

# SURVIVOR

## THE GAME

The object of the game is to perpetuate the race by introducing ten pods in the incubators which can be found all over the ship. The alien has an energy level which slowly decreases. The only way to restore the energy level is dropping the pods in the incubators, or else devouring the little engineers to be found on board the ship. The creatures can defend themselves spitting paralyzing acid, or hiding in air vents, etc.

The ship consists of 142 areas divided in four zones, which are joined by doors or air vents. Each zone has various levels, which are entered by lift. To enter a lift, a door, or a vent, you only need to place yourself in front of it, and ducking.

The power of the creature's jumps can be increased by ducking before jumping. The acid can be spat over a longer distance simply by keeping the **FIRE** key pressed down longer.

Keep in mind that not all the creatures on board the spaceship are necessarily unfriendly, but they might become nasty if you provoke them.

## LOADING

CASSETTE: Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder.

## CONTROLS

The game can be played with the keyboard or a joystick.

|             | KEYBOARD   | JOYSTICK   |
|-------------|------------|------------|
| Left        | O          | ←          |
| Right       | P          | →          |
| Jump        | O          | ↑          |
| Duck        | A          | ↓          |
| Spit        | SPACE      | FIRE       |
| Information | CLR        | CLR        |
| PAUSE       | DEL        | DEL        |
| RESTART     | CTRL + ESC | CTRL + ESC |

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