

DATASTORM

INTRODUCTION

The explosion of the planet Xerxes, plunged its eight orbiting colonies into deep space. Forced to rebuild their shattered civilisation, they are seeking out a new home planet. You must guide and protect eight survival pods, through their dangerous voyage and lead them to sanctuary.

LOADING

- Set up your Amiga in the usual way. Refer to your User's Manual if required.
- Switch on your monitor or TV, then your Amiga.
- Place the program disk in the drive, after a brief period the game will begin to load.
- Press FIRE button to proceed to the Main Menu.

PROBLEMS

If you experience any problems with this software, please carry out the following procedures:

- Make sure you are following the loading instructions correctly.
- Some programs require external drives or upgrades to be removed. Please switch off your Amiga from the mains, disconnect any external drives or upgrades and try loading it again.
- If problems persist, try another piece of software that you know to load and work. If this software loads and runs, return the faulty software to your dealer, stating the problem(s) encountered.

NOTE: We suggest that your disks are write protected. Refer to your User's Manual if required.

KEYBOARD CONTROLS

To begin, select one of the following options:

MENU SCREEN

F1	Single player mode
F2	Two player mode (1 joystick)
F3	Two player mode (2 joysticks)
F4	Team mode (2 joysticks)
1	Level 1
2	Level 2
3	Level 3
K	Smart bomb fired by keyboard
J	Smart bomb fired by joystick
D	Def mode (decreases manoeuvrability)
N	Normal mode

DURING GAME

P	Pause On/Off
Esc	Quit game
Space	Shield On/Off
Any Key except Space	Smart bomb (if K is selected so that the keyboard activates the smart bomb)

SINGLE PLAYER: The single player mode allows one player to challenge the Datastorm.

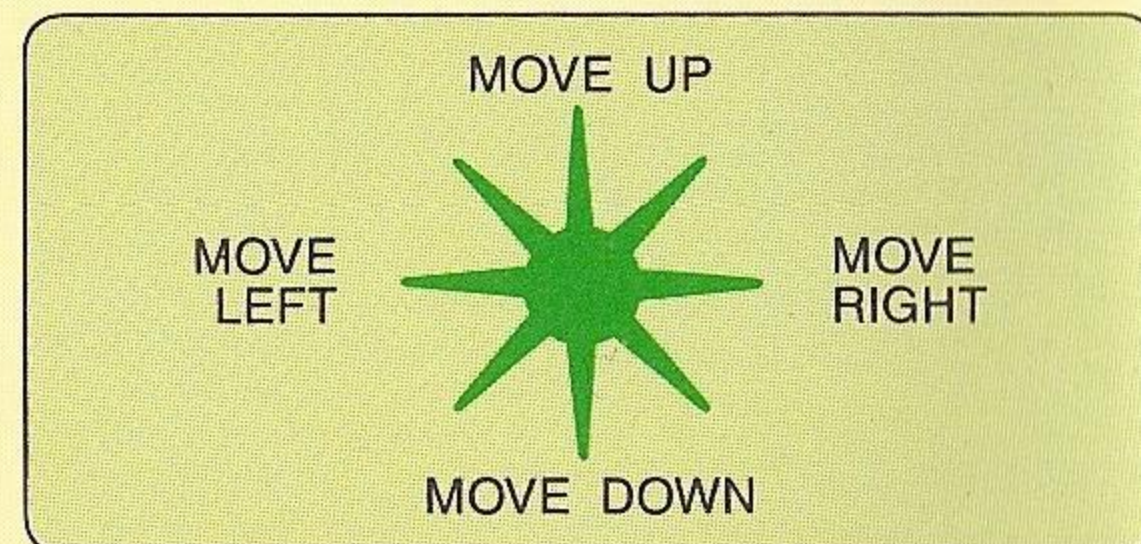
TWO PLAYER: The two player mode, allows two players to play Datastorm alternately and compare their achievements. With one joystick, both players must use the same joystick, whereas with two joysticks, the players use one each.

TEAM MODE: The team mode allows two players to share each others resources.

IN GAME INSTRUCTIONS: When you have loaded the game disk, the screen will flash instructions, which tell you which keys to press to get started.

CHANGE SKILL LEVEL: To slow the game down, select a lower skill level. Skill level 1 is the easiest and skill level 3 is the hardest. Use the 1-3 keys on the main keyboard NOT those on the keypad.

JOYSTICK CONTROLS



LASERS: Pressing the fire button rapidly will fire a stream of lasers against invading forces.

SMART BOMB: Kills everything on the screen. In joystick mode, hold down the fire button, if in keyboard mode press any key (except Space).

SHIELD: By pressing the Spacebar you can activate, and deactivate your shield. Be sure to keep an eye on your shield energy level found under your score. Your shield will refill by 50% at the end of each level.

OBJECT OF THE GAME

The object of Datastorm is to protect your pods on their perilous journey. To do this, you must pick the pods up, one by one, and carry them through the portal. When the level ends, a special bonus will

be awarded according to the number of pods you have managed to save. At the end of every 4th level, you will be responsible for 8 new pods.

LANDERS: Note that Landers also pick up your pods, with much more catastrophic results. When this happens, you are signalled by an eerie sound, and a red arrow at the bottom of the screen to indicate the shortest way to the Lander. If a Lander succeeds in reaching the top of the atmosphere with a pod, it mutates into an even more terrible adversary. If this happens, the pod is turned into a Traitor pod, which must be destroyed.

DESTRUCTION OF PODS: If all 8 pods are destroyed, the enemy is no longer distracted, and the invaders become much faster and more difficult to deal with. In addition, shields will not be refilled, nor will the Smartbomb, activated by the fire button (see above), have any effect. Try to avoid this eventuality at any cost, by picking up at least one pod and flying it to safety.

END LEVEL: To end a level, all invaders must be destroyed.

SPECIAL POWERS

Keep an eye out for special powers, which can be collected by flying into them. Note that in protecting you from the world, the shield will protect you from powers and pods as well.

ITEM	DESCRIPTION
A - Autofire	Fires lasers very rapidly. Lasts for 500 shots.
L - Laser	Arms your ship with additional laser guns (up to a total of three) that fire simultaneously.
M - Missile	Automatically launches a missile when a Lander threatens a pod. The missile will track down the Lander until it destroys it and rescues the pod.
W - Warp	Will warp you to the next level, giving you points for all invaders from the current level.
S - Shield	While active, will allow you to destroy anything you fly into.

INVADERS: Not all invaders appear at the start of the game! As the enemy forces sense defeat, they will launch new types of attack enemies to thwart even your most valiant attempts!

HINTS AND TIPS

GRAB PODS: At the start of each level, you should immediately grab a pod and transport it through the warp. If you don't, and all your pods are destroyed, then you're finished!

SHOOT INVADERS: When the Datastorm appears (not until the higher levels), shoot the invaders at the top of the atmosphere to allow yourself a channel to pass back and forth to attack successfully.

BIPOD DRONES: Beware! The BIPOD drones will head towards the warp and destroy any pods that have already been transported!

FINALLY: Have fun, and ... blow 'em to bits!

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By Visionary Design