

GUNSTAR

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THE GAME

The year 1997 witnessed an unprovoked attack on Earth by a people unknown, our primitive 'Star Wars' defences were quickly overwhelmed and the Earth's population enslaved.

The survival of the human race rested in the hands of a research team hidden in the subterranean moon base. After extensive experimentation, they produced a range of fighter craft called Pulse Fighters. They became known as the Gunstar Fleet; their mission – the destruction of the alien forces and the liberation of the Earth.

LOADING

Amstrad 664, 6128

Type RUN "DISC", then press ENTER.

Amstrad 464+ Disc

Hold down SHIFT and press the @ key. Then type DISC and press ENTER. Now follow the Amstrad 664, 6128 load instructions.

PLAYING THE GAME

To choose the method of control, before playing GUNSTAR, move the arrow up and down by pressing SPACE and ENTER until it is pointing at the desired control option. To start the game, press S. You can use a joystick, or redefine the keys.

There are FIVE stages to the game:-

1. The fighter stage. Shoot the aliens while avoiding their fire.
2. The asteroid stage. Avoid all the asteroids to progress to the next level.
3. Alien command ship. Blast the gun turrets to advance to the next level.
4. The A.L.L.O.Y. robot. Wipe out the gun turrets guarding the robot.
5. Docking stage. Dock with the Mothership to refuel.

ULTIMA RATIO

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THE GAME

In the 33rd year of entrenched galactic warfare, a new forbidding threat looms out of the blackness of deep space. ULTIMA RATIO, a nine stage battle platform was the most powerful weapon yet created with multiple Pulse Guns, deadly defence fighters and extensive battle shields. With mother Earth itself under threat, volunteers are called for to make desperate attacks against the ULTIMA RATIO. You have just volunteered!

LOADING

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Amstrad 464+ Disc

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PLAYING THE GAME

Ultima Ratio can be played with either a joystick connected to your Amstrad computer or with the following keys:

Q=UP O=LEFT P=RIGHT A=DOWN
SPACE=FIRE F7=PAUSE ON/OFF ESC+DEL=ABORT

TACTICAL INFORMATION

A battle platform must be totally neutralised before attacking the next one. Mission time over each of the battle platforms is limited. Treat all other flying objects as hostile. Shields and fuel may be replenished at certain areas on the platforms. Finally, beware of direction reversing devices.