

ALIEN LEGION INSTRUCTIONS

GAME SCENARIO

The evil forces of Marania attacked the Earth. The Blue Planet was not prepared for a cosmic raid and therefore has to surrender. All soldiers were taken as prisoners ALL THE SOLDIERS? well of course they could not get hold of Captain Cosmose, Hero of Techmania and defeater of the evil Lord Caraz (remember the game TECH by Gainstar) ... Captain Cosmose escaped and now they are on their way to a free world, just him and his best friend Sycho, the lasor gun. Will they succeed, will they be able to save the world? It is all up to you. You have been chosen to be in control ! ! ! ! ! !

TECHNICAL REQUIREMENTS

Amiga TM 500, 1000, 2000 Joystick or Keyboard 512 K minimum

HOW TO START

Insert Joystick into Port 2. Turn on machine and insert Kickstart disk (only 1000). Insert ALIEN Legion disk at the Workbench prompt. Alien Legion starts to load automatically. When the PEGASUS TM horse appears at the screen press the left mouse-button and wait until title picture is shown at screen.

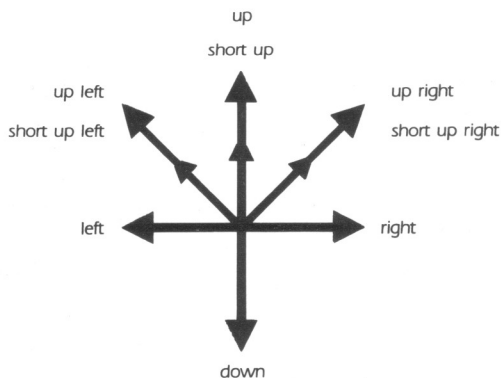
Now press the firebutton of your Joystick and wait until the game starts.

KEYBOARD COMMANDS

Press ESC to quit game. Press F10 to selfdestruct O, A, N, [,] allow you to play the game with your the keyboard. The last two keys may differ, depending on the keyboard you use.

JOYSTICK COMMANDS

There are a few tricks, like: you can not jump down while you fire, and stay on an upper olevel, till an enemy has passed by and ... or find the trainer - well, if you do, let us know.



JOYSTICK COMMANDS

| | |
|-----------------|------------------------------------|
| left: | walk left |
| right: | walk right |
| up: | high jump up |
| short up: | low jump up |
| down: | down on your knees or jump down |
| up left: | long jump left |
| short up left: | low jump left |
| up right: | long jump right |
| short up right: | low jump right |
| fire: | fire |



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