PSYCHO SOLDIER

The Heroine is back, and this time she's not alone, in a new arcade-action game.

Caught once more in the strange, unfathomable games of the gods, Athena has been whisked through time and space to a bizarre alternate reality where humanity is in thrall to a race of demons, each more fearsome than the last. The few survivors who resist their unearthly over-lords look to her for guidance and redemption and once again the mantle of saviour has been placed upon her.

Steeling herself against the unknown terrors that await she seeks an answer within herself and then a voice, cold and clear like a bell tells her that all power is hers. The force of truth and justice a weapon in her hands to smite her assailants and crush their evil hearts.

Awaking as if from a dream, she arises and steps out into the war-torn world into which she has been thrust. Her eyes grow hard as somewhere a scream tears the silence and strikes a cold hard echo in her warrior's heart.

Her stride, long and languid carries her into the shadows, there her fate is awaiting; perhaps her death.

Join Athena in her quest as she cuts a bloody swathe down through the demon-infested hell of an oppressed world to her ultimate confrontation with the vile despot at the worlds dark core.

COMMODORE
LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

This game loads a new level in when the level you are playing is completed. Follow all on-screen instructions.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type load "★",8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Leave the disk in the disk drive, the game loads a new level in when the level you are playing is completed.

CONTROLS

Psycho Soldier is controlled by joystick or keyboard.

JOYSTICK (PORT 2)

```
              UP

   LEFT ─────┼───── RIGHT

             DOWN
```
FIRE — FIRE LAZERS
SPACE BAR — FIRE BOMBS
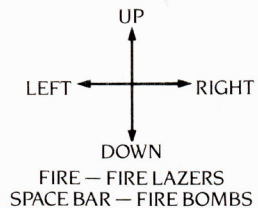
KEYBOARD

Q — LEFT
W — RIGHT
P — UP
L — DOWN
@ — FIRE LAZERS
SPACE BAR — FIRE BOMBS
RUN STOP - PAUSE

AMSTRAD
LOADING
CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key.

(The | symbol is obtained by holding shift and pressing the @ key). This game loads a new level in when the level you are playing is completed.

Follow all on-screen instructions.

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | Tape then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

This game loads a new level in when the level you are playing is completed.

Follow all on-screen instructions.

DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER the game will now load automatically.

CONTROLS

Psycho Soldier is controlled by joystick or keyboard.

JOYSTICK

```
              UP

   LEFT ◄─────┼─────► RIGHT

             DOWN
```
FIRE — FIRE LAZERS
SPACE BAR — FIRE BOMBS
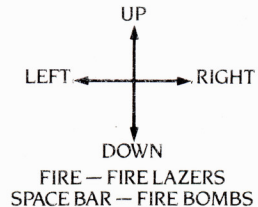
KEYBOARD

Q — UP
A — DOWN
R — LEFT
T — RIGHT
C — FIRE LAZERS
SPACE BAR — FIRE BOMBS
ESC - PAUSE

GAME PLAY

Power through all six levels (each of 30 screens) in this scrolling platform scenario.

Take the role of the Heroine as you progress along each level destroying the bricks. These reveal icons which can be picked up to increase energy, bombs and lazer power . . . but beware the negative icons especially the dreaded mushroom!

At the end of each level you must destroy the building with a combination of bombs and lazer fire before progressing and during every stage there are numerous adversaries to overcome.

Shooting the Globe which appears from the inside of the egg renders you indestructible (dragon mode) until your energy is depleted.

GOOD LUCK

STATUS AND SCORING

On screen display shows your bomb energy (a different colour for each type of bomb), number of bombs remaining and current score.

Points are gained by hitting the protagonists that you encounter, the larger they are the more points you score, ranging from 100 points for the smaller ones, up to 1,500 points for the larger and more vicious types. On completion of each level 10,000 points × the level number is awarded. Extra lives are awarded at 50,000 points, 150,000 and every 100,000 thereafter. An extra life will also be awarded for hitting the playing card which appears randomly at various levels throughout the game.

HINTS AND TIPS

★ Try to use the bombs sparingly and make the most of their differing attributes depending on energy; e.g. Blue bombs can destroy several enemies when sent bouncing between them.
★ Energy and Bomb Icons are predictable, learn their position.
★ On higher levels the dagger is useful.
★ Use the Spaceship to destroy as much as possible during the limited time it is available.

PSYCHO SOLDIER

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, IMAGINE SOFTWARE, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.

CREDITS

Conversion by

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