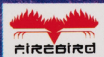


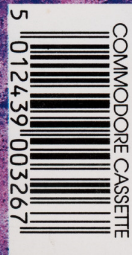
SIDEWIZE



Sidewize the ultimate shoot-em-up ... incredible weapon pick-up systems ... awe-inspiring arcade action ... "Sidewize is the slickest, no-messing shootout in a long, long time" wrote Sinclair User ... don't mess with the others, try messing with Sidewize ...



Firebird Software
First Floor, 64-76 New Oxford St.
London WC1A 1PS



⊕
SIDEWIZE

COMMODORE 64 · 128



SIDEWIZE



The four worlds of Omicron, Nu, Delta and Iota are under siege. The combined forces of the Xeolom Alliance has resisted for 24 years, but the armies of the Dariard Mutants have slowly gained the upper hand. The Xeolom Warriors had been gathered.

Seven levels below the launch area, Dynar is putting the finishing touches to his armour.

The tannoy blared out; "Two minutes to control point Zero, two minutes to control point Zero. All units operational to check their stations and report. Check stations and report"

The constant repetition of C.O.E. information reports had always irritated Dynar.

"Station 58 Alpha, status clear, I repeat, status clear."

Synar closed his transmitter and walked into the elevator. As the metal shell shot its way upwards, Dynar made a last check of his primary weapon systems. With a basic provision of 6,000 anti-matter shells, he was confident of lasting at least two or three minutes in Warp Space. Dynar knew all too well that of all of the Xeolom Warriors, his task would prove the most difficult. He had to find his own weapon supplies in Warp Space, and there would be precious few of those.

As the elevator came to a halt, and Dynar stepped out into the ever dimming light of the Warp Acclimatization Chamber, the other Warriors were assembling. Dynar signalled a vague greeting and walked across to his jettison position. Placing the containment clamps around his body and locking them into his armour, the despatch dome slowly descended. As his helmet appeared from its containment cell, a V.D.U. selection panel popped up before him.

This was it. Dynar was only seconds away from Warp Space. This was the only choice he would get - which battle zone to attack first. As Dynar started to prepare himself for the onslaught ahead, he heard a solitary voice through his helmet: Fare well, young Warrior, Xeolom suffers and Dariard awaits...

POWER-UP TABLE



Extra Life



Lazer Fire



More Firepower



Move Faster



Force Field



Anti Matter Firepower



Multiple Fire



THE MENU

1. KEYBOARD / START GAME
2. KEMPSTON / START GAME
3. 2 PLAYER *
4. REDEFINE KEYS (Then press 1 to start game)
5. HIGH SCORES

*On Option 3. When one player mode is selected the words 2 PLAYER will appear next to option 3. If option 3 is selected again 2 player mode will be selected and the words 1 PLAYER will appear next to option 3.

KEYBOARD CONTROLS

	SPEC	C64
UP	Q	Joystick
DOWN	A	COMPATIBLE
LEFT	N	ONLY
RIGHT	M	PORT 1 - PLAYER 1
FIRE	1	PORT 2 - PLAYER 2

HOW TO PLAY THE GAME

Destroy the alien assault waves. When you have destroyed certain waves, special weaponry will appear on screen. Pick this up to power up. The power-up table shows the weaponry that can be picked up. You can get up to six 'Firepower' crosses and six 'Move' Faster arrows before you have reached maximum Firepower and maximum Speed respectively.

At the end of each world there is a large alien to destroy which will take a lot of firepower before it dies. When the alien dies you will receive a message to say that you have completed that world and then you must go on to defeat the next world.

LOADING INSTRUCTIONS

COMMODORE 64 DISC

Type **LOAD** "" H 1

COMMODORE 64 TAPE

Hold down **SHIFT** and press **RUN/STOP**. Press **PLAY**.

SPECTRUM 48/128

Type **LOAD** "" press **ENTER**. Press **PLAY**.

Guarantee

If this program is faulty and fails to load, please return it to the address below and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.

©BT 1987

Copyright Notice

Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form or by any means. This software is sold on the condition that it shall not be hired out without the express permission of the publisher.



Firebird is a Registered Trademark of British Telecommunications plc