

ROLAND IN SPACE

After your success helping our intrepid adventurer collect the power crystals required to re-activate the space drive of his A.M.S.T.R.A.D. in the first of Roland's epic capers, Roland in Time, you are now faced with the daunting task of building a super-weapon, so that Roland can defeat the evil Maestro. You must journey through space to each of seven planets, where you must find and retrieve, the 158 components of the galaxy's most feared super-weapon, yes, you guessed it, the Arcturan Random Nuclear Obnoxious Life-form Desynchroniser (MK IV)!! (See Vegan treatise, unproved, for method of use avoiding self-desynchronisation). Each planet is full of creatures and objects left by the Maestro to guard the super-weapon components. You must avoid contact with these as your regeneration tanks will only work 9 times.

The Lords of Time are watching you, so Good Luck!!

LOADING INSTRUCTIONS

Set up system and switch on as described in your instruction manual. Insert disc and type: RUN "DISC" and press ENTER. The program will now load and run.

DO NOT SWITCH SYSTEM ON OR OFF WITH DISC INSERTED INTO DISC DRIVE OR DAMAGE TO DISC WILL RESULT.

CONTROLS

ACTION

Left

Right

Jump

Music on/off

Hold

Restart

Abort Game

Scroll

KEYBOARD

Q or @

W or [

Spacebar

Large Enter

H

Any Key

CTRL/Copy

Cursor Keys

JOYSTICK

Left

Right

Fire Button

Any

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