



Screen pictures shown
may be different machine
versions of game.



Dangerous satellites, killer meteors, warp holes and boomerangs are all in a day's work for a Zone Ranger!

Gefährliche Satelliten, Killermeteoren, Luftlöcher und Bumerangs zu bezwingen, gehört zur Tagesarbeit eines Zone Rangers!

Satelliti pericolosi, meteore mortali, buchi deformanti e boomerang fanno tutti parte del lavoro giornaliero di una Guardia di Zona!

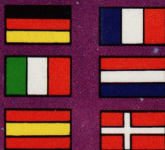
Satelites misteriosos, meteoros asesinos, torcidos cavernas y bumerangs, todo ello en la tarea diaria de un Zone Ranger.

Satellites dangereux, météores tueurs, trous déformants et boomerangs font tous partie d'une journée de travail pour un patrouilleur de zone.

Gevaarlijke satellieten,
'killer'-meteoren, een
vortex in de ruimte en
boomerangs zijn normaal
voor een Zone-Ranger!

Farlige satelliter, bræber
meteorer, rum huller og
boomeranger er dagligt
arbejde for en Zone
Ranger!

Joystick only

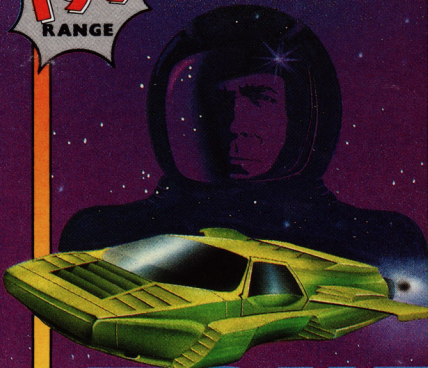


CBM
64/128

ZONE
RANGER



COMMODORE 64/128



ZONE
RANGER



Other exciting games in the Firebird 199 Silver range

* Denotes availability of game to your computer

	Amstrad	Atari 800/ 800XL/ 130XE	CBM 16	CBM 64/128	Spectrum
Bombscare	*		*	*	*
Booty	*			*	*
Buccaneer		*		*	*
Caverns of Eriban				*	*
Chickin Chase	*	*		*	*
Chimera	*	*		*	*
Collapse	*			*	*
Cylo	*			*	*
Freak Factory			*	*	*
Fury			*	*	*
Galaxibirds			*	*	*
Goldrush			*	*	*
GoGo the Ghost				*	*
Gunstar				*	*
Gyron Arena				*	*
Happiest Days of Your Life	*		*	*	*
Harvey Headbanger	*		*	*	*
Helicopter	*			*	*
Imagination			*	*	*
Into the Deep				*	*
Kai Temple				*	*
Kings Keep			*	*	*
Mad Nurse				*	*
Megabucks			*	*	*
Microrhythm			*	*	*
Netrun 2000	*	*	*	*	*
Ninja Master			*	*	*
Olli and Lissa			*	*	*
Park Patrol			*	*	*
Pneumatic Hammers			*	*	*
Raging Beast	*			*	*
Rebelstar	*		*	*	*
Runner	*			*	*
Seabase Delta	*			*	*
Shorts Fuse	*		*	*	*
Shark			*	*	*
Special Agent			*	*	*
Spike	*	*	*	*	*
Spiky Harold	*	*	*	*	*
Star Firebirds	*	*	*	*	*
Thrust	*	*	*	*	*
Thrust II			*	*	*
Torpedo Alley				*	*
The Prince				*	*
Twinky Goes Hiking		*		*	*
Warhawk	*			*	*
Wild Bunch	*			*	*
Willow Pattern	*			*	*

Correct at time of printing

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ZONE RANGER

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THE GAME

Congratulations! You have been appointed a Zone Ranger. Your employer, the Cosmic Garbage Clearance Company, expect you to fulfil the task of Orbital Debris Destruction (ODD).

The star system over the years has become littered with space junk which apart from raising environmental concerns, presents space traffic with potentially hazardous obstacles. Objects requiring destruction include dangerously unstable satellites which are linked by red and green communication beams. Rangers are advised to avoid touching red beams. De-commissioned satellites continue to be fixed by repair droids and so these will need destroying. Zone Rangers will need to be on the look out for colliding space rocks and something far worse, Boomerangs!

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewind cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Zone Ranger can be played with a joystick plugged into the port of your Commodore.

- | | | |
|----------|---|--------------------------|
| F1 | = | Start |
| F3 | = | 2 player option |
| RUN/STOP | = | Pause on/off |
| ABORT | = | Run/stop and restore key |

Players begin with four ships, and earn one every 1000 points scored. Warp holes provide momentary means of escape, while Sonic Sparklers render players temporarily invulnerable. Enter the Super Portal to reach the Inner Sanctum, where help is at hand. On your return from the Inner Sanctum, the Skyway Patrol will help in satellite destruction. Daring Rangers may venture into the Seventh Dimension where points come easy but lives are short. Joystick only.

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