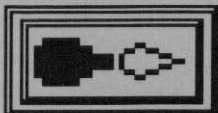


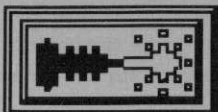
### BONUS ICONS.



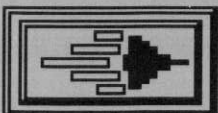
This icon adds 1000 points to your score.



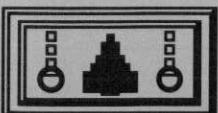
This icon attaches cannons to your ship. If cannons are already attached then this will fully arm them. Cannons are short range rapid-fire weapons. They are best used in close range combat.



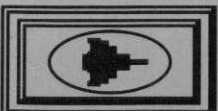
This icon attaches lasers to your ship. If lasers are already attached then this will fully arm them. Lasers are long range, high power weapons. They are ideal for destroying groups of aliens and for defeating the guardians.



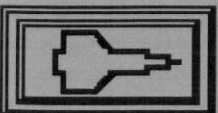
This icon gives your ship a speedup. Each speedup will increase the speed of your ship by a factor of 1 up to a maximum of x7. Use speedups to achieve the speed and maneuverability which you prefer.



This icon attaches an outrider to your ship. You may attach a maximum of two. Outriders are inertia controlled combat droids. They are short range weapons but effective when your ship is surrounded. A good pilot can position them at any angle with a flick of the controls.



This icon will surround your ship with a high energy force field, making your ship impregnable for a short time.



This icon represents the most difficult bonus to obtain and is that of full shield recovery. It can be a life saver after some heavy combat has left your ship drained of energy.

# MENACE

## VIRUS WARNING

**THIS PRODUCT IS GUARANTEED BY PSYGNOSIS LTD. TO BE VIRUS FREE. PSYGNOSIS LTD. ACCEPT NO RESPONSIBILITY OR LIABILITY FOR DAMAGE CAUSED TO THIS PRODUCT THROUGH VIRUS INFECTION. PLEASE SEE PAGE TWO OF THIS MANUAL.**

**TO AVOID VIRUS INFECTION ALWAYS ENSURE THAT YOUR MACHINE IS SWITCHED OFF FOR AT LEAST 30 SECONDS BEFORE TRYING TO LOAD THIS GAME..**

## MENACE THE GAME

Your mission orders are simple, you must destroy the planet Draconia. In theory possible, in practice a little more difficult.

The planet Draconia, an unnatural planet, formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiled from their home galaxies, have ravaged and plundered space, using the worlds they have destroyed, and the lifeforms they have created to build this planet of fear and death.

Now an end must be put their reign of terror. A large scale attack will prove too costly to our space fleets, Draconia has many orbiting defence systems, the cost may be in thousands of lives. A single fighter craft, undetected approaching the planet, may have a chance. You will have that chance.

### Briefing

Draconia consists of six zones, each controlled by it's guardian. Destruction of a guardian will weaken Draconia's defence systems, destruction of all six of the guardians will leave the planet totally vulnerable to our attack. Be warned, as you progress so will the guardians know of your aims. They will counter your attack with more and more fearful weapons. All will have their weaknesses, destroy or be destroyed.

To get you onto the planet undetected we have captured and harnessed a giant space slug from the Aldabran galaxy. These creatures frequently roam near to Draconia. You will be placed inside the mouth of this creature in a standard short range fighter. The slug will then be remotely guided to the planet, and at a convenient location the mouth will be opened to allow your escape to the planet. From here on it will be up to you. We hope the slug is not used for target practice by the Draconians, as has been known to happen.

### Weapons

To remain undetected for as long as possible you will be attempting your mission in a standard short range fighter, with one notable exception. You will have on board the latest matter converter weapons. These weapons allow you to change the molecular structure of space debris by continually bombarding it with high energy shots. By then picking up the debris when it is in a usable form, you may build & replenish

## **WARRANTY LIMITATIONS**

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'VIRUS'. It is the purchasers responsibility to prevent infection of this product with a 'VIRUS' which will always cause the product to cease working. Psygnosis Ltd. will replace free of charge any disks which have manufacturing or duplication defects. These disks should be returned directly to the place of purchase for immediate replacement.

Psygnosis Ltd. will in no way assume responsibility or liability for VIRUS damage which can always be avoided by the user switching off his or her computer for at least 30 seconds before trying to play this product. If disks have been destroyed by a VIRUS then please return the disks directly to Psygnosis and enclose £2.50 to cover replacement costs. When returning damaged product please return the DISKS ONLY to Psygnosis.

*The Psygnosis warranty is in addition to and does not affect your statutory rights.*

## MENACE THE GAME

**Menace is a true arcade quality game. Its many features include:-**

- **Ultra smooth parallax scrolling.**
- **Six entirely different levels.**
- **Over 60 different aliens.**
- **Continuous soundtrack & sampled effects and speech.**
- **Full use of the blitter & hardware scrolling (Amiga only).**
- **Overscan display (Amiga only).**
- **Mouse & Joystick control.**
- **Restart game option.**
- **Superb graphics.**
- **Two difficulty levels.**
- **64 colours on screen (Amiga only).**
- **Save hi-scores option.**
- **Sheer arcade addictiveness.**

**Design and programming by.. David Jones**  
**Graphics by..... Tony Smith**  
**Atari ST coding by..... Brian Watson**