

SPACE PILOT

Ever dreamt of roaming the open skies, engaging in dog-fights with enemy fighters. Space Pilot with its breath-taking graphics will make that dream come true. There are five screens, starting with the bi-planes of 1919 and ending with the fighters of 2001, in this 60K blockbuster.

In each screen, 56 enemy craft intent on destroying you by shooting or bombing have to be shot down. A large craft of that era (Zeppelin 1919) appears. Destruction of this craft transports you through time to the next screen. As you roam the sky, you may come across a squadron of enemy fighters. Destroy them for bonus points. You can also rescue the shot down pilots of your squadron parachuting down for bonus points.

LOADING

CASSETTE This cassette has been recorded using Turbo Loader. This enables your cassette to load faster than 1541 Disc Drive without using any additional hardware.

To Load - Type **LOAD** and press the **RETURN** key.

DISC DRIVE

To Load - Type **LOAD****,8** and press the **RETURN** key.

Instructions See Reverse

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SPACE PILOT

TURBO

C.B.M.

64

ANIROG



COMMODORE 64

SPACE PILOT

You must survive five distinct historical periods.

Screen 1 - Year 1919

The age of the Bi-Plane. They are slower than your aircraft but can shoot and drop bombs. Finally a large Zeppelin appears. Shooting down the Zeppelin ends the World War 1 era.

Screen 2 - Year 1940

The age of Spitfires and Heinkels. They fly faster and fire more rapidly. You may also come across a small bomber. If you can hit it three times, you get a bonus of 1,500 points. At the end a large Junker appears, its destruction ends the World War II era.

Screen 3 - Year 1970

The age of helicopter gun ships. They fly as fast as you and launch rockets. The age is ended by the destruction of the large helicopter gunship.

Screen 4 - Year 1984

The jet age. The jet fighters are fast and highly manoeuvrable. They carry a deadly arsenal of missiles. The jet age is ended by the destruction of the large jet fighters.

Screen 5 - Year 2001

The future. You are now engaged in a deadly dog-fight with super fast fighters with very special missiles. Your journey through time is completed with the destruction of the large enemy fighter.

Scoring

In each period, you must shoot down 56 enemy fighters. Each enemy craft hit scores 100 points. Each bomb, rocket or missile destroyed scores 100 points. When 56 fighters have been destroyed, a large craft of that era appears. This craft must be destroyed by scoring five direct hits. Destruction of this craft ends the period and scores 3,000 points. You may be attacked by a squadron of six fighters. Destruction of the squadron gives a bonus of 2,000 points. In the first four screens, you can rescue parachutists. There are only three parachutists in each era. The first scores 1,000 points, the second 2,000 points and the third 3,000 points.

At 20,000 points and every 60,000 points thereafter, you get another fighter.

Controls

Joystick - The joystick can be plugged in either port. Two joysticks can be used, one to steer the aircraft and the other to fire.

Keyboard - : Turns the aircraft left
; Turns the aircraft right
A Fire

F7 can be used to freeze the game at any time. Press any key to restart the game.