

HOW TO LOAD MENACE ON THE AMIGA:-

In order to play MENACE you require an Amiga with at least 512K of RAM and a colour monitor or television. MENACE works on the A500/A1000/A2000 and with the 68010 and 68020 microprocessors.

To load MENACE do the following:

- 1] Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2' 'Setting up the Amiga'.
- 2] Switch on your monitor or television and then your Amiga. (It is important to re-boot your Amiga in this fashion because it guarantees that the machine will not be infected by a VIRUS which will destroy your program disk.)
- 3] If the display prompts for a Kickstart disk insert one into the internal drive as usual.
- 4] When the display prompts for a Workbench Disk insert the MENACE disk into the internal drive.
- 5] MENACE will now start up automatically.
- 6] If the MENACE title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then please read page 2 'Warranty limitations' of this manual for replacement details.
- 7] Once MENACE has completed loading you will be prompted to choose a skill level.

THE MENACE DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY

HOW TO LOAD MENACE ON THE ATARI ST:-

In order to play MENACE you require an ST. with at least 512K of RAM and a colour monitor or television.

To load MENACE you do the following:

- 1] Set up your ST in the usual fashion. If this presents difficulties please refer to the section in your ST Owners Manual titled 'Hooking up your system'.
- 2] Insert MENACE 'Disk A' into your disk drive.
- 3] Switch on your monitor or television and then your ST.(It is important to re-boot your ST in this fashion because it guarantees that the machine will not be infected by a VIRUS which will destroy your program disk.)
- 4] MENACE will now start up automatically.
- 5] If the MENACE title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your ST system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then please read page 2 'Warranty limitations' of this manual for replacement details.
- 6] When 'Disk A' has completed loading the title sequence will commence. When the screen prompt appears insert 'Disk B'. Once you have inserted 'Disk B' loading will continue automatically.
- 7] Once MENACE has completed loading pressing any key on the keyboard or either mouse button will allow you to become the MENACE.

THE MENACE 'DISK B' MUST BE LEFT IN THE DISK DRIVE AT ALL TIMES DURING THE GAMEPLAY.

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extra weapons. Your computer will generate images for you, showing you when to pick up the debris for specific weapons. Remember the more Draconians you destroy, the more debris, and the more weapons. The last page of this manual shows the computer images and their meanings.

It only remains for me to wish you luck. We will be waiting....

Playing instructions

Select <F1> for the normal game. All collisions with the aliens and guardians will reduce your ships shield. Once your shield has gone and you are in a collision your ship will be destroyed. Remember you only have one chance.

Select <F2> for the expert game. Collisions with the scenery will reduce your shield, although not as much as a collision with an alien. If you have outriders attached they are not affected by the scenery.

If you fail in your mission, you will be given the option to restart on the level you were destroyed on. You will however be without any of the weapons systems you had collected and you will find this a very serious disadvantage.

Control the craft with either the mouse or joystick.

The following keys may be pressed at any time during play.

<Esc>	Abort the game.
<Space>	Pause the game, press fire to restart.
M	Toggle the music on/off.
E	Toggle the sound effects on/off.

If your disk is not write protected the high score table will be saved to it automatically.

HOW TO COLLECT NEW WEAPONS

Destroying a complete attack wave will produce a bonus icon on the screen. The last alien of any wave that you destroy will turn into this bonus icon. Every five times you shoot this it will change into a different bonus feature. Collect the bonus you want by flying over the icon whilst it's pictorial representation depicts the feature you require. These features and their corresponding icons are depicted on the rear cover of this manual.