

METROPOLIS

INSTRUCTIONS

INTRODUCTION:

"*THE TOWN IS DOWN!*" you hear the people cry. The invasion has started. The situation looks hopeless, the town has been completely overrun by an alien force. There seems that there is nothing anybody can do. **But wait!** You see the prototype of a new patrol craft. With multi-directional thrusters and a powerful beta-pulse gun, this could be just the ticket for defeating the enemy. But who's going to pilot it? Why, **YOU** ofcourse!!!

MISSION INSTRUCTIONS:

There are two main tasks which you must complete. First (and most important if you are to survive) you must blast all nasties from Outer Space into oblivion! Also, to prevent their return, you must pick up all the security cards so that a force shield may be erected. Having collected all the cards, find the correct teleport that will activate the shield.

THE GAME:

As you fly around the city there are various features that may help or hinder your mission. The aliens will, of course, attack you. You will have to make sure your fuel tanks are always full (fly over the filling stations to replenish them). However, you can pick up Smart Bombs - they look like large blue crystals - which will destroy all enemy craft in one zone. Teleports will transport you to another zone of the city at the speed of light! Use these features to your best advantage.

THE CONTROLS:

All movement is controlled by the joystick connected to port two. Use the fire button to release beta-pulses. Smart bombs can be set off by pressing the **space bar**. To start the game (once it has loaded!) press the fire button.

The game can be paused at any time by pressing **ESCape** and the action continued by hitting any other key (but not space, for obvious reasons!). If you wish to remove the stunning sound-track you may do so by pressing the **HELP** key whilst paused. (Repeat the step to turn it back on).

GOOD LUCK!