

THE EDGE CONNECTION

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If you want to join The Edge Connection then fill in all of the below and enclose a cheque or postal order for £6.

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Please rush me an Edge T-Shirt, I am size:

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I own a _____ computer.

I also own the following Edge games: _____

My favourite Edge game is: _____

I buy software from: _____ (shop/town)

My favourite type of game is: _____

I'd like to know more about: _____ (Edge game)

I'd like to know more about: _____ (Edge programmer)

How do you usually get to know about good games?

Friends: _____ Magazines: _____ Charts: _____

Television: _____ Other: _____

Other comments: _____

Send to:
The Edge Connection, 36/38 Southampton Street, Covent Garden, London WC2E 7HE

CREDITS

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Amstrad programming: **Steve Cargill**

Amstrad graphics: **Andy Jones**

Amstrad music and sound FX: **David Whittaker**

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Commodore music: **Demon**

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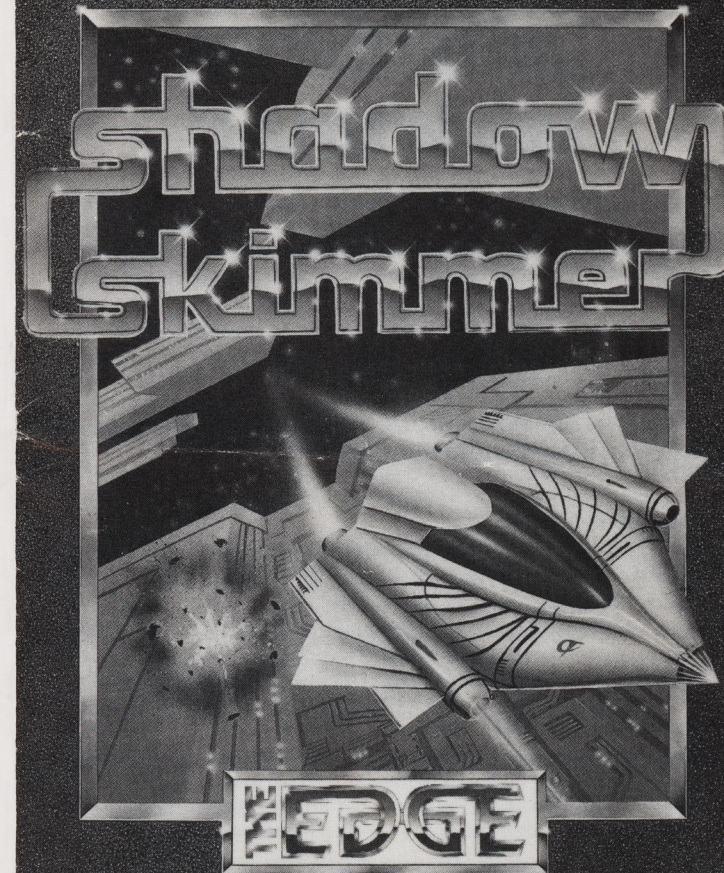
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LOOK OUT FOR THESE OTHER GREAT GAMES FROM THE EDGE!

- WARLOCK** — by Charles Goodwin — "WARLOCK from The Edge should be absolutely fantastic . . . everything happens in castles and caves and dungeons and the whole thing looks completely great" — SINCLAIR USER.
- SHAOLIN'S ROAD** — Brilliant Home Computer version of the arcade classic from Konami, their sequel to "Yie Ar Kung Fu".
- BOBBY BEARING** — by Robert and Trevor Figgins — "The Edge have produced an all time great" — ZX Computing. Monster Hit.
- FAIRLIGHT** — by Bo Jangeborg — "The best 3D graphics we have seen . . . stunning graphics . . . Fairlight has got to be one of the best arcade adventures of the year" — Sinclair User Classic.
- FAIRLIGHT II** — by Bo Jangeborg — "A stunning and epic sequel to Fairlight I with more of everything from plot to graphics" — Sinclair User Classic.
- MINDSTONE** — by John Pitcher — "A very polished highly professional icon-driven, animated adventure . . . I look forward to sequels (Hint, Hint, Edge!)" — Popular Computing Weekly, Pick of the Week.
- PSI CHESS** — by Steven L. Watson — "as exasperating as any good chess program should be . . . a must for any chess fanatic". — ZX Computing, Monster Hit.

Contact your local dealer for more information on the ever-growing EDGE range for your computer.

If you have written any high quality programs in machine code/assembler we'd love to hear from you. Contact The Edge offices on 01-831 1801, for a frank discussion in complete confidence.



by John Marshall

Shadow Skimmer

"Well, I suppose it's pointless saying, "Why me?" ... I mean, every officer on a Star Class Liner has to agree to take one jaunt as a recce. OK, so I only had to take one trip out here in the 5 years this flight will take, and it had to be this one trip the computer chooses to malfunction ... but hey, who said life was gonna be perfect anyway ...

"At least I've got a fully functioning Skimmer, all its armaments and its flip mechanism check out AOK, and I've got a feeling I'm gonna need them out here. I can't help recalling Gus's words, so easy for him to tell me how very very routine this was going to be ... how I'd be out and back in again within 30 minutes ... and that was 2 hours ago now. Well, in his favour, I'd have to admit that all should have been smooth ... just coming up here in section 1 near the tail of this **Star Class**, check out the general running of the robotic defence and maintenance system and slip back in again. But a sticky hatch?! Who'd have predicted that with 23rd century technology?!

"OK, now the little beauty's onboard system is telling me how to get back in ... shouldn't be hard ... probably another hatch somewhere near here ...

"WHAT????? It can't be! Damn, it checks out. The only way back in is via the main personal hatch at the control section of this hull ... and that's at the far end from where I am now! That means getting past our own security and defence system, through all three hull-sectors! And Galactic Command long ago ruled that anyone in this situation is on his own ... they will not allow Cap (on pain of death) to close down defences just because of me!

"What's this? My Skimmer's system is telling me that if I've any hope of survival I'm gonna have to knock out the key defence gizmo in each sector. And they were designed to be virtually undetectable and indestructible! Fortunately my on-board gizmos are going to display a visual of the damned things ...

"So this is what it's like to be a stray hunk of space junk trying to collide with an Interstellar Liner! Hope my blue-cross is paid up ..."

LOADING INSTRUCTIONS

SPECTRUM 48/128—Enter the command LOAD " " and press the ENTER key.

COMMODORE 64/128 CASSETTE—C128 users—ensure your computer is in C64 mode. Press SHIFT and RUN/STOP.

COMMODORE 64/128 DISC—C128 users—ensure your computer is in C64 mode. Type LOAD " * ",8,1 then press RETURN.

AMSTRAD CPC CASSETTE—Press CTRL and the small ENTER key.

AMSTRAD CPC DISC—Type RUN "DISC and press ENTER.

PLAYING THE GAME

Your craft has three energy shields, the number of which remaining is displayed on the left of the control panel at the top of the screen. Energy shields are lost after several 'hits' have been sustained.

Your craft is armed with powerful pulse lasers which can destroy hostile objects in your path. There are three sectors of the mothership's hull to get through and, in each, there is a device which must be destroyed before you can progress to the next sector. In the third and final sector, you will find the entry-way to the mothership and your final goal.

From time to time, you may need to get into the inner sections of the hull. To do this you must hover above a hatchway and press 'fire' to open the hatch and enter.

You can also fly upside down by 'flipping' your craft. When 'flipped', you will be slower, but able to get underneath structures which are otherwise impassable. The craft can only flip whilst clear of any deck obstruction.

Also shown on the control panel are your score, which of the three sectors you are in and your craft's Damage Report Indicator, which shows how close you are to losing a shield.

GAME CONTROLS

KEYBOARD

You can redefine the keyboard controls to your choice by simply following the screen prompts. The pre-defined keys are as follows:—

	SPECTRUM	C64/128	Amstrad CPC
LEFT	Z	Z	Q
RIGHT	X	X	A
UP	O	O	O
DOWN	K	K	P
FIRE	Ø	Ø	SPACE
FLIP CRAFT	CAPS SHIFT	SPACE	RETURN

N.B. The 'fire' key will also activate the hatchway to the far side of the mothership if pressed whilst your craft is stationary and directly over the hatchway.

JOYSTICK

SPECTRUM—You can use a joystick with one of the following interfaces: KEMPSTON, SINCLAIR 'CURSOR' TYPE. Use CAPS SHIFT to flip the craft.

COMMODORE 64/128—Plug the joystick into port 2. Use SPACE BAR to flip the craft.

AMSTRAD CPC—Using joystick option allows any key to be used to flip the craft.

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