

# PSYCHO SOLDIER

The Heroine is back, and this time she's not alone, in a new arcade-action game.

Caught once more in the strange, unfathomable games of the gods, Athena has been whisked through time and space to a bizarre alternate reality where humanity is in thrall to a race of demons, each more fearsome than the last. The few survivors who resist their unearthly over-lords look to her for guidance and redemption and once again the mantle of saviour has been placed upon her.

Steeling herself against the unknown terrors that await she seeks an answer within herself and then a voice, cold and clear like a bell tells her that all power is hers. The force of truth and justice a weapon in her hands to smite her assailants and crush their evil hearts.

Awaking as if from a dream, she arises and steps out into the war-torn world into which she has been thrust. Her eyes grow hard as somewhere a scream tears the silence and strikes a cold hard echo in her warrior's heart.

Her stride, long and languid carries her into the shadows, there her fate is awaiting; perhaps her death.

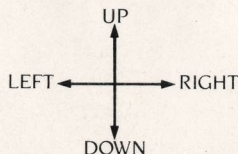
Join Athena in her quest as she cuts a bloody swathe down through the demon-infested hell of an oppressed world to her ultimate confrontation with the vile despot at the worlds dark core.

## CONTROLS

Psycho Soldier is controlled by joystick or keyboard which is redefinable

### JOYSTICK

(Kempston, Cursor or Sinclair)



FIRE — FIRE LAZERS  
SPACE BAR — FIRE BOMBS

### KEYBOARD

↑ — UP  
↓ — DOWN  
→ — RIGHT  
← — LEFT  
O — FIRE LAZERS  
SPACE BAR — FIRE BOMBS  
BREAK - PAUSE

## GAME PLAY

Power through all six levels (each of 30 screens) in this scrolling platform scenario.

Take the role of the Heroine as you progress along each level destroying the bricks. These reveal icons which can be picked up to increase energy, bombs and lazer power ... but beware the negative icons especially the dreaded mushroom!

At the end of each level you must destroy the building with a combination of bombs and lazer fire before progressing and during every stage there are numerous adversaries to overcome. Shooting the Globe which appears from the inside of the egg renders you indestructible (dragon mode) until your energy is depleted.

GOOD LUCK

## STATUS AND SCORING

On screen display shows your bomb energy (a different colour for each type of bomb), number of bombs remaining and current score. Points are gained by hitting the protagonists that you encounter, the larger they are the more points you score, ranging from 100 points for the smaller ones, up to 1,500 points for the larger and more vicious types. On completion of each level 10,000 points × the level number is awarded. Extra lives are awarded at 50,000 points, 150,000 and every 100,000 thereafter. An extra life will also be awarded for hitting the playing card which appears randomly at various levels throughout the game.

## HINTS AND TIPS

- ★ Try to use the bombs sparingly and make the most of their differing attributes depending on energy; e.g. Blue bombs can destroy several enemies when sent bouncing between them.
- ★ Energy and Bomb Icons are predictable, learn their position.
- ★ On higher levels the dagger is useful.
- ★ Use the Spaceship to destroy as much as possible during the limited time it is available.

Conversion by



The Software House Ltd.

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