



IO has been hailed as the ultimate shoot-em-up for the Commodore 64/128, created by development supremos, Doug Hare and Bob Stevenson.

The IO Combatcraft has to be piloted through superb landscapes, facing heavy alien wave firepower and definitive end-of-level Guardians.

IO - the final Shoot-em-Up!!

COMMODORE
64/128



IO Constructors:
Amazing Graphics by
Bob Stevenson
Complex Code by
Doug Hare
Addictive Design by
Stevenson & Hare
Music & FX by
Dave Whittaker

COMMODORE
64/128

COMMODORE LOADING
INSTRUCTIONS
Press SHIFT and RUNSTOP
together. Press PLAY on the tape



Some of the many top class IO reviews.....

Commodore User: "IO has to be one of the most impressive shoot-em-ups released on the 64" SCREEN STAR!

Computer & Video Games: "The definitive shoot-em-up"

ZZAP! 64: "The visuals are superb with some terrific landscapes and loads of gorgeous sprits whizzing around"

"...the end-of-level guardians could be straight from an arcade game"

"The Complete Guide to the C64" awarded IO the maximum accolade of Five Stars and commented that IO was: "...a classic shoot-em-up"

MADE IN UK



"THE DEFINITIVE SHOOT-EM-UP" - C&VG

OPTIONS

The IO Spacecraft is controlled by a JOYSTICK connected to the relevant Commodore 64 port.

One Player Game - Move Joystick LEFT
Two Player Game - Move Joystick RIGHT
Start - Press FIRE on Joystick
Pause - Press RUN/STOP
Un-Pause - Move Joystick in any direction
Abort - Press "Q"

GAMESPLAY

The IO Combatcraft must avoid hostile landscapes, whilst attacking the waves of oncoming aliens.

At various intervals there are **SMART BOMBS** which are coloured Green. If the IO Combatcraft picks these up, the bombs destroy all aliens currently in an attacking position.

Extra weapons can be collected by shooting the Smart Bombs **FOUR** times and picking up the revealed armoury. These weapon systems increase Firepower against later hostile fighters.

Once TWO weapons have been collected, any further weapons acquired become ORBS. Orbs increase the Firepower of the IO Combatcraft and add protection against enemy fire. Up to TWO Orbs can be carried at any one time, with further collected Orbs gathering Bonus Points.

A direct hit loses an Orb, and IO destruction occurs when the Craft suffers damage without an Orb to protect it.

An extra life is gained at 20,000 points, and thereafter every 50,000 points.

IO - the definitive shoot-em-up in arcade game history.

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP
THIS COMPUTER TAPE

The ultimate C64 simulation is here!!

AMERICAN 3D POOL

Pool, Billiards & Trick Shots in one superb package.



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