

Screen shots may be
from different
computer version

COMMODORE
64/128

SUPERKID in SPACE



AT 128

COMMODORE 64/128

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LOADING:

To load, hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your cassette recorder. The programme will now load automatically. (The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)

CONTROLS:

Use **Joystick** in **Port 2**. Press fire to begin mission. Joystick **Left** and **Right** as normal.
Up to **Jump** or **Climb** rope, **Down** to throw **Grenade**, **Fire** to **Shoot**. **Space** to throw **Rope** (must be something solid above for the rope to catch on.)

H = Pause, **S** = Resume, **F1** to **Quit** current game.

MISSION:

The world has been surrounded by alien forces who have moved their planetships towards earth in search of minerals and other riches. The world leaders have been threatened with the total destruction of Planet Earth if they show any resistance. There is only one hope for mankind.....**Superkid**.

Professor Ian Stein, Superkid's uncle and source of his amazing powers of flight and super-human strength, has developed special super-energy pills for use in the deadly atmosphere of the alien planetships. These, together with 4 high-power nuclear detonators and other vital mission equipment, have been dropped onto each of the planet ships by 'stealth' rockets. Now Superkid must collect the 4 nuclear detonators, return to his spaceship and destroy each planetship in turn.

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ATLANTIS

ATLANTIS

Continued

GAME:

When landing on each mission, use the left and right controls to direct your space ship onto the landing pad. Up will thrust your ship upwards (the gravitational pull gets greater on successive planetships). 500 points are given for a good landing but 6 super-energy points are lost for a bad landing.

Along the bottom of the screen there are a series of icons. From left to right these represent:

Energy, Ammunition, Grenades, Ropes,

Detonators and Score. Extra supplies of the first 4 can be found on each planet ship. The 'detonators' icon shows the number collected. When you have found 4 detonators, return to your ship to blow up the current planet ship and move on to your next mission.

Good Luck!

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If you have written a good programme and would like to discuss marketing, please write to:

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