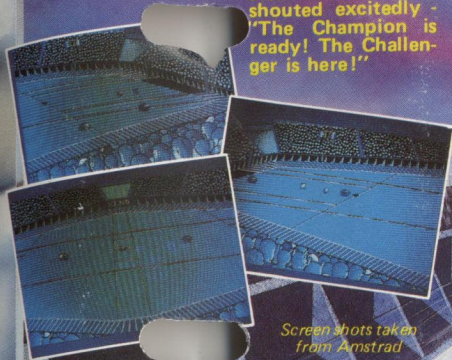


XENO

CBM

COMMODORE 64

Across the field waited Kreon, perhaps the greatest player alive, his saucer hovering centimetres above the pitch. As I crossed to the centre of the stadium the crowd shouted excitedly - "The Champion is ready! The Challenger is here!"



Screen shots taken from Amstrad

©BUG BYTE
Grandslam
Entertainments
Limited
12-18 Paul Street
London
EC2A 4JS



Crash 'On the whole I strongly recommend this game, it's exceptionally playable' 86%. 96% Amtix Accolade 'Only clinical death should prevent you from buying it'.



XENO

XENO



AMTIX!
GAME OF THE YEAR

XENO

Xeno began many years ago on the planet Io because the miners were bored of digging solid methane. So the game Xeno was invented which involved 2 players knocking blocks of solid gases around an ice pitch scoring goals. It was a highly dangerous game and there were few rules.

Today it is a bit more civilised with a proper pitch and rules that have to be abided by!

THE OBJECT

Xeno has one-or-two player. Each player controls a manoeuvrable disc in an attempt to push a smaller puck through his opponent's goal. The winner is the player who scores most goals in the game.

KEY CONTROLS

ACTION	PLAYER 1	PLAYER 2
Up	Q	*
Down	A	;
Left	Z	.
Right	X	/
Fire	Left Shift	Right Shift

FURTHER OPTIONS

F	To pause/unpause
RUN/STOP	To return to Title Screen
Space	To play game
G	To change game options

GAME OPTIONS

SETTING THE SHOT TIME OUT

You may alter the TIME OUT period by choosing a number between 0 & 9. 0 switches the TIME OPTION off.

SETTING THE LENGTH OF QUARTERS

You may alter the QUARTER LENGTH by choosing a number between 1 & 9.

SETTING THE COMPUTER HANDICAP

If you choose to play the computer then you may choose a handicap between 0 & 9.

Use the < (left arrow) key with the no.1 key to highlight an option, which is then changed with the < (left arrow) and no.2 key.

GAMEPLAY HINTS

The rules of Xeno are very simple. Play proceeds in turns from one side to the other, each player moving his disk in such a way that the puck is deflected in the desired direction.

You may knock your opponent's disk out of position, or retreat to cover a possible shot at goal. In either case it is not necessary to make contact with the puck.

When setting the variables, give some thought to the consequences. With a very short time-out, you may have sufficient time to react. Also, if a quarter is too long, you will have to maintain your concentration for a considerable time.

LOADING INSTRUCTIONS

C64: Press SHIFT/RUN STOP and press PLAY on cassette.

If you have written any quality software please send it to Peter Sleeman, Software Development Manager, Grandslam Entertainment, 12-18 Paul Street, London EC2A 4JS. Telephone: 01-247 6434.

If you have any queries on the game please send a S.A.E. for help and information.