

C64/128



Commodore Screenshot



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The Classic Thalamus release by Stavros Fasoulas. A ZZAP Sizzler, winner of the Best Soundtrack in the 1986 Golden Joysticks and the Best Music 1986 from Newsfield. First ever release at a budget price.

"... one of the most impressive and playable shoot em ups I've seen ..."

"One of this year's better blasts." ZZAP! 64 November 1986



C64/128

SANXION

COMMODORE 64/128



THE AIM OF THE GAME

SANXION

For the Commodore 64 and 128

SCENARIO

Pit your wits against the perils from the sky, fight against an alien empire intent on mankind's destruction. Battle past numerous evil aggressors and acquire the skill and precision to fly through city defences. Hone your fighting skills on the practice ranges and then, if you make the grade, enter the darkside . . .

LOADING

Insert tape in the player, making sure that it is rewound. While holding down the SHIFT key, press the RUN/STOP key. Press PLAY on the player.

NOTE: If you are having problems loading please remove any peripherals, such as disk drive, printer, cartridges etc. Press SPACE BAR for options.

F1 Toggles between one player and two player

F2 Toggles between joystick and keyboard

F3 Turns the screen music on/off

Joystick in either port

To pause press the RUN/STOP key

To exit the title screen, press RUN/STOP key followed by t.

KEYBOARD CONTROLS

UP	-	=
DOWN	-	Shift
LEFT	-	z
RIGHT	-	x
FIRE	-	Return

GAMEPLAY

After each sector is successfully defended the pilot must go through a short training session. These sessions take place against a rainbow background, the task on each section being indicated by letters on the droid targets.

S	=	Shoot
C	=	Collide
P	=	Pick Up

RACK
HEWSON

RACK
HEWSON

Should you prove a competent trainee you are awarded an extra bonus of 1000 points. Collision with barriers, although not fatal on this section, should be avoided as they drastically reduce any time left . . . and time is precious, both in combat and in training, as reaching a ReGen station before the timer hits zero earns valuable extra efficiency points. An extra ship is awarded every 10,000 points.

Some of the ReGen stations are protected by security barriers to prevent Alien infiltration (indicated by a sonic alarm) and to the less skillful pilot they can prove deadly. The first defence wall appears at ReGen station 2 – you will have to discover the whereabouts of the others for yourself. Once all ten world sectors have been patrolled you are promoted to **Sanxion Class 1** and go on to patrol the Darkside and do battle against the Empire's secondary attack system.

CREDITS

Written by Stavros Fasoulas

Sounds by David Whittaker

Music by Rob Hubbard and Serge Prokofiev

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LADEN

Kassette in den Recorder legen und zurückspulen. Die SHIFT-Taste gedrückt halten und auf die RUN/STOP-Taste drücken.

PLAY auf dem Recorder drücken.

BEACHTEN SIE: Bei Ladeproblemen entfernen Sie bitte alle angeschlossene Hardware z.B. Disketten-Laufwerk, Drucker, Einschubmodule usw.

Drücken Sie die Leertaste (SPACE) für die Optionen.

F1 Schaltet zwischen ein oder zwei Spieler

F2 Schaltet zwischen Joystick und Tastatur

F3 Schaltet die Bildschirm-Musik ein oder aus

Joystick an einen der beiden Ports anschließen

RUN/STOP-Taste drücken, um das Spiel zu unterbrechen

Um den Titelschirm zu verlassen, RUN/STOP drücken und dann auf 't'.

CHARGEMENT

Introduisez la cassette dans le magnétophone en vous assurant qu'elle est réemboîlée. Tout en tenant la touche SHIFT enfoncée, appuyez sur la touche RUN/STOP.

Appuyez sur PLAY sur le magnétophone.

NOTE: Si vous avez des problèmes de chargement, veuillez enlever tous les périphériques tels que lecteur de disques, imprimante, cartouches, etc.

Appuyez sur la BARRE D'ESPACEMENT pour les options.

F1 Permute entre un joueur et deux joueurs.

F2 Permute entre manche à balai et clavier.

F3 Permute entre musique d'écran en/hors fonction.

Manche à balai sur une des deux entrées.

Pour mettre en pause, appuyez sur la touche RUN/STOP.

Pour quitter l'écran des titres, appuyez sur RUN/STOP suivi de t.

CARICAMENTO

Inserire la cassetta nel registratore, facendo attenzione che il nastro sia stato riavvolto. Premere RUN/STOP tenendo premuto contemporaneamente SHIFT.

Premere PLAY sul registratore.

ATTENZIONE: Se si hanno difficoltà nel caricamento si consiglia di rimuovere ogni periferico, come disk drive, stampante, cartucce ecc.

Premere BARRA SPAZIATRICE per le opzioni.

F1 Permette di andare da uno a due giocatori

F2 Permette di andare da joystick a tastiera

F3 Accende/spegne la musica di fondo

Il joystick può andare in qualunque fessura.

Per la pausa premere RUN/STOP.

Per uscire dalla videata iniziale, premere RUN/STOP seguito da t.

RACK
H E W S O N