



Aquatic peril with a sting in its tail.

Screen pictures shown may be different machine versions of game.
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SCORPIUS



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SCORPIUS

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Developed by Daisysoft

Programming by Delvin Sorrell and Michael Smale

Sound and Graphics by Steve Rowlands,

John Rowlands and Steve Hall

Thanks to Debbie Fowles

THE GAME

An Offworld resource colony has been registering an abnormal build-up of toxic gas over a vast area of the water planet 'LRV 1168'. The gas seems to be bubbling through vast undersea tunnels and your crack team of aquanauts has been drafted in to investigate. Local tales tell of a gargantuan creature who has the power to control all manner of aquatic beasts. So, mount your aquaglyders and get ready to fight. And pray you don't meet - Scorpius!

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the reound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

Note: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Controls:

The game is for one or two players. Each player may have the joystick in either port. Pressing fire starts. In a one player game, the other player may join in at any time during the first two levels. RunStop to pause, any movement of either joystick will resume play.

Icons:

During the game icon letters will appear depending on how well you are doing. Each player has his own icons, they appear in the top half of the screen for player 1 and the bottom half for player 2. When shot, the letters cycle through a sequence, and when picked up give you the following things...

S =Speed Up	Speeds up players aquaglyder
P =Pulse Lasers	4 pulse lasers must be collected before other weapons can be selected
R =Rapid Fire	Rapid fire
D =Double	Give downward firing missile
M =Multiple	Gives up and down firing missile
I =Impact	Increases players shot power
F =Flank	Makes up and down missiles fire slightly forward
X =Xelerate	Increase speed of forward missiles and beam
B =Beam	Plasma disruptor beam
E =Energy Shield	Protect player from edges of the tunnel
N =Nitro Shield	Protect player from creatures and edges

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