

CONTROLS

	Function	Joystick	Spectrum	Amstrad
LEFT	moves gunsight or moves cross over the map	◀	5	◀
RIGHT		▶	8	▶
UP		▲	7	▲
DOWN		▼	6	▼
FIRE	Selects or fires	FIRE	Ø	COPY
DEFAULT	De-selects		SPACE	SPACE
HOLD	Freezes game		H	H
ABANDON	Abandons held game. Press release to confirm		A	A
RELEASE	Releases held game		G	G
SAVE GAME	Have blank tape ready. You cannot save game if your ZOID feels threatened		S	S

PROGRAMMERS - If you have written a good programme for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties!!
 SEND TO: The Evaluation Department, ALTERNATIVE SOFTWARE,
 Units 5-7 Baileygate Industrial Estate, Pontefract, West Yorkshire.
 We will acknowledge receipt of your programme same day.

LOADING INSTRUCTIONS

SPECTRUM

Type LOAD "" then press ENTER (INTRO).
 Press PLAY on the cassette.

AMSTRAD

Press CONTROL and ENTER (INTRO) keys together.
 Press PLAY on the cassette.

MSX

Type LOAD "CAS;" , R and press ENTER.
 Press PLAY on the cassette.

CBM64

Press SHIFT and RUN/STOP keys together.
 Press PLAY on the cassette.

OPTION SCREEN

(Spectrum 48K)

1. KEMPSTON - plus Keyboard
2. KEYBOARD - or other Joystick plus Keyboard
3. RE-DEFINE KEYS
4. LOAD PREVIOUS GAME - Saved onto tape

(Amstrad 464, 664, 6128)

1. JOYSTICK
2. KEYBOARD
3. LOAD PREVIOUS GAME - Saved onto tape

AS824

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ZOIDS

AMSTRAD

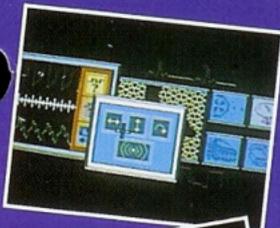
AMSTRAD

ALTERNATIVE SOFTWARE

AMSTRAD

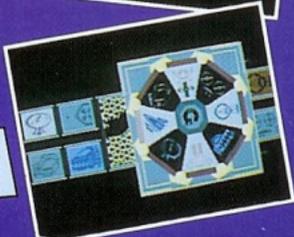
ZOIDS

Your Sinclair Mega Game - It'll blow your mind!

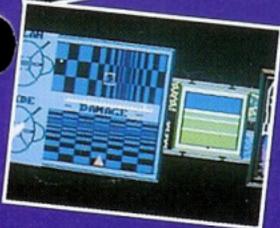


C & VG - If you miss out on this one you'll regret it for the rest of the year.

ZZAP Sizzler - A very challenging and excellent arcade/adventure/strategy/shoot'em up.



Amtix - Zoids is without doubt pure brilliance.



pictures may be taken from a different version

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ZOIDS

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SOFTWARE



ZOIDS

Zoidstar is gripped by war.

Blue Zoid fights Red Zoid in a merciless battle for supremacy.

Mighty Zoidzilla, Blue Zoid combat leader, lies dormant in the hold of your craft, ready for you to climb into its command capsule to merge minds with the powerful machine and take control of this bitter confrontation.

Somewhere in the desolate landscape, the Red Zoids Lie in wait!

Landing preparations are complete. The descent begins. The task which follows will take you to the very limits of your capabilities and imagination.

**LIVE THE GAME.
BECOME THE MACHINE!**



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