SHADOW SKIMMER

CONTROLS

Use keyboard controls or either Kempston or Sinclair 'Cursor' type joystick. The keyboard controls are user-definable, but the default keys are...

LEFT - Z   RIGHT - X   UP - O   DOWN - K

FIRE - 0   FLIP CRAFT - CAPS SHIFT

When using Joystick, you will still have to use the keyboard to Flip your craft. The FIRE key has the additional function of activating the hatchway at the far side of the mothership, if pressed while the craft is stationary and directly over the hatchway.

PLAYING THE GAME

As Second Officer on the Star Class Inter-Stellar liner, life is usually pretty cosy. In these days of inter-galactic travel, the exterior of a ship like yours has evolved into a small automated city with robot controlled craft to monitor any damage to the hull that may have been caused by the odd meteorite or asteroid penetrating the ship's radar defence system.

But today there has been a malfunction of the ship's main computer. You are sent out to do a manually-controlled routine surveillance. Trouble is, the ship's defences now think that your craft is a hostile intruder.

You have three shields - the number remaining is displayed at the top left of the screen. Shields are lost after several 'hits' been sustained.

Your craft is armed with powerful pulse lasers which can destroy hostile objects in your path. There are three sectors of the liner's hull to get through, and in each there is a hatchway that you must destroy before you can progress to the next sector.. In the third and final sector you will find the entrance to the liner and your final goal.

From time to time you may need to get into the inner sections of the hull. To do this, you must hover over a hatchway and press FIRE to open the hatch and enter.

You can also fly upside down by Flipping your craft. When Flipped, you will be slower, but able to get underneath structures which are otherwise impassable. The craft can only Flip while clear of any deck obstruction.

Also shown on the control panel are your score, which of the sectors you are in, and your Damage Report indicator which shows you how close you are to losing a shield.