# PROJECT FUTURE

## Amstrad

## Playing Instructions

**Game Plan:** The SS FUTURE is a vast Space Ship spread over 5 different decks. Hidden in the labyrinth are 8 destruct codes which must be collected before the SELF DESTRUCT SYSTEM can be activated. Once the S.D.S. of SS FUTURE has been activated you must escape before detonation.

**Features:** Amazing Animation, Sound Effects/Tunes, Incredible Graphic Space Ship, Space Cadet, Defence Droids/Clones, Lasers, Hyperblasters, Space Scooters, Energisers, Internal Teleport System, Detonator, Destruct Codes, Air Locks, Status Display, On Screen Time, 100% machine code 8 Way Direction.

**How to Move:**

[A] Up [Z] Down [?] Left [/] Right [Space] Fire

**or Joystick Port 2**

**How to Load:** Hit [CTRL] [ENTER] together

Press [PLAY] then any key

**Gremlin Graphics Software Limited 1985.**
**Alpha House, 10 Carver Street, Sheffield S1 4FS.**

**©1985** All rights reserved.
Unauthorised copying lending or resale by any means strictly prohibited.