AMSTRAD LOADING INSTRUCTIONS

To Load Press RUN " "

Sabotage is fast-paced action. Clever icon control makes getting into the game easy. You play a mercenary hired by the people of your planet, a planet buckling under the incessant attack waves of circling alien spaceships. Your task is to go to each sector of the planet and destroy any alien attack craft which approaches you. When you reach the end of the sector you must destroy the sector guardian ships and land on the sector runway. Your job now is to find the 5th columnist rebel who will give you a piece of blue-print which , when all pieces are assembled, allows your ship's weapon computer to lock on to the alien leader's elusive mothercraft. Each 5th columnist will give you a different piece of blueprint. Only when you have destroyed all sector guardians will the planet be safe.

CONTROLS

JOYSTICK

Use icons to select one or two player, joystick or keyboard. The triangle icon leads into the game. Press FIRE to activate any icon.

KEYBOARD

Q – UP **I** – FIRE

A – DOWN

O – LEFT **P** – RIGHT

CLR – to pause game

FIRE – to release game

ESC – to quit game

Your blue space ship blasts the approaching aliens as they swoop about you. Your craft can pick up a forcefield for a few precious moments of invulnerability, or can run into a pocket of gravitational acceleration where the craft shoots ahead in a flash of speed. When a sector has been cleared of alien craft your ship's computer guides you in for an automatic landing. It is here you meet the rebels, a motley crew of disaffected individuals who have grown disillusioned with their leader's tyrannical ways. They are held out, unknown to their hosts, in a disused droid service hold, which is reasonably comfortable save the bare live wires which run throughout the mosaic of cracks along the length of the floor. Collect one piece of blueprint here and it won't be long before you figure out a use for the key. After each level a password is revealed for the next level, up to level Six, after which levels Seven and Eight must be completed afresh each time. At the end of the game all eight pieces of the blueprint are assembled and the secret computer code revealed.

Have you tried FRONTLINE, Zeppelin's combat action game set at the front?

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.

© 1988 Zeppelin Games Ltd

28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ