

Stainless Steel Loading Instructions
Amstrad 464/664/6128 with DISC DRIVE

To load the game, put disc into drive 'A' with side '1' on the disc facing upwards and type : CPM and press RETURN.

The keys are:-

Q - Up/Thrust	Z or A - Down/Turn	O - Left	P - Right
SPACE - Fire	N or I - Bomb/Shield		

When using a joystick	UP - Thrust	LEFT - Left
	DOWN - Turn	RIGHT - Right
	FIRE - Fire	

'N' drops bombs when you are flying in Nightwind, otherwise it turns on the shield. Ricky has one shield per life, this makes him indestructible to aliens for a short period of time (so don't waste it!).

To Start a game press SPACE.

To Pause a game - Press CONTROL and ESC together, to continue press ESC.

To Abort a game - Press CONTROL, SHIFT and ESC together.

There are 3 different stages to the game, these are:

WALKING: You can walk and fire in eight directions.

DRIVING: Press THRUST to speed up. To slow down stop thrusting. To turn around press TURN. Don't drop any bombs or you will blow yourself up. Don't drive into walls, rocks etc...

FLYING: The keys respond the same as driving however you can now use the Uranium Thunderbombs to wipe out any Enemy Submarines.

Gameplay:

In ZONE $\emptyset$ you must battle your way on foot until you reach your car Nightwind. (It is parked somewhere at the top of the Zone!)

In ZONE 1 you must wipe out all of the android troops before you can continue to the Second zone.

In ZONE 2 you can use your bombs to annihilate enemy submarines.

In ZONE 3 you must find Dr. Vardos and destroy him!

On Screen

Your score is on the top left hand corner of the screen. Below that are your FUEL & BOMB level sliders. You will lose a life if you run out of FUEL. Therefore there are fuel canisters scattered around each zone. To collect these just go into them. On the right is a Bonus counter, this will be added to your score upon successful completion of each zone. BEWARE: if you are too slow the bonus will become negative. (ie. Kiss goodbye to your score!) Below the bonus is an ENEMY counter; as you kill each alien it will click down one. When it reaches $\emptyset$ you have completed that zone.

Along the bottom of the screen is an alien scanner for the present zone; your indicator starts at the far right hand side, and as you move up through the zone your indicator moves left. All the other symbols on the scanner are aliens and must be destroyed!