

**MICRO
POWER**

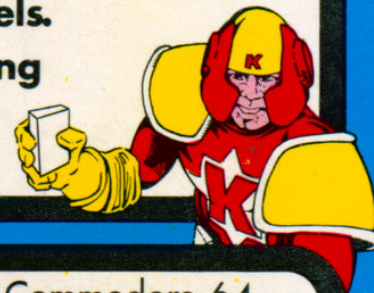


**commodore
64**



FEATURES INCLUDE:

- Three types of space vulture.
- Unique explosive egg-laying feature.
- Selectable levels.
- Nerve-pounding sound effects.



Other titles for the Commodore 64:
**GHOULS, CYBERTRON MISSION,
FELIX IN THE FACTORY.**

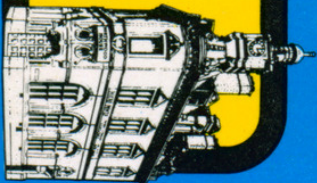
CAPTAIN K, THE SOFTWARE SENTINEL, SAYS:
**"WATCH OUT FOR MORE
TOP QUALITY PROGRAMS
FROM MICRO POWER!"**

For details of future releases, write to the address on the flap.

MICRO POWER LTD.

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As one of the largest independent software houses in the U.K., Micro Power Ltd, are able to offer a continuously expanding software range. We are also involved in all other aspects of Micro Computing, ensuring high quality products and expert support services for our customers.



SWOOP

Insert the cassette with the label facing upwards and ensure that the tape is fully rewound.

Hold down the SHIFT key and press RUN/STOP. Press PLAY on the cassette recorder. When the game has finished loading remember to press STOP on the recorder.

You are at the controls of a laser base, trying to rid the space lanes of the homing, swooping Birdmen.

There are three types of Birdmen. The Blue Hawks are the most prolific and move relatively slowly, Green Merlins swoop at twice the vertical speed, and the Red Condors are the most deadly, moving twice as fast both vertically and horizontally.

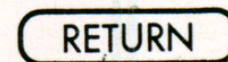
If a Birdman gets past you he will lay an explosive egg on your laser base track, thus restricting your movements. However these eggs disintegrate after 5 seconds. Watch out for falling debris from destroyed Birdmen.

CLASS IN FORMATION SWOOPING

Blue Hawks	10	20
Green Merlins	15	30
Red Condors	30	60

A new laser base is awarded after clearing the first sheet and every alternate sheet afterwards.

Plug a joystick in control port 2 or use the following keys:



Pressing 'P' pauses the game. Moving, firing, or pressing 'O' causes play to resume.

You can select the level of difficulty (A to D) at the menu between each game. Eight sheets separate each level.

There are two copies of the program on the cassette. If you cannot get the second version to load try cleaning the recording head using a cotton bud dipped in head cleaning fluid or Isopropol Alcohol. If the message 'Bad Load' appears try moving the recorder further away from the television set. If you still cannot get the program to load reliably then return the cassette to us for a prompt replacement, stating when and where you bought it.

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