

COMET 20 GAME PACK

Spectrum +2

INTRODUCTION

Loading Procedure:

Spectrum +2

Reset computer. Locate game on tape. Press ENTER, press play key when prompted.

Spectrum +3

Reset computer. Insert disk, press ENTER, wait for menu.

USEFUL INFORMATION

When the joystick option is selected with any game the following keys will also work at the same time:

Player 1: Left - 6	Right - 7
Down - 8	Up - 9
Fire - 0	

Player 2: Left - 4	Right - 5
Down - 3	Up - 2
Fire - 1	

This frequently makes it possible for two people to play a one player game and four people to play a two player game. However, you will have to sort out your own method of taking turns and scoring!

When Keyboard operation is selected you must check the instructions for the keys to be used.

SIDE 1

SHOW JUMPING

XENO

SNOOKER

NIFTY LIFTY

TUTANKHAMUN

SIDE 2

πr^2

PYRAMANIA

STRONTIUM DOG

METEOR STORM

OVERLORDS

SIDE 3

SOS

MUSHROOM MANIA

1994

KNOT IN 3D

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SIDE 4

NEDS GARDEN

MISSILE DEFENCE

BILLY BONG

3D SEIDDAB ATTACK

STAR WARRIOR

1. SHOW JUMPING

Your aim is to complete a course within the time allotted and with the minimum number of faults. To start the clock you must pass through the beam on the start gate and similarly at the end to finish the round.

Single Player - You choose your course and level of difficulty. This is essentially a practise and skill improvement mode.

Multi Player - In a multi player game a course will be selected for the competition. The competitor who completes the course with the minimum number of faults will be declared the winner. In the event of a tie the competitors will enter a 'jump-off' upon a more difficult course selection. Should there still be a tie within this course, the competitor who completed it in the shortest time will be declared the winner.

Initially you will be presented with a map of the course, detailing fence layouts. A 'Horsehead' indicator at the top centre of the screen indicates the direction (L or R) of the next fence you must jump. You approach the fence at your selected pace, adjusting your position to make the jump as detailed below. To successfully jump a fence your angle of approach must exactly align with the angle at which the fence is set.

How to Move

There are 12 directions (angles) of movement selected.

Joystick:

Angle/Direction: L ◀ • ▶ R

1 move left rotates you 1 angle left

1 move right rotates you 1 angle right

Speed: 4 levels - stand, walk, trot, canter

Accelerate - move forward

Decelerate - move backward

Move sideways: Accelerate + left
Decelerate + right

Jump: Fire

Keyboard: User definable

Scoring

1st, 2nd, 3rd receive rosettes

Fence down: 4 faults

Refusals: 1 - 3 faults

2 - 6 faults

3 - Automatic disqualification

Retire: R retires at any point

Time limit: 100 secs - Overrun = automatic disqualification.

Joystick Operation

Select option 1 (KEYBOARD) and move the joystick with adaptor connected in the appropriate direction when prompted. Select any key for "Retire". Use 1 joystick in Port 1 or Port 2.

2. XENO

The Object

Xeno has one- or two-player keyboard or joystick options. Each player controls a manoeuvrable disc in an attempt to push a smaller puck through his opponent's goal.

The winner is the player who scores the most goals in the game.

Setting The Game Variables

You can vary certain aspects of the game to suit your level of playing ability. This facility gives Xeno infinite variability.

Joystick Operation

Select options 6 and 7 for 1st or 2nd player and move the joystick with adaptor connected in the desired direction when prompted.

Defining Keys

If you take the keyboard option, Xeno will ask you to define each key function in turn. If you also choose two-player mode, be sure to define your keys carefully, so that both players can easily operate them without getting in each other's way during the course of the game.

Setting The Shot Time-Out

Control of the cursor showing the direction your saucer/disk will travel in switches automatically from player to player after a pre-set time interval. This interval is the time-out period. It is entered as a single number of seconds, 1-9. By entering 0 you can disable the time-out facility.

Setting The Length Of Quarters

Xeno is played in four quarters of equal duration, which may be varied from 1-9 minutes.

Setting The Computer Handicap

You can handicap the computer by slowing down its response to your shot. The handicap values range from 0-9.

The Xeno program has default settings. Follow the screen instructions if you wish to change these.

You are now ready to play Xeno.

3. SNOOKER

Instructions

Alternate Player game, use one joystick in Port 1.

First Break

The message 'POSITION CROSS' will appear on screen. To make the break move the + which represents the cue aiming point i.e. the line the ball will take to your target point on the pack of reds. When you have chosen this position press the fire button. Holding this button down will increase the strength of your shot. The shot will be taken when you release the button.

Potting and Spin

To aim for a ball use the same procedure for controlling the cursor as described above. To put spin on the ball, just move the joystick or cursor in the direction that you wish the ball to spin to take the shot, whilst first pressing the fire button.

Then release the fire button and continue to press the direction key or joystick. When you release the key the shot will be taken.

If you do not pot a ball and are playing a two-player game, the next shot is offered to your opponent, otherwise you may continue.

If you pot a red you must then select a colour.

Selecting A Colour

After potting a red the message 'SELECT COLOUR TO POT' will appear. An arrow will appear on screen beside one of the colours, and you must move this to the colour you are going for. This is done by using the keyboard or joystick, either up and down or left to right. When you have selected the colour you want, press 'FIRE' and the game will be resumed. When all the reds are potted the computer is programmed to automatically select the colours in the proper order.

Options

When the message 'POSITION CROSS' appears there are three options available.

1. Delete Ball Function

The fire button deletes the ball that is flashing and moves on to the next one. To skip a ball press any direction key. To skip through them all continue pressing any direction key until the cross reappears.

2. Abort Game Function Y/N

Y starts a new game.

N returns you to the current game.

3. Foul Snooker Option

This option is only available on the two-player game. After a 'FOUL SNOOKER' message appears, press key three to get the instruction 'FOUL PASS Y/N'.

If you answer 'yes' the turn is passed on to your opponent, and if it is 'no' you choose the colour to pot.

4. NIFTY LIFTY

Scenario

Enjoy the ultimate shopping experience - take all you can carry away with you. Except for the one slight hitch that befalls all such ventures, you can certainly keep what you can take. It's just that you have to avoid being crushed by the lifts as you wander from floor to floor. Unfair, you say - not so, say the management who in their magnanimity allow you the freedom of the store. They say the rewards are there for those who deserve them and as they give away so much of their stock to you they might as well have a little fun while you have yours.

5. TUTANKHAMUN

This game is for use with keyboard only. The explorer is controlled by:

A	– Up	Z	– Down
M	– Right	N	– Left
1, Edit	– Pause	2, Caps Lock	– Restart
Enter, X, C, V, B, Space Bar			– Fire lasers.

...or the cursor keys can be used and will give continuous fire.

The remaining keys on the bottom row fire the lasers. The remaining keys in the middle two rows fire the smart bomb.

The explorer moves around the tomb scoring points by collecting the treasures and shooting the creatures. Bonus points are awarded for completing the tomb in less time. The explorer can use the tunnels which connect the top and bottom of the screen. When the explorer reaches the edge of the screen the tomb scrolls to the left or the right. Each tomb contains 1-4 doors which must be unlocked with the keys that are found in the tomb. Each key will open one door only. You may carry only one key at a time.

To kill the creatures that appear in the tomb use either:

Smart Bomb This kills all the creatures on the screen. You only have one smart bomb per tomb or life.

Laser This fires alternately to the left or the right, so watch out for the vertical tunnels.

The explorer must reach the far right of the tomb before his time has run out. The control panel indicates: map of tomb, number of lives, whether the explorer has a key or a smart bomb, time remaining, score and top score.

HAPPY EXPLORING

6. πr^2

The Game

πr^2 is a multi-level arcade game. Each level is a series of wheels around which the character travels in order to collect a number of objects whilst avoiding chasers which will slowly destroy his I.Q. (life).

The object of the game is to collect geometric formulae for Storm to remember. The formulae are broken down into simple components (πr^2 into 3) which must be collected in the correct order. If they are collected in the wrong order the level is restarted. Before a level begins the required formulae is displayed for a short time.

The circles contain rotating spokes and held in the centre of the spokes are memory bubbles. These may be empty or may contain one of a number of objects including parts of the forgotten formulae.

Movement

Professor Storm's movement around the circle's rim is controlled by joystick with adaptor connected allowing him to move clockwise or anti-clockwise from one rim to another where the circles touch. When loaded press ENTER and indicate by joystick movements the required joystick operations when switch circle appears on screen.

His speed varies depending on whether he is travelling in the same direction as the spoke's revolution (faster) or against it (slower). If no movement indication is given, Storm moves about the rim at the speed of the spoke's rotation.

His stray thoughts move in a similar manner.

Stray Thoughts

There are several types of stray thought.

The first type move in a random pattern aimlessly switching from circle to circle.

The second type (set in their ways) always follow the same pattern of movement.

The third and deadliest form attempt to home in on Storm.

When a stray thought touches, Storm is temporarily paralysed. It has no speed of its own and cannot transfer to another circle. However, it does still move with the rotation of the spoke.

Collecting Objects

When Storm makes a continuous revolution of a circle and it contains a bubble, the bubble bursts. The object vanishes along with the bubble and takes immediate effect, e.g. appearing on the control panel if it is part of the formula.

1. A letter, symbol or number is part of the formula for that level.
2. Nothing.
3. A calculator increases the speed of Storm's movement.

4. A book increases I.Q.
5. A hammer allows him to chase and stun stray thoughts.
6. A trashcan. This places the last letter of the collected sections of the formula in the centre of the bubble. It may then be picked up at the wrong time.

The following bubbles will burst the instant that Storm enters the circle:

1. Fond memories (e.g. ice cream cone) paralyse Storm so that he may not move and is carried around the circle for a certain length of time. These activate the instant that he joins the circle.
2. Abstract memories (e.g. a molecule) reduce I.Q. by a small amount.

7. PYRAMANIA

When the evil Pharaoh Bugenkamen died, his vast treasures were buried with him deep inside his pyramid. To prevent the marauding bands of looters from making off with his prized collection stolen from his many enemies, Bugenkamen insisted that the pyramids be booby trapped and guarded by all manner of evil beings.

Joystick Operation

Press R to redefine keys and move the joystick, with adaptor connected, in the desired direction when prompted. Press "S" to start the game.

8. STRONTIUM DOG

Johnny Alpha is a Search and Destroy Agent, a bounty hunter of the future. He is also a Mutant or Strontium Dog.

Johnny Alpha has arrived at a contest where the galaxy's most vicious murderers are in a fight to the death. The murderers all have prices on their heads and Johnny Alpha must destroy them all to rid the galaxy both of the killers and the evil Dictators who preside over the contest. At the beginning you have four lives and three electro-flares (use one for each Medi-Centre). Travel from room to room (it may help to take a map) destroying the killers.

Clues

In the Bell Tower shoot the slightly curved brick below the vicious Steel krieg. In the next part of the Bell Tower shoot the yellow button below the green light to destroy the Steel krieg.

At Medi-Centres fire an electro-flare into the doorway to stop the shoot-out and stop the ambush. The hanging man must be shot.

ANYTHING FLASHING OR GLOWING IS FATAL ON CONTACT.

You may find the story "The Killing" which appeared in 2000 AD of help.

Controls

Keys 9 or Q - UP
Keys 8 or A - DOWN
Keys 6 or O - LEFT
Keys 7 or P - RIGHT
Keys 0 or M - FIRE

X - ELECTRO-FLARE

Joystick Operation

Select option 3 (GUNSHOT 123) to use Gunshot 1 joystick with adaptor.

9. METEOR STORM

Excerpt from the "Book of the Faluvian Empire":

"Meteor Alert, Meteor Alert." The speaker grille grates onto the command deck of the Thalcian Spacer forcing me to look up from the twinkle of lights on the console in front of me. I curse under my breath. My calculations are almost complete. I check the scanner. There is something not right about the formation of the meteors. Fear creeps over my body like a Balcoan Slimer. That meteor storm is being driven at me...

I am in this sector investigating the find of an ancient artefact of the People of Sphere, locked in a Trans-dimensional field. I was almost ready to break it from the field when the meteor storm arrived.

I swing into the attack chair, strap myself in ready for some fast manoeuvres. Chunks of rock bombard me from all directions, my hands fly over the controls as I shift the Spacer to fire at the nearest rock. I gasp in surprise - the rock has a Photo-Thrust unit built into it. Space burns brightly before me as the beam from my x-ray laser slices into the rock, shattering it to pieces.

Then I see the reason behind the storm: Xxkraan Raiders, the aliens from Andromeda seeking dominance over the Faluvian Empire. The saucer of a Xxkraan Raider twists at me, guiding the storm of meteors at me.

I fire, the x-ray beam splits open the saucer. It explodes in a dazzling pyrotechnic display. Immediately I am surrounded by a horde of meteors seeking to grind my Thalcian Spacer to nothing. I jab the hyperspace button. Reality twists in on itself, for a moment my body is turned inside out, then I'm back in real space...

The meteors move back at me. My teeth clench as I send more destruction lancing out from my x-ray laser.

A Xxkraan Raider appears in the gap between the jagged rocks. I turn and fire...I thrust at another cluster of rock, distant stars reflect from the metal of the Photo-Thrust units embedded in the meteors. I fire again - the Xxkraan must not gain the knowledge left by the enigmatic, long dead People of Sphere...The rocks converge then diverge around me. I spread a network of x-ray beams around my Spacer...A Saucer moves in...Debris tumbles about as I fight for survival, and for the knowledge of the People of Sphere...

10. OVERLORDS

Overlords is an all graphic strategy game for 2 players which is fully compatible with Spectrum **microdrives**.

The game is played **simultaneously** by both players and can be played in a variety of ways:

- (a) Both players using the keyboard (keys are redefinable for ease of use). Full details in the program.
- (b) One player on keyboard, the second on a joystick.
- (c) Both players using joysticks.

Select option 2 (Gunshot 1 joystick with adaptor) for each player when prompted.

Method of Play

The playing area is divided into 12 separate screens (6 in the short game version), the margins of which overlap onto any adjacent screens.

In all cases Player 1 will play the red pieces and Player 2 the blue. Each screen has a flashing cursor symbol for each player in the appropriate colour. Both players move at the same time, using the joystick or keys selected and can move individual pieces displayed on the screen by moving and either pressing the 'carry' key or the fire button on the joystick. An opponent's flashing cursor will not affect the other player's movement. Off-screen pieces cannot be moved but there is no limit to the distance an individual piece can move on that screen. Moving pieces to another screen is achieved by depositing pieces in the overlapping margin of the adjacent screen.

Objective

The victor is either the first player to kill the opponent's King or the first to capture and control the preset number of castles (from 7 at the simple level to 12, i.e. 1 per screen).

Playing Pieces

Each army comprises 3 types of unit, each of identical design:

- (1) Troops - The basic pawn comprising the majority of all pieces.
- (2) Generals - Distinguished by being printed "Bright" and comprising roughly one eighth of the army.
- (3) King - One per player and printed inverse to the normal troops. These are initially located in screens A2 and C3.

Terrain

Terrain is shown in graphic details with houses, shops, churches and trees all representing obstacles through which pieces cannot pass. Rivers/lakes may not be crossed.

Castles are found in each screen and are considered to be occupied when a piece is positioned at the centre of the four towers of the castle.

Battles

When opposing pieces are adjacent to each other, they are in conflict. Adjacent allies support and battles are decided by comparing the attacking and defending forces adjacent to each piece.

All pieces have a value of 1 when defending. Generals are worth 3 when attacking.

Recruitment

If conditions are right, players can recruit new pieces as the game progresses. The computer assesses your army's popularity among the population and whether manpower is available. Generals residing in a castle may recruit troops and the King, if in a castle, will recruit Generals.

- (a) Green light showing that the player may still move his forces in that screen. Excessive use may produce a red light which means that the "carry" button is now non-operational.
- (b) Outer score gives an assessment of the relative strength of the army.
- (c) Inner score figures show the number of the player's pieces on the current screen.

In addition, the centre section has information for both players.

- (a) Time elapsed counter (7 periods totalling about 30 seconds).
- (b) G option key to abort the time count - only to be pressed by agreement of both players.
- (c) A grid of the 12 screens showing the current screen in flashing mode and colour code as to which player occupies the castle in each of the screens.

The Master Map

Between displaying each zone, a master map will show the positions of each army over the whole play area. The next zone to be displayed is given and the total number of casualties sustained by each player.

Action Replay

To replay the game so far use the H - EXIT option when offered and then press H again. The computer keeps a series of snap shots of the master map which can be run through to show how the game has developed.

Saving A Game

After using the H - EXIT option, players can choose to save/load a game onto tape or **microdrive** or reset the control/speed options if desired.

Rule of War

There are no preset structured rules to this game - all is fair in love and war. The game structure will be revealed through familiarisation. Our only suggestion is that the pressing of G and H keys should only be done by joint agreement or some other predetermined code of conduct.

11. S.O.S.

SOS - Save Our Souls; a signal dreaded by all captains of any navy, Earth- or space-bound; the final signal to indicate that lives are in peril. In SOS you have to captain a ship to the ground and rescue the stranded humans below. But all is not as simple as it sounds. You have to ward off attacking aliens and meteors every step of the way up and down, and should you not dock with the mother ship properly your precious human cargo is flung to the ground - not the best testament of your piloting skills. Still, if you can manage to win at this you should be qualified to run a pig farm in Kansas or - harder still - a fast food chain in Inner Mongolia.

Joystick Operation

Select option 2 (**Sinclair Joystick**) to use Gunshot 1 joystick with adaptor.

12. MUSHROOM MANIA

Keyboard operation only

1. ← **BUGBLASTER** - Move your blaster with the four cursor control keys.
2. → Use the bottom row of keys to fire.

Press **'H'** to hold the game. You have **six** blasters per game – a bonus blaster can be won every 12,000 points.

CENTIPEDE SEGMENT - Blast these to bits. You score 50 points per segment.

VIDEO NASTY - Drops mushrooms to confuse the game. Blast it and score 200 points.

MUSHROOMS - Scores 1 point per hit, with 4 hits to a mushroom.

SPIDER - Deadly, but worth 100 to 400 points.

PACPERSON - Gobbles anything in its path.

Compatible with Micro Speech.

13. KNOT IN 3D

The aim of the game is to avoid collision with your own green/yellow trail, and those of up to four chasers (red/blue), as you rush through an empty 3 dimensional space. As more trails are laid it becomes increasingly difficult to thread your way through the KNOTs created.

The Game

On loading, the configuration of the controls and modes of play are set up by questions and answers. Exit from demonstration mode is via **BREAK**. The keyboard controls used are the **CURSOR** keys. A short press will turn you in the appropriate direction. A longer press will turn you once more. You must release the key before you can turn in that direction again. A hold facility is available: **H** holds, **S** restarts.

Joystick Operation

Select (n) when asked if a joystick is connected to enable use of the Gunshot 1 with adaptor.

The score panel below the screen indicates:

- (a) Your Score: One point for each move forward. As the markers are passed a new phase is entered; the space is cleared and another chaser introduced.
- (b) Density: Indicates how dense the space is with tracks and therefore whether large voids are still available.
- (c) Faults: A fault is indicated whenever you pass through a track. They are continuously collected if you travel along an existing path.
- (d) Phase Number: On the left hand side, indicates the number of chasers.

Tactics

As the space begins to fill, there may be times of apparent inactivity, but it is at this time that the style of the game is created. Continuous travel in one direction generates an impenetrable wall that makes the game more difficult later.

14. PROJECT FUTURE

When loaded, hold down 2 to select option 2 or Gunshot 1 joystick. If no selection is made keyboard operation will be assumed and the game will auto start after a few seconds.

The SS Future is a vast spaceship spread over 5 different decks. Hidden in the labyrinth are 8 destruct codes which must be collected before the **Self Destruct System** can be activated. Once the SOS of **SS Future** has been activated you must escape before detonation.

Good luck!

Features

Incredible graphics spaceship, space cadet, defence droids and clones, lasers, hyperblasters, space scooters, energisers, internal teleport system, airlocks, detonator and destruct codes, status display, on-screen time, 8 way direction, amazing animation, sound effects and tunes.

15. 1994

Scenario

Mr. Orwell got it all wrong. Not the principle, mind you, just the date. It all happened 10 years after i.e. 1994. The bane of my existence is the Central Computer. In fact, it's the bane of everyone's existence. So, being of inventive mind and adventurous nature, I decided enough was enough. I was going to switch the Computer off. Easier said than done, though. In this case I very nearly was (done, that is). Stepping out into the corridors of power which housed this omnipotent beast I found I was soon dodging plasma bolts from the spy cameras, jumping over the infamous 'jelly droids' (not trifle, I can assure you), leaping in and out of lifts, and generally having a very paranoid

time of it. How I ever managed to achieve my aim I'll never know, so I'll leave it to you to find out. There are a host of hazards I haven't even mentioned. You'll learn - it will take time, but you'll learn.

Joystick Operation

Press J (Joystick) to use Gunshot 1 joystick with adaptor.

16. NED'S GARDEN

This game is for use with keyboard only. Help Ned tidy up his garden but watch out for the local fauna. Only three items can be carried before returning to the shed. When all items have been put away Ned must find the shed key which he dropped somewhere in the garden. Finally he must lock the shed.

Control Keys

Z – Left M - Down
X – Right K - Up

17. MISSILE DEFENCE

Scenario

Your cities are under continuous murderous missile and smart bomb attack by the alien invaders. You have three anti-missile launch silos with their deadly arsenal of XENON missiles. Any object entering the XENON missile explosion area is instantly dematerialised. You have a limited number of these deadly missiles so play your defences with care.

Each wave of attack is followed by another with added difficulty but your arsenal is replenished at the start of each level.

There are 10 skill levels. At the last level the battle is for survival as the marauding aliens throw their all into the battle.

To destroy the enemy missiles, aircraft or smart bombs, move the sight to the desired position, and explode your lethal XENON missile to destroy all that enters its explosion area.

Joystick Operation

Press the fire button on the joystick to start the game with Gunshot 1 joystick with adaptor.

Keyboard Controls

Score

5 – Move sight left	Plane	40 points
6 – Move sight down	Smart Bomb	40 points
7 – Move sight up	Missile	5 points
8 – Move sight right	Extra bonus every	500 points
1 – Fire missile from silo 1		
2 – Fire missile from silo 2		
3 – Fire missile from silo 3		

Press any key except 0 to use keyboard.

18. BILLY BONG

Keyboard operation only

The Keyboard

Z – Move LEFT
X – Move RIGHT
Space – Throw boomerang

Billy may move up/down using the moving platforms. Monsters may be killed by knocking them off a level into the lake using the boomerang. When thrown, the boomerang will spin off in the direction Billy is moving. Eventually it will return to the position it was thrown from, unless of course it hits anything.

Extra points are gained by cutting a vine holding an apple with Billy's boomerang.

There are ten different types of aliens and five screen layouts to overcome. You have 3 lives to gain as HIGH a score as you can. The top five scores are recorded in a High Score Table.

WATCH OUT FOR ACID RAIN!

GOOD LUCK.

19. 3D SEIDDAB ATTACK

You are the commander of a modern tank or "Drone". Your task is to patrol the city streets, destroying any SEIDDABS that venture within your range. You are armed with steerable surface to air missiles.

Your Drone also has a short range radar display.

The Display

When you have made your selection the upper screen clears to show a 3D view from your Drone as you advance down the street. At the bottom centre is a plan view of the city area provided by your short range radar. Your position is shown by a flashing point.

The SEIDDAB ships appear on your radar as steady points of light. They will tend to cluster as they move towards you.

The lower left of the screen shows the number of your current Drone (3 per game) and the number of missiles remaining if less than or equal to ten. The lower right of the screen shows the current score of each player and the highest score to date.

If you succeed in clearing the first screen you are transported to the countryside and the SEIDDAB attack in a mass formation, dropping bombs on you as they pass.

Joystick Operation

The game is ready to be used with the Gunshot 1 with adaptor.

The keyboard can also be used at the same time.

Controls

The Drone moves forward automatically and the left/right keys (numbers 6 and 7) move it from side to side. The left/right movement is limited except at junctions. The up/down keys (numbers 9 and 8) controls the target area of the missiles. The zero key fires a missile.

Tactics

You must destroy at least ten SEIDDAB on the first screen (and more on subsequent screens) at which time your short range radar will detect the Task Force Leader and identify him by a trail left on the radar screen. To clear the screen you must destroy the Task Force Leader.

In the city each SEIDDAB missile weakens the defences of your Drone. If you spread their attacks across the face of your Drone it will last much longer. In the countryside the SEIDDAB machines drop Star Bombs as they pass overhead. You **MUST** destroy these bombs before impact with your missiles.

20. STAR WARRIOR

The trouble with modern spacecraft is that they need to be restocked with booster crystals every so often if you want to go anywhere. Now, the crystals are not a problem - obtaining them is. I mean it isn't as if I really mind flying through deadly meteor showers to get them (well, you just have to fly through them, don't you?). No, it's the aliens in between who drop thousands of bombs in your flight line window (still not a problem, you just dodge the bombs and shoot the alien craft out of the heavens). No, the problem is that once you land you have to go into a maze the ancient Minotaurs would have been proud of. But instead of a Minotaur to contend with, I get a Psychotic Cyborg who thinks he's a legend come to life. One that shoots back no less. Did I say shoot back? Forget that, I mean shoots at you. I don't shoot at Psychotic Cyborgs, I just run like hell there and back. I was never one to overstay my welcome...

Joystick Operation

Press J (Joystick) to use Gunshot 1 with adaptor.