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RESCUE ON FRACTALUS

No time for a briefing now. Ethercorps Pilots are down—out of action and need our help fast!

Your job is to fight through the Jaggi defences and find stranded pilots.

RESCUE ON FRACTALUS

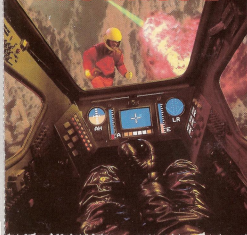
PAL AS11



SCREEN SHOTS MAY BE TAKEN FROM A DIFFERENT VERSION



RESCUE ON FRACTALUS!



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THE MISSION

No time for a briefing now. Ethercorps Pilots are down—out of action and need our help fast!

First, we toss you out of the Mothership, straight down onto the Jaggi stronghold of Fractalus. This part's all automatic, but you're on your own when you hit atmosphere.

Your job is to fight through the Jaggi defences and find stranded pilots. They won't be jumping up and down so use your instruments and MK 1 eyeball to find their downed ships. They will stay inside their ships until you land in range.

The rescue itself is a doddle. As soon as you shut down your engines they'll come a running and knock on your rear airlock door. Let him in quick or else he will run out of air and die on you. Whatever you do, DON'T switch your engine back on whilst a pilot is running towards you as they don't take kindly to being fried by a 25 gigavolt static shield!

Also, be on the lookout for Ace Pilots. These are recognizable by their purple helmets. These are very rare! Not many get shot down.

LANDING

When you land, you will hover on your shields a few centimeters off the ground. Turn the engine off and a message 'Pilot in Range' will appear. He will then run



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towards you. If you land beyond the downed ship the message 'Ship off Scope' will appear. Therefore, you will have to do a 'U' turn and move within range.

LEVELS

Levels 1-3 are training levels. Level 1 has been totally cleared of Jaggi's, levels 2 and 3 have a number of gun emplacements. The higher levels (4 and above) have more emplacements, Jaggi Saucers and Ace Pilots. Also the Jaggi become more aggressive. On level 16 and above you will be subjected to Fractalus' 9 minutes day and nights. When night flying you'll have to rely on instruments alone.

AMSTRAD KEYS

< — INCREASE THRUST.

> — DECREASE THRUST.

S — SYSTEMS ON/OFF.

L — LAND.

A — AIRLOCK.

^ — RAISE LEVEL.

v — LOWER LEVEL.

FIRE — START GAME.

B — BOOSTERS.

ESC — QUIT GAME.

USE JOYSTICK FOR MOVEMENT AND FIRE.

LOADING INSTRUCTIONS

Press CNTRL and small ENTER.

DIE MISSION

Es bleibt keine Zeit mehr, Anweisungen zu geben. Die Ethercorps Piloten sind abgestürzt, außer Aktion und ohne Ihren sofortigen Einsatz verloren!
Ihre Aufgabe besteht darin, die Jaggi-Verteidigung zu durchbrechen und die Piloten zu finden.

Die Piloten bleiben in Ihren Schiffen, bis Sie in ihrem Umkreis landen.

AMSTRAD — Tastatur

< — Schub erhöhen

> — Schub senken

S — Systeme ein/aus

L — Landen

A — Luftschleuse

^ — Niveau erhöhen

v — Niveau senken

Feuer — Spielbeginn

B — Booster

ESC — Spielabbruch

Bewegung und Feuern mit Joystick

LADEANWEISUNGEN

AMSTRAD 464: CNTRL und kleine ENTER Taste drücken.

LA MISSIONE.

Non c'è tempo per spiegare, adesso. I Piloti Ethercorps sono appiattiti — fuori combattimento e hanno bisogno del nostro aiuto, alla svelta!
Il tuo compito è di affrontare le difese Jaggi e trovare i piloti in difficoltà.

Essi restano a bordo fino a che tu non atterri vicino a loro.

Essi restano a bordo fino a che tu non atterri vicino a loro.

TASTI AMSTRAD

< — INCREMENTO SPINTA

> — DECREMENTO SPINTA

S — SISTEMI ATTIVI/DISATTIVI

L — ATTERRA

A — CHIUSURA PNEUMATICA

^ — ALZA LIVELLO

v — ABBASSA LIVELLO

FIRE — INIZIA IL GIOCO

B — RAZZI AUSILIARI

ESC — ABBANDONA IL GIOCO

PER I MOVIMENTI E SPARARE, USA IL JOYSTICK.

ISTRUZIONI DI CARICAMENTO

AMSTRAD 464: Premi CNTRL ed Invio (Enter) piccolo.

LA MISSION

On n'a pas le temps de vous faire tout un briefing. Les pilotes ETHERCORPS ont été mis hors de combat et il faut aller vite à leur secours.

Vous avez pour objectif de per- AGGI et rejoindre les pilotes coincés.

Ceux-ci resteront dans leurs spationefs en attendant votre atterrissage.

TOUCHES

AMSTRAD

^ — POUSSÉE AUGMENTÉE

v — POUSSÉE RÉDUITE

S — SYSTÈMES: MARCHÉ/ARRÊT

L — ATERRISSAGE

A — SAS

^ — ÉLEVER LE NIVEAU

v — BAISSER LE NIVEAU

FIRE — COMMENCER LE JEU

B — FUSÉES D'APPOINT

ESC — ABANDONNER LE JEU

SERVEZ-VOUS DE LA MANÈTE... DÉPLACER ET POUR TIRER.

ISTRUZIONI DI CARICAMENTO

AMSTRAD 464: Appuyez sur CNTRL et petit ENTER.

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