SLAYGON

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LOADING:-

To load SLAYGON insert the first disk into the internal drive and switch the computer on, If you have an Atari ST you will have to click on the SLAYGON.PRG file, If you own a Commodore Amiga the program will load and run automatically.

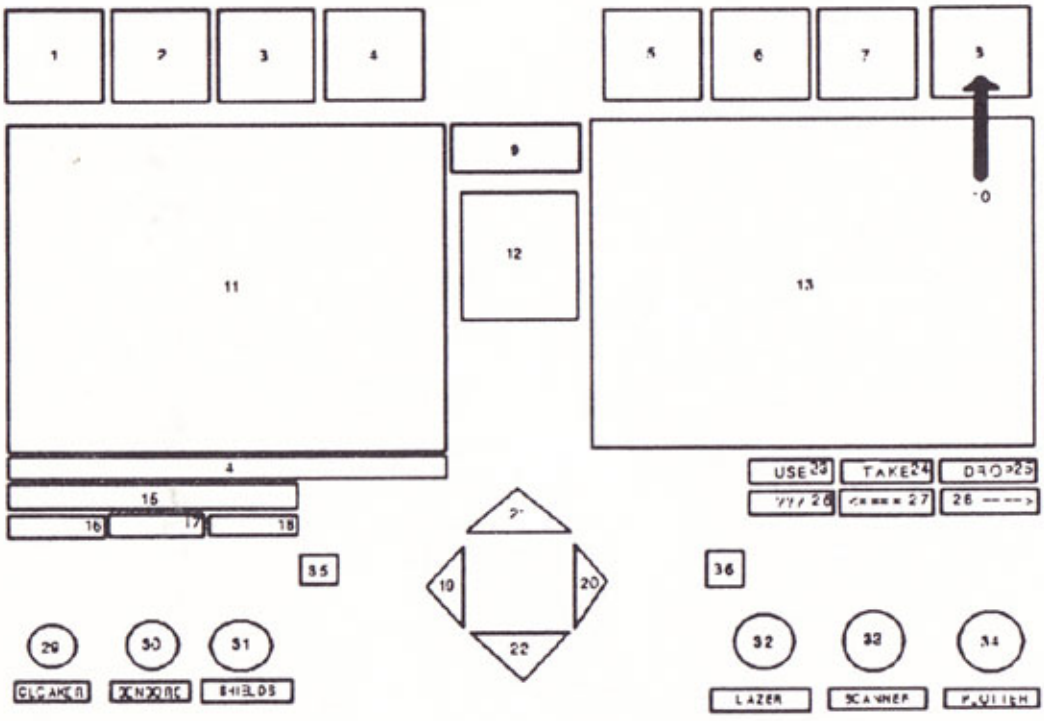
HOW TO START:-

The game will ask you if you would like to continue a save game, if this is so then reply by pressing 'Y', if not then press 'N'. You can also choose the level of difficulty, either [Novice] or [Expert].

SPECIAL NOTES....

A) You can save the game at any time by pressing the button marked SAVE.
B) You can load a previously saved game at any time by pressing the button marked LOAD.
C) You can exit the game without saving by pressing the button marked QUIT.

CONTROL PANEL



1-8 :- STORAGE AREAS.
9 :- DIRECTIONAL.
10 :- OBJECT SELECT.
11 :- MAP VIEW SCREEN.
12 :- SHORT RANGE SCAN.
13 :- CLOSE SCAN.
14 :- MESSAGE DISPLAY.
15 :- ENERGY LEVEL.
16 :- QUIT GAME.
17 :- LOAD GAME.
18 :- SAVE GAME.
19-22:- MOVEMENT.
23 :- USE OBJECT.
24/25:- TAKE/DROP OBJECT.
26 :- IDENTIFY OBJECT.
27-28:- MOVE OBJECT.
29 :- CLOAKING.
30 :- BATTLE SENSOR.
31 :- SHIELD.
32 :- LAZER.
33 :- LONG SCAN.
34 :- PLOTTER.
35 :- SHIELD/LAZER INDICATOR LIGHTS.

IF THIS DISK FAILS TO LOAD THEN RETURN JUST THE DISK TO:-
MICRODEAL LTD, PO BOX 68, ST.AUSTELL, CORNWALL, PL25 4YB.