



QUICK AND DIRTY SETUP GUIDE

**MAIN MENU**

**ARMOURY COSTS:**

Satellite - 250 credits  
 Rear Gun - 200 credits  
 Full Ammo for selected secondary - 150 credits  
 Time(\*) - 100 credits  
 \*Feature not yet implemented

**Lives:** Select more or less lives to increase or lower the game challenge

**Loot Value:** Increases or decreases the loot value of pickups

**Enemy Fire:** Heavy - certain enemies fire more frequently  
 Standard - enemies fire at the standard rate  
 Heavy - certain enemies fire less frequently

**Controls:**

**joystick controls:** up/left/right - move

Down - action (purchase from armoury, activate teleport pad)

Fire 1 - fire bullets

Fire 2 - fire or activate secondary system - for 1 button joysticks, hold fire 1

Fire 3(\*) - select next secondary system to the right on the control panel

keys 1-4 - select secondary system directly

\*Fire 3 not available on Plus systems

**Keys controls:** QAOP as joystick directions

Space for Fire 1

Enter for fire 2

keys 1-4 as above

**Cursor controls:** As keys above but cursor keys replace QAOP.

**PICKUPS**



Satellite



Rear gun



Ammo



Time (red) - also comes in blue (credits) and orange (score)

**NEVER FORGET:**

Collecting an ammo pickup when the currently selected secondary system is full, or the current bolt on is at max gives score instead. Satellites can be collected 4 times. The first gives a satellite, second allows it to shoot, third provides a second satellite and the fourth allows this to shoot.

**IN-GAME CONTROL PANEL**

**SECONDARY WEAPONS SYSTEM**

keys 1-4 - select secondary system directly  
 Fire 2 to shoot!

LIVES

MISSILE

BOUNCE

SEEKER

SHIELD

SCORE



**INTRODUCING THE BPTM UNIT SYSTEM**



TIME

Feature not yet implemented

CREDITS