TO LOAD

For CPC 464 machines, hold down **SHIFT** and press the **small ENTER** key, press **PLAY** on your tape machine and then any key.

For CPC 664/6128 machine type/tape then hold down **SHIFT** and press **ENTER**, press **PLAY** on your tape machine and then any key.

Follow the screen instructions to choose.

$$O = \text{left}$$
$$P = \text{right}$$
$$Q = \text{up}$$
$$\textbf{Space} = \text{fire}$$

THE SCREEN

You will see the screen is split in two. The Virgin balloon occupies the top half of the screen and Richard's rival is in the bottom half. To the **left** is an **indicator panel** for each balloon. To the **right** are **four icons** per player which allow you to **control the balloon**.

Indicator box: each player has a box situated on the left hand side of the screen. **Score** is indicated at the top, directly underneath is a row of **three birds**. These represent your lives, every time your bird runs out of energy you will lose a life.

Indicators: there are three bar indicators:

$$F = \text{fuel}$$
$$B = \text{bird's energy}$$
$$A = \text{altitude}$$

The large central block shows each **balloon's position** over the Atlantic (bird's eye view!). The black lines indicate the most direct course and the balloon is represented by a square white box.

Icons: To use any of the icons on the right hand side of your playing area you must fly over and press **FIRE** to enable.

Balloon shape =	allows you to enter your rival's playing area!
Left arrow =	adjusts your balloon's course to the left
Right arrow =	adjusts your balloon's course to the right
Flame =	turns up the burner, increases your balloon's height

PLAYING THE GAME

You may play on your own with the computer as your rival or compete with a friend. The Eagles have slightly different markings so you can tell the difference between them. It will take a moment or two to get used to flying, press FIRE emits a **sonic beam** that destroys

anything it is aimed at! You can control your Eagle **up**, **left** and **right**, with **FIRE** to shoot. Not using any direction will cause you to sink to the bottom of your playing area, unless you sit on the balloon.

The screen "wraps around", this means if you go to the very left or right edge of the playing area you will reappear on the other side. You may be surprised at the arrival of your rival Eagle in your area, however you can enter the other playing area as well!

You must help your balloon as much as possible by **defending** it from the various **missiles** that are being dropped from aircraft flying in the area. Additionally you will have to avoid your rival's mascot Eagle who will **invade your territory** and drain you of energy as well as **tampering** with the **balloon's controls**. You must adjust the altitude and balloon's course and replenish your own **energy** every now and again by **sitting on top of the balloon**! So prepare yourself to be very busy!

The missiles that come from the planes will cause your balloon's **altitude** to drop. You must shoot down the **planes** if you can (some take a few attempts) or shoot down the **missiles** as they drop. These include two types of **paint** which weigh the balloon down, and various **bombs** which will cause small punctures, also causing drop. One particularly **lethal bomb** comes in from the side and you should destroy that straight away. Now and again an **unfortunate child** who has bought too many balloons, floats past you. Save them by passing over the child, there are huge penalties for shooting such innocent victims. The rival Eagle's sonic **beam** will cause your balloon to **drop** and so will your own fire unless you shoot with some care!

Keep your eye on the **Altitude** reading, you can remedy falling height by going over the **burner icon** on the right side of your playing area and pressing **FIRE** repeatedly. The balloon can gain height by itself as sunshine **warms** the air up during the day and it will fall in the evening as the air **cools**. You must keep an eye on **fuel**, if you have to use the burner too often you will not have enough to cross the Atlantic!

You must also keep your eye on your **course**, the balloon is represented by the **white block** in the square in the **indicator box**. Use the **arrow icons** on the right hand side of your playing area to move the balloon's image right and left. Going too far astray will mean you will not have enough **fuel** to complete the race.

Do not let your **energy bar** fall either, sit on top of your balloon for a few moments during a quiet spell and regain some energy. The rival Eagle's fire power will deplete your energy rapidly.