

GLIDER RIDER

AMSTRAD

AMSTRAD

**Mission:** To destroy the Abraxas Corporation.

**Kit:** One hangglider (collapsible)  
One motor unit (convertible Bicycle/Microlite)  
Hand grenades  
Guts



Screen shots taken from Spectrum

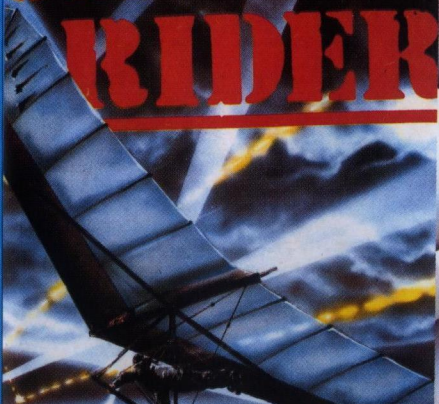
©BUG BYTE  
Grandslam  
Entertainments  
Limited  
12-18 Paul Street  
London  
EC2A 4JS



Sinclair User Classic 92% Crash. This game has the best sound ever heard on the Spectrum\*. 81% Amtix.

GLIDER RIDER

# GLIDER RIDER



## GLIDER RIDER

You get a lot of time to think when you're gliding on the thermals. Mostly the feeling of flying like a bird makes them nice thoughts but everyone gets a little melancholy at times and this mission is enough to make anyone think hard.

### MISSION DETAILS

#### ABRAXAS CORPORATION

**HQ** EoOs Island  
**Activity** Production and distribution of arms and other hi-tech military equipment to any one with the ability to pay.

#### EoOs ISLAND

**Location** Pacific Ocean  
**Description** Unique land mass - made completely of plastic by Abraxas. Undetectable on radar.

**Intelligence** Island disguised by use of nylon and polythene trees. Power comes from small nuclear reactors. Main building geiger counts suggest that two reactors are housed within it to provide emergency back-up.

### MISSION DETAILS

**Codename** Paethon  
**Background** EoOs is incredibly well defended apart from the distributed power network. It is therefore essential that these should be destroyed one by one before the unprotected backup reactors are destroyed within the main building.

**Method** SBD Hang Glider unit and use of motorised bike will allow terrain movement and glider can be used for elevated bombing.

**Viability Code** 1F.

**Equipment** Mark 5 Glider and the collapsible E37 motor bike unit. Engine can be removed after mission, and attached to the glider to provide a microlite aircraft for escape purposes. Nine standard hand grenades.

### OBJECTIVES

**Primary** Destroy the ten external reactors and rendezvous with awaiting submarine.

**Secondary** Find more ammunition on island and destroy as many operatives and operational buildings as possible.

### DEFENCES

**Reactor** Ground to air lasers. Can be disabled.

**Main Compound** Very heavily defended - may be impenetrable.

**Sea** Appears to be shark infested - don't swim!

### KEY CONTROLS

#### AMSTRAD

It is possible to change the key definitions by pressing R and following then pressing the keys you wish to use for UP, DOWN, LEFT and RIGHT, along with FIRE. The default settings are:

Fire	Space
Left	O
Right	P
Up	Q
Down	A

### LOADING INSTRUCTIONS

AMSTRAD: Press CONTROL and small ENTER and press PLAY on cassette.

If you have written any quality software please send it to Peter Sleeman, Software Development Manager, Grandslam Entertainments, 12-18 Paul Street, London EC2A 4JS. Telephone: 01-247 6434.

If you have any queries on the game please send a S.A.E. for help and information.