DEUTSCH

LADEANWEISUNG

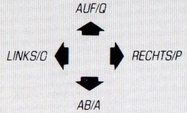
ATARI ST / AMIGA

Diskette ins Laufwerk A legen. Das Spiel lädt sich und läuft.

STEUERUNG: 1 Oder 2 Spieler. Im Modus für einen Spieler kann entweder der Joystick oder die Tastatur benutzt werden. Im Modus für zwei Spieler kann man einen Doppeljoystick oder einen Joystick und die Tastatur benutzen.

JOYSTICK: Zum Feuern auf den Feuerknopf drücken, und den Feuerknopf gedrückt halten, um einen 'gunball'.

TASTATUR:



Zum Feuern auf die Leertaste drücken, und die Leertaste gedrückt halten, um einen 'gunball' abzufeuern. F1 bricht das Spiel ab. F10 ergibt eine Spielpause.

COMMODORE 64/128

LOAD"",8,1 eingeben und auf ENTER drücken. Das Programm lädt sich und läift.*

STEUERUNG: 1 Spieler. Joystick in Port 2.

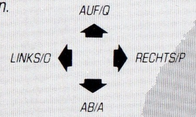
AMSTRAD CPC

RUN 'Disc'.

STEUERUNG: 1 Spieler

JOYSTICK: Zum feuern auf den Feuerknopf drücken, und den Feuerknopf gedrückt halten, um einen 'gunball' abzuschießen.

TASTATUR:



Zum Feuern auf die Leertaste drücken, und die Leertaste gedrückt halten um einen 'gunball' abzuschießen. G bricht das Spiel ab. H ergibt eine Spielpause.

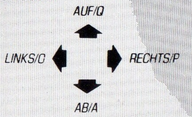
SPECTRUM

Die Diskette ins Laufwerk geben und auf RETURN drücken. Das Programm lädt sich und läuft automatisch.

STEUERUNG: 1 Spieler

JOYSTICK: Zum Feuern auf den Feuerknopf drücken, und den Feuerknopf gedrückt halten, um einen 'gunball' abzuschießen.

TASTATUR:



Zum Feuern auf die Leertaste drücken, und die Leertaste gedrückt halten, um einen 'gunball' abzuschießen. G bricht das Spiel ab. H ergibt eine Spielpause.

ITALIANO

ISTRUZIONI DI CARICAMENTO

ATARI ST / AMIGA

Inserisci il dischetto in Drive A. Il programma si carica e gira automaticamente.

CONTROLLI: 1 o 2 giocatori. Nel gioco singolo puoi usare il joystick o la tastiera. Nel gioco a due puoi usare una coppia di joystick o un joystick e tastiera.

JOYSTICK: Per sparare premi il bottone di fuoco e per sparare il 'gunball' tieni schiacciato il bottone.

TASTIERA:



Per sparare premi la bottone spaziatrice e per sparare il 'gunball' tieni schiacciatta la bottone. F1 abortisce il gioco. F10 opera la pausa.

COMMODORE 64/128

Batti LOAD"",8,1 e premi ENTER. Il programma si carica e gira automaticamente.*

CONTROLLI: 1 giocatore. Joystick in Port 2.

AMSTRAD CPC

RUN 'DISC'.

CONTROLLI: 1 giocatore

JOYSTICK: Per sparare premi il bottone di fuoco e per sparare il 'gunball' tieni schiacciato il bottone.

TASTIERA:



Per sparare premi la bottone spaziatrice e per sparare il 'gunball' tieni schiacciata la bottone. G abortisce il gioco. H opera la pausa.

SPECTRUM

SPECTRUM +3: Inserisci il dischetto e premi RETURN. Il programma si carica e gira automaticamente.

CONTROLLI: 1 giocatore.

JOYSTICK: Per sparare premi il bottone di fuoco e per sparare il 'gunball' tieni schiacciato il bottone.

TASTIERA:



Per sparare premi la bottone spaziatrice e per sparare il 'gunball' tieni schiacciata la bottone. G abortisce il gioco. H opera la pausa.

GEMINI WING

Play Gemini Wing with your joystick – make sure it's a good, strong one 'cos you're gonna need it. Up, Down, Left and Right on the stick have predictable results when it comes to controlling the Gemini fighter on screen. The clever bit surrounds the Fire button: pump it like crazy to achieve a respectable laser cannon fire rate, or press it and hold to unleash the power of a gunball. More of gunballs a little later...

"Die Mutant Alien Scum"

Not the most friendly of newspaper headlines you must agree, especially when it comes to promoting inter-galactic relations, but then there has always been a so-called 'gutter element' to holo-journalism. (Not that anyone can remember what a gutter is, these days, but the general feeling is that it was something rather unpleasant, if vaguely useful.)

And it was that headling 'Die Mutant Alien Scum' that caused all the bother when it appeared in a space-wide holo-edition of the SoonDay Spirit. After several centuries of reading "little green men turned me into a potato" stories invented by SoonDay Spirit journalists, aliens throughout space were beginning to get just a little bit fed up with humanity. Naturally, human diplomats did their best to repair the damage, but your average little green man reading the SoonDay Spirit on the top of a Venusian omnibus wasn't swayed. As time went on, he got more and more fed up with being slandered and vilified in the holo-outpourings of a small and insignificant bipedal race that lived on a dirty little planet in the Sol system.

When the crazed SoonDay Spirit headline writer finally flipped his xenophobic lid and came up with DIE MUTANT ALIEN SCUM as a front-page lead story for the early edition one Tuesday, the clamour of outrage coming from the top of the omnibuses throughout the galaxy could be heard on Earth. Alien anger continued to mount, and by the middle of Wednesday morning political leaders on every civilised world in the galaxy realised there was only one course of action open to them if they wanted to get re-elected by their people: declare war on Earth.

So by lunchtime that Wednesday every civilised race in the galaxy had declared war on Earth, the human race, and in particular all journalists working for the SoonDay Spirit. Expecting an easy victory in the game 'Earth V The Rest of God's Creations', alien hordes set out for the time-space adjacent to Earth and prepared to do battle with humanity's feeble space fleets. But they hadn't reckoned on the ingenuity of Earth's weapons scientists; they didn't realise that the Gemini Wing fighter project was already complete. And their spies had spent too much time on Earth chasing girlies and turning them into potatoes to report back on the development of awesome weapon systems such as the Windscreen Wiper of Death...

What at first seemed to be an easy victory for alien forces turned into a bitterly-fought conflict, a space-war that is still raging in several dimensions. Which is about where you come in, as the pilot of a Gemini Wing fighter. Pausing only to shout the battle cry of the crack GW regiment you belong to – "Die Alien Mutant Scum" – you leap into the control seat of your craft, warp to a vertically-scrolling etherworld and start fighting the good fight...

Killing Mutant Alien Scum

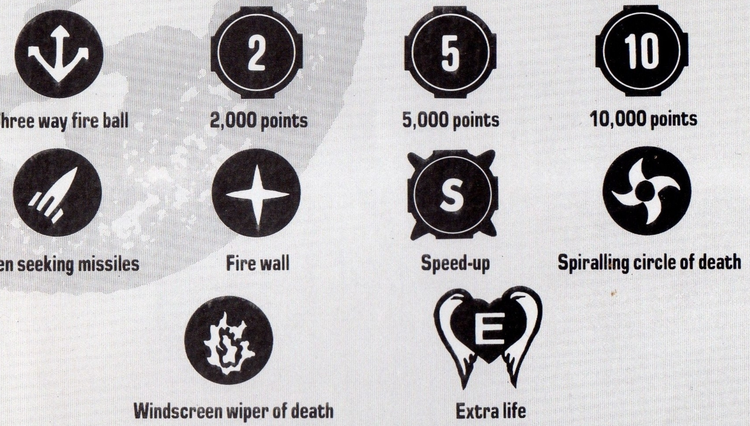
Simple really – as the Gemini Wing pilot training manual says, it's just like playing an arcade game. Press the fire button and deal out laser death.

But there's more. A strange paradox in the fabric of reality causes additional weapon systems in your fighter to materialise when you blast certain aliens. Small clawed creatures cause a single gunball to materialise when they turn up their claws and cough their last, while porky fat clawed aliens - known as 'Bringers' – can yield as amany as eight gunballs in their death warps.

"Collect up gunballs whenever possible and then use them by pressing and holding fire to help you do the job of dealing death to the mutant alien scum" is what it says in the Gemini Wing pilot training manual, and the guy who wrote it got it right. (There is a third, undocumented method of acquiring gunballs that he doesn't mention, but that involves stealing them from a colleague on a two-man mission and is far too underhand to mention here.)

A Gumby's Guide To Gunballs

All you need now is a run-down on what those gunball jobbies do for you, and it's off into space for spot of killing. So here's an extract from the Gemini Wing pilot training manual.



The above weapons (gunballs) are picked up in three ways, first is by shooting a small, relatively harmless, clawed alien. These carry one extra weapon and so should always be shot, these take only one hit to destroy. Second is by shooting what is known as a 'Bringer', this is a larger clawed alien which usually carries approx eight gunballs, shooting it causes the gunballs to cycle through the different weapons. The third method of collecting gunballs causes the most interplayer hatred ever seen in arcade games, this is the ability to steal the other players gunball tail thus depriving him of his extra weapons. Tail stealing can only take place if the victim has more than three gunballs.

VIRGIN MASTERTRONIC LTD.
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ENGLISH

LOADING

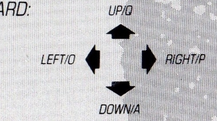
ATARI ST / AMIGA

Insert disc in Drive A. Program will load and run.

CONTROLS: 1 or 2 players. In one player mode you can use Joystick or Keyboard. In two player mode you can use twin Joysticks or Joystick and Keyboard.

JOYSTICK: press the Fire button to shoot and hold down the Fire button to fire a gunball.

KEYBOARD:



Press the Space Bar to fire and hold down the Space bar to fire a gunball. F1 aborts game. F10 pauses game.

COMMODORE 64/128

Type LOAD"*",8,1 and ENTER. Program will load and run.

CONTROLS: 1 player. Joystick in port 2.

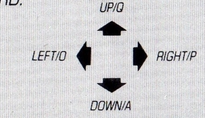
AMSTRAD CPC

Run 'DISC'

CONTROLS: 1 player

JOYSTICK: press the Fire button to shoot. Hold down the Fire button to fire a gunball.

KEYBOARD:



Press Space Bar to shoot. Hold down Space Bar to fire gunball. G aborts game. H pauses game.

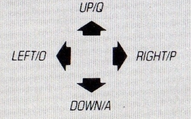
SPECTRUM

SPECTRUM +3: Insert disc and press RETURN. program will load and run.

CONTROLS: 1 player

JOYSTICK: press the Fire button to shoot. Hold down the Fire button to fire a gunball.

KEYBOARD:



Space Bar to shoot. Hold down Space Bar to fire a gunball. G to abort game. H to pause game.