

Bonus Symbols and their Meanings**Geega-Crystals**

- Blue Crystals – Iron reflecting lasors with very fine beam
- Green Crystals – Gyroscopic mines that work over the surface
- Red Crystals – Power-moai
- Zeela Stars – (Look like Geega-Crystals but they have the letter S)
- Light brown stars – Increase the speed of the spaceships
- Dark brown stars – Reduces the speed of the spaceships (not on the ground)

Balls

- Red balls – Increases the shooting power
- Green balls – Increases the number of missiles
- Blue balls – Activates shield
- Yellow balls – All genetic machines found in the detonation area will be destroyed.
- Grey balls – 1000 bonus points

Amiga**Display Explanation**

The number of collected balls will be shown in the display at the bottom of the screen. Red is for shooting power, green for missiles and blue for shield. By collecting the above mentioned balls, the appropriate tables are filled up. If the table is full, you start the next step up. The higher the reached step, the more effective is the option.

Extra Weapons:

- M *Scatter-Shot* Increases the fire-power of the player. Two, four or eight projectiles will be shot. This is dependent on the number of symbols that have already been collected.
- S *Speed-Up* Increases the flying speed of the player.
- B *Blitz-Shot*
- G *Object-Seeker* Special lazor that is reflected. An energy-ball that off of super-structures. It is automatically attacks therefore a very strong the strongest opponent weapon.
- K *Protection-Satellite* Joint-energy-ball that protects the player from an attacking shot. After one of these symbols has been collected, a joint-energy-ball follows the player from underneath. When two have been collected, another follows the player from above.
- P *Power-Shot* If the firebutton is press for a long time after the collection of one of these symbols, an energy-beam will be shot. This is a very effective weapon which temporarily blocks your normal shooting-power. In addition these weapons cannot be used together with the R-Ball.
- R *R-Ball* A Plasma-Ball that can dock onto the players ship. By pressing the fire button for a long time the ball can be shot away. However, direct collision with an opponent reduces the amount of energy and as a result opponents shots will not be absorbed. The R-Ball can not be used together with the Power-Shot.

Ladeanweisungen

- Amiga:** Legen Sie die Programmdisk in Laufwerk df0:, wenn die Workbench-Disk verlangt wird.
- C 64 Disk:** Geben Sie `LOAD:*.81` ein und drücken dann die RETURN-Taste
- C 64 Kasette:** Spulen Sie das Band an den Anfang zurück. Drücken Sie nun die Tasten SHIFT und RUN/STOP gleichzeitig, danach betätigen Sie die PLAY-Taste des Datenrecorders.

C64**Playmodi**

- F1 1 Player, Steuerung mit Joystick in Port 2
- F2 2 Players, 2 Spieler nacheinander
- F3 Teamwork, 2 Spieler gleichzeitig. Der Spieler dessen Joystick mit Port 2 verbunden ist, steuert das Raumschiff, der Spieler, dessen Joystick mit Port 1 verbunden ist, steuert den Satelliten. Lösen des Satelliten durch kurzen Druck auf den Feuerknopf.
- F7 Pause (nicht im Teamworkmodus)

Bonussymbole

- Blauer Kristall: reflektierender Laser
- Grüner Kristall: Kreiselmine
- Roter Kristall: Power-Schuß
- hellblauer Stern: erhöht Geschwindigkeit
- dunkelblauer Stern: verringert Geschwindigkeit
- Rote Kugel: erhöht Schußkraft
- Grüne Kugel: erhöht die Anzahl der Missiles
- Blaue Kugel: aktiviert Schutzschirm
- Gelbe Kugel: Alle im Explosionsbereich befindlichen Gegner werden zerstört
- Graue Kugel: 1000 Bonuspunkte

Display

Rot = Schußkraft; Grün = Missiles; Blau = Schutzschild

Amiga

Spielbeginn: Sie können die Anzahl der Spieler eingeben oder die Highscoreliste anschauen.

Bonussymbole

- M: Erhöht die Feuerkraft
- S: Erhöht die Geschwindigkeit
- B: Spezial-Laser
- G: Energieball der automatisch den stärksten Gegner angreift
- K: Protection-Satellit
- P: Power-Schuß. Durch längeres drücken der Feuertaste aktivierbar
- R: Satellit, der vorn oder hinten an das Raumschiff angedockt werden kann. Durch längeres Drücken der Feuertaste wird der Satellit abgedockt.

Loading Instructions:

- C 64 Disk** Insert the disk into the disk drive and type
 L O A D " : * " . 8 . 1 and then press RETURN.
 The program will start automatically.
- C 64 Cassette** Load the cassette on side 1 and rewind the tape to the beginning. Press the SHIFT and RUN-STOP keys simultaneously. Then press PLAY on your tape recorder. The program starts automatically.
- Amiga:** Turn on your computer (Get rid of any viruses) When the Workbench screen appears, insert the program disk into disk drive df0. The program will start automatically. You will be told by the program when you should exchange disks.

If you wish to save your highscores, the data disk should not be write protected. Beginning of the Game. After loading the data you can choose the number of players with the joystick or display the highscore list.

To play Denaris a joystick is required. This must be connected into port #2. Should 2 players wish to play, the other joystick should be connected in port #1.

Player Modes

In the title menu the following playing modes can be chosen:

- F1 1 player You fly alone. Joystick in port #2.
- F2 2 players You fly one after the other. Both players guide the space-glider with the joystick in port #2. The blue spaceship belongs to player 1, the red to player 2. As soon as one space-glider is destroyed, the other player receives his chance. Only when both players have played through the level will the next one appear. If one player loses all his space-ships, the remaining player continues alone.
- F3 Team-work Two players play at the same time. Player 1 controls the ship with his joystick in port #2, player 2 controls the satellites with the joystick in port #1. The satellite can be put into position when it has been activated by the ship with Geega-Crystals. If the satellite touches the Mother-Ship, it is automatically docked. When player 2 presses his fire button, the satellite takes-off from the space-glider. Then can the satellite move freely. In order to start the game, choose one of the above options.
- F7 Activated the pause-mode. To continue playing, press the fire button. This option operates only in the team-work mode.

In the taking-off position the satellite is equipped with a defense-system:

- Celest – With a Plasma Rapid-Fire Phaser
- Zykon – With a Cerxis Double-Plasmatron
- Gemega – With a Corlex Desintegrator

The satellite selfdestructs as soon as the space-glider sustains irreparable damage.