killer asteroid, messages appear onscreen when he is near an object he can use or manipulate. If Dan is standing near a door, the message "Dan is near a door" might appear. If you want Dan to do something with an object, press and hold down the joystick button to see the action Dan can take or the item he can use. Sometimes Dan can perform multiple actions, or use one of many different items. Pull back on the joystick (while continuing to hold down the button) to change to a different item or action. The item or action that Dan can take changes each time you pull back on the joystick. Release the joystick button on the item or action that you want Dan to take. A new message appears that tells you the result of your choice.

Grenades: If you are on the surface of the asteroid, or in Mekon's chamber, you can use the joystick to make Dan throw his grenades. Dan only throws his grenades if there are no action messages onscreen. First move the joystick to face Dan properly, then hold down the button and move the joystick in the direction you want him to lob the grenade. HINT: Don't waste your grenades on the surface.

Boxing: A message appears onscreen when Dan is near a patrolling Treen. Move the joystick right or left to make Dan face the Treen, then press and hold down the joystick button to make him fight. An energy meter appears onscreen that shows Dan's energy level in red and the Treen's energy level in green as they fight. Push the joystick forward (while continuing to press the button) to make Dan hit high, or pull back to make him throw body-blows. When the Treen's energy is depleted, the creature disintegrates.

WINNING

You must guide Dan through four areas to win the game:

- 1. Above Ground:** Dan must explore above ground to find the entrances to the underground complex. He must solve several problems and fight his way, unarmed, past the Treen henchmen in order to find the entrances. There are three entrances to the complex. Dan needs to find only one to play the game to the end, but finding all three is the only way to free *both* prisoners and defeat Mekon.
- 2. Prison Complex:** Somewhere, in a maze of ladders and girders, are two cells containing Dan's chums. Dan must try to open doors that are normally accessed with security passes that are carried by selected Treen guards. Will Dan resort to fisticuffs in order to obtain these crucial plastic cards?
- 3. Laser:** A giant industrial laser sits atop its pedestal just waiting for someone to press the **Fire** button. But don't be too hasty. By exploring the other rooms in this section Dan will discover that he can use reflectors to direct the laser beam so it destroys the computers that are controlling the course of the collision-bound asteroid. After destroying the three computers, a door will open that leads to...
- 4. Mekon:** Mekon sits menacingly in his control dome firing energy bolts at Dan. Can Dan dodge in close enough to lob a grenade and destroy the dome? When the dome (and Mekon?) is destroyed, the asteroid begins to self destruct, so Dan must get back to the *Anastasia* as quickly as possible.

HINTS AND TIPS

- Dan has 24 grenades at the start of the game and needs at least 10 to destroy Mekon, so keep count.
- Be careful when selecting actions because the wrong choice could waste Dan's valuable energy.
- A shortcut appears when Dan destroys Mekon, allowing him to return quickly to the *Anastasia*.
- Dan won't leave the asteroid without his chums.
- Dan and his chums must return to the place where they left the *Anastasia* in order to escape.

CREDITS

This game is dedicated to the memory of *Dan Dare's* creator, Frank Hampson, who died on July 8, 1985. We hope he would have approved of our treatment of his characters.

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Assistant Product Manager: Mike Suarez

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