

MISSION GENOCIDE

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THE GAME

Your planet CRYC-CIT has been ruthlessly attacked by the BAD STAR Empire in an unprovoked assault to subjugate your people. A plan of defence and ultimate counter-attack must be devised by the Cryc-citizens, and forces gathered for retaliatory measures. You are the co-ordinator of a small, crack unit with a deadly mission: You must destroy as much of the BAD STAR Empire as possible, so that they are sufficiently weakened to prevent them from launching another, possibly killer blow to your planet. Your briefing is complete, the mission ready. The code name: ZTB, ZAP THE BAD STARS!!!!

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+ DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

KEYBOARD CONTROLS:

K to select keyboard J to select joystick

Q=Up S=Down 4=Left (on the keypad) 5=Right (on the keypad)

6=Fire (on the keypad) P=Pause C=Change Colours

Space=Auto Fire On/Off

MISSION GENOCIDE can also be played using a joystick connected to the port of your computer.

Hitting 'FIRE' will launch a missile and hold FIRE for continuous fire. You must release and press FIRE to launch missiles. Selecting Auto-Fire leaves you free to concentrate on launching missiles.

The aim of the game is destruction. You score by killing the Bad Star ships, destroying their installations and looting their storage silos.

Remember to kill the Bad Star ships with your laser and bomb the ground with missiles.

The first resistance you will encounter will be an outpost of the BAD STAR Empire. Not only will you have to shoot away the defending ships, but you will need to bomb the silos that are situated at ground level. These contain useful weapons such as lasers and shields that can be picked up and used against the defenders by simply flying over them. To hold the weaponry to your craft, you will need to pick up dumps of Astro-Gloo also found in the silos. You must avoid the silos that contain the black holes of anti-matter as these will render your Astro-Gloo useless and cause your weapons to fall off.



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* Correct at time of printing

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