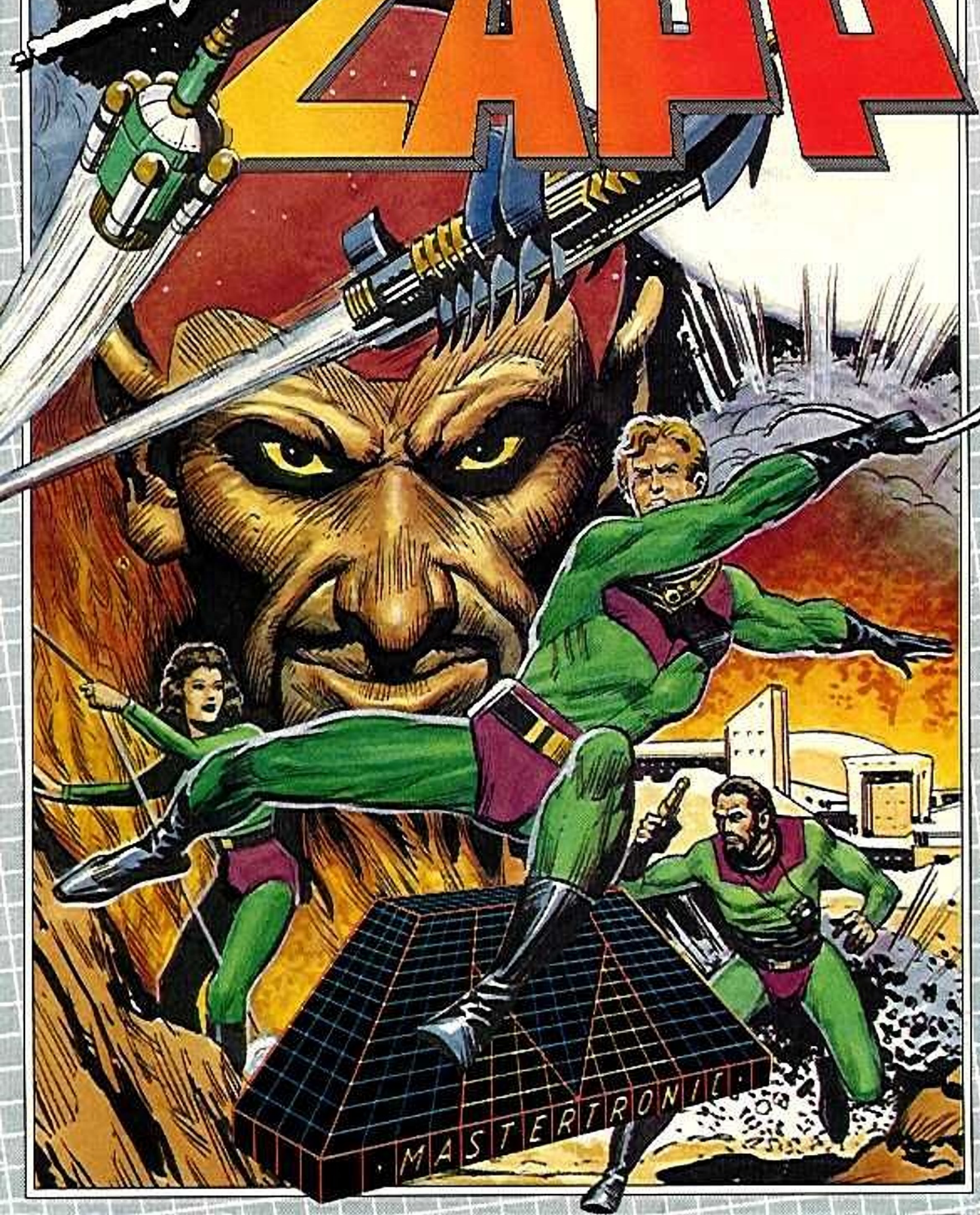


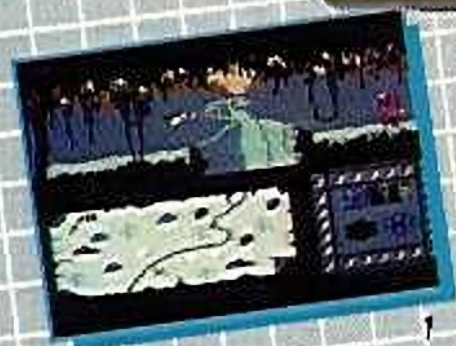
COMMODORE 64/128 · DISKETTE

Captain

ZAAA



Cap'n ZAPP



1



2



3



TWENTY FOUR HOURS to save the world! The evil Targ has targeted Earth with planet-killer missiles. To stop him destroying life as we know it, you must take the part of Superhero Zapp and foil the dastardly plot.

Targ must die if the Earth is to live. He carries the missile controls with him and only by destroying these can you hope to succeed. The start of your mission has not gone well. Your ship has crashed into the jungle on Targ's world and instead of a nice simple dogfight and a good dose of orbital bombardment to solve the problem, you're gonna have to go get him the hard way.

If you can find Prince Gorams cave dwelling he may be able to help. At least he could provide you with some transport to get after Targ. First you will have to win his respect and that won't be easy. You don't survive on Targ's world by being into pressing wild flowers and collecting teddy bears, after all!

Assuming you can pull that off, the final challenge will be to intercept Targ and his robot guards and blow him away before he can activate the missile controls. The guards can fly, are heavily armed and are definitely not members of the Zapp fan club. Their plans for you are short, but spectacular.

As in all the best challenges, time is short. In twenty four hours the Earth goes up in smoke unless you can do something fatal to Targ. The seconds are ticking away already ...

INSTRUCTION BOOKLET INSIDE.



LOADING INSTRUCTIONS

Load "★".8.1: Side 1 for Game

Load "★".8.1: Side 2 for practise Game

COMBOPHORE IS A TRADEMARK OF
COMBOPHORE BUSINESS MACHINES INC.

ICD 0129

