

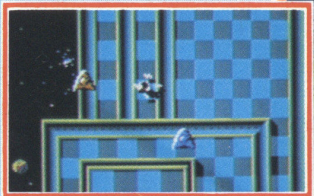
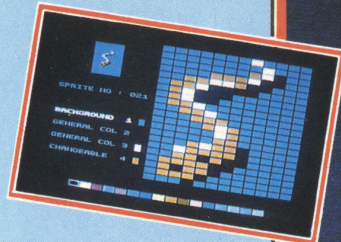
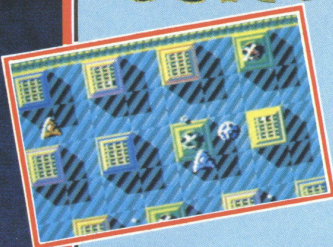
SHOOT 'EM UP CONSTRUCTION KIT

When the Creators of
PARALLAX and WIZBALL
decide to give away
their Trade Secrets
it has to be
Something Special . . .

SHOOT 'EM UP
CONSTRUCTION KIT
reveals all the secrets
of professional games
programmers and gives you
the power to produce
games to rival the biggest
chart- topping blasters.

You don't need any training or programming experience to use this selection of utilities specially designed by Sensible Software. Use your Joystick to build your own Spacecraft and Weaponry, design your own Landscapes, Sound-effects, Levels and Attack waves. Start from scratch or redesign one of the 4 Free Games included in the pack.

SHOOT 'EM UP CONSTRUCTION KIT is an essential part of every Commodore 64 owner's collection.



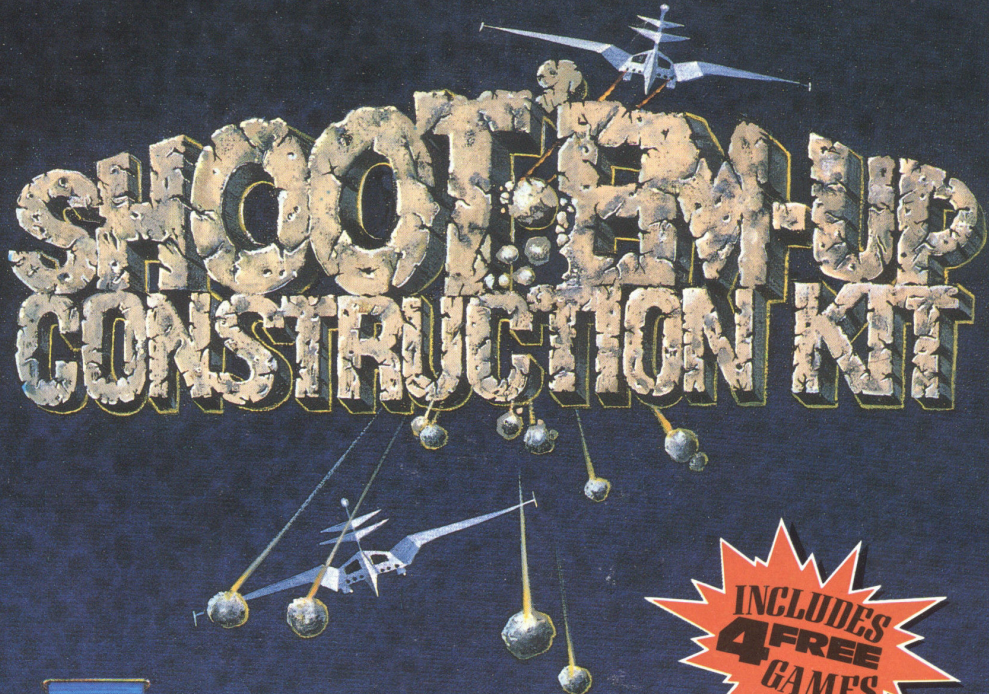
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OUTLAW
OUT 2001

SHOOT 'EM UP
CONSTRUCTION KIT

COMMODORE
64/128
CASSETTE

SENSIBLE SOFTWARE'S



INCLUDES
4 FREE
GAMES



EDIT SPRITES

SELECT SPRITE — f1
EDIT SPRITE — f3
EDIT COLOUR — f5
SELECT COLOUR — f7
SLIDE SPRITE — S
MIRROR SPRITE — M
COPY SPRITE — C
ERASE SPRITE — E

EXIT — X

EDIT BACKGROUND

SELECT CHAR — f1
EDIT CHAR — f3
EDIT COLOUR — f5
SELECT COLOUR — f7
SELECT BLOCK — S
EDIT BLOCK — E
EDIT MAP — M
PAINT BLOCK — P
COPY BLOCK — B
COPY CHAR — C

EXIT — X

EDIT FRONT END

EDIT CHARACTER SET — f1
EDIT MESSAGE — f3
EDIT MESSAGE FX — f5

EXIT — X

MAIN MENU

EDIT SPRITES — S
EDIT OBJECTS — O
EDIT BACKGROUNDS — B
EDIT SFX — F
EDIT PLAYER LIMITATIONS — P
EDIT ATTACK WAVES — A
EDIT LEVELS — L
EDIT FRONT END — G

TEST GAME — T

STORAGE — D

EDIT SFX

SELECT SFX — f1
EDIT SFX — f3
COPY SFX — C

EXIT — X

EDIT OBJECTS

SELECT OBJECT — f1
TEST OBJECT — f3
EDIT COLOUR — f5
SELECT SPRITE AND PLACE — f7
EDIT ANIM SPEED — S
EDIT ANIM TYPE — T
EDIT ENEMY BITS — E
COPY OBJECT — C

EXIT — X

EDIT ATTACK WAVES

INSERT ENEMY — f1
JOIN ENEMIES — f3
DELETE ENEMY — f5

0000 UNITS FREE

EXIT — X

EDIT LEVELS

EDIT LEVEL PARAMETERS — f1
EDIT LEVEL MAP — f3

EXIT — X

LIMITATIONS

PLAYER 1 — f1
PLAYER 2 — f3

EXIT — X

TEST GAME

PROPER TEST — f1
CHEAT MODE — f3

EXIT — X

STORAGE TO DISK/CASSETTE

LOAD
SAVE SPRITES
SAVE BACKGROUND
SAVE OBJECTS
SAVE SFX
SAVE ATTACK WAVES
SAVE LEVELS
SAVE CHARACTER SET
SAVE ALL DATA
SAVE FINISHED GAME
CHANGE DEVICE — C

EXIT — X

Coding: CHRIS YATES

Graphics: JON HARE

Design: SENSIBLE SOFTWARE

Special thanks to SIMON HULBERT