

SCRAMBLE SPIRITS™

Set in the indeterminable future, this high-speed game sends you into battle against hoards of deadly opponents. Sealed in your vintage fighter plane you attack wave after wave of enemy craft and huge aircraft carriers. Dodge their lethal fire-power to survive.

SEGA™

UNIQUE
56 LESLIE PARK ROAD
CROYDON
CR0 6TP
SURREY



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Screen shots from various formats



SCRAMBLE SPIRITS

unique

SCRAMBLE SPIRITS™



C64/128
CASSETTE

COMMODORE
C64/128
CASSETTE

SEGA™

EIGHT BIT
unique
QUALITY

SCRAMBLE SPIRITS™

LOADING

NOTE FOR AMIGA AND ST OWNERS

To avoid the risk of computer virus infection it is best to switch off the computer for at least 30 seconds before loading any game.

AMIGA

Insert the disk and reset the computer. The game should now load.

ATARI ST

Insert Disk and reset the computer.

COMMODORE 64

Tape. Rewind to start of Side 1. Press SHIFT RUN/STOP.

AMSTRAD CPC

Tape. Rewind to start of Side 1 (labelled). Press CTRL and the small ENTER key.

Owners of the 464/664 computers will be required to turn over the tape during loading. Please follow the on-screen instructions.

SPECTRUM

Tape. Rewind to start of Side 1 (labelled). Type Load "" (128K owners should use the LOADER or LOAD"" from the 128 BASIC)

Owners of the 48K Spectrum will be required to turn over the tape during loading. Please follow the on-screen instructions.

PLAYING THE GAME

At the beginning of the 21st Century the human race had committed a colossal error.

Thereafter some third world countries were rehabilitated.

Then one day the earth was subjected to a surprise attack by a mysterious enemy.

Emergency situation, scramble immediately!

THE GAME

Scramble Spirits is a game for one or two players. You control an attack plane and must shoot and bomb your way through six missions to destroy the alien command ship. You start each game with five lives. If you lose all your lives, you can continue the game with any remaining credits (you start the game with five credits). Press fire-start or continue a game. Player two may join the game at any time (providing credits are remaining) by pressing fire.

Shoot the helicopters and bi-planes, bomb the tanks and ground installations. If you destroy a helicopter a small friendly bi-plane appears, which will fly information with you when picked up. This bi-plane fires when you do and will smart-bomb the enemy if you hold the fire button down. Don't smart-bomb too often, or you will lose the bi-plane. You can fly with up to two bi-planes at once. The bi-plane will drop and strafe the ground, if you press the formation key.

Watch out for enemy fire, which will destroy your plane, except at the start of a life (when the plane is flashing).

CONTROLS

AMIGA and ST

Use a joystick for the keys Z, X, T and F, to control the plane. Press the space bar to fire, or use the joystick fire button. To toggle pause, press P. The Q key will quit the game. S toggles between the music and the sound effects. To change formation, press F1 for Player One and F10 for Player Two.

COMMODORE 64

Joystick controls only (Player One in port 1 and Player Two in port 2). P toggles pause, Q quits the game. Player One can change formation by pressing any of the function keys, whilst Player Two uses the space bar.

SPECTRUM, AMSTRAD

Use a joystick or the keys T, F, Z, X, to control the plane. Press spacebar to fire, or use the joystick fire button. Pause the game by pressing shifted P, continue with the space bar. Quit with shifted Q. To change formation press W for Player One and enter for Player Two.

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