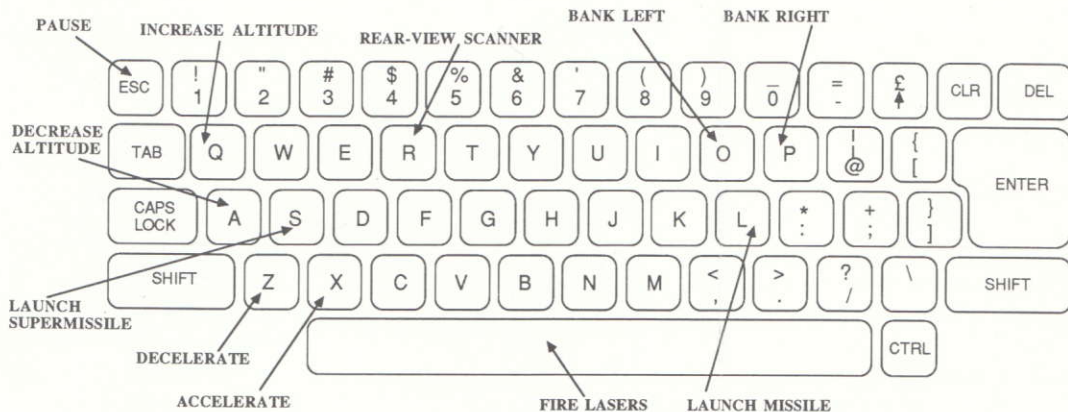


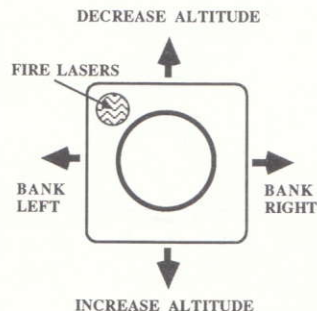
STARGLIDER

AMSTRAD CPC KEYGUIDE

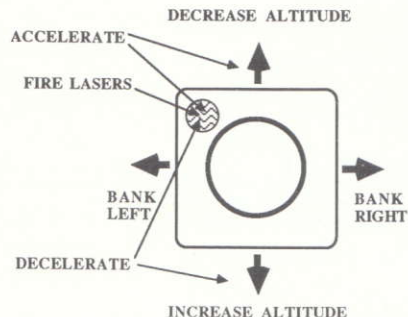
STARGLIDER - AMSTRAD CPC



NORMAL MODE



ONE HAND MODE



LOADING INSTRUCTIONS

Cassette

If you have a disk machine, enter ;TAPE.

Insert the cassette in the datacorder and press CTRL-ENTER

Diskette

Insert side A of disk and enter RUN "SG"

Once loaded, you may redefine the keys and modes of control by selecting various options from the menu (see reverse).

Pressing <ENTER> starts the game.

AGAV FLIGHT CONTROL

To bank left or right, increase or decrease altitude, and fire lasers, use either the joystick or the keyboard in Normal mode, and use the keyboard to accelerate and decelerate.

When using One-Hand mode, you may accelerate and decelerate by pressing FIRE combined with pitch up/down.

STARGLIDER - CPC OPTIONS

The following options are available from the control screen before each game.

- | | |
|-----------------------|-------------------------------|
| 1 Control | Keyboard / Joystick |
| 2 Define Keys | |
| 3 Cursor Type | Moving / Fixed |
| 4 Speed Control | Keyboard / One Hand Mode |
| 5 Sound | On / Off |
| 6 See Top Scores | |
| 7 Centering | Both / None / Y Axis / X Axis |
| <ENTER> to Start Game | |

Control

This option defines whether the keyboard, or joysticks are used to control the AGAV.

Define Keys

This option allows you to redefine all keys used in the game to your own settings.

Cursor Type

The AGAV craft cross-hair sights can be either fixed in the centre of the screen, or floating (they move in relation to the movement of the AGAV itself).

Speed Control

This option allows AGAV pilots to choose between *Normal* and *One Hand* control. In Normal mode, you use the joystick for left/right/up/down/fire, and two keys for accelerate/decelerate (or the keyboard for all functions). In One Hand Mode, you can use the joystick (or the up/down/left/right keys) as usual, but when fire is pressed followed by up or down, the AGAV will accelerate or decelerate.

Sound

This option turns the sound on and off.

See Top Scores

This option allows you to view the high-score table.

Centering

This option allows you to define the way in which the cross-hair sight auto-centres. If *both* is selected, the sight will move towards the middle of the screen. If *Y Axis* or *X Axis* are selected, the sight will only be centred along that axis.

While the game is paused, you will be able to alter the palette to your own choices.

Note: Quickshot II type joysticks may prevent keyboard input. To overcome this, you may have to remove the joystick when keyboard input is necessary.