

LOADING INSTRUCTIONS

AMSTRAD CASSETTE

- A) Switch your TV/monitor and Computer ON.
- B) If your computer has a built in disk drive you should now connect a compatible cassette player to your computer and then type ; tape and press RETURN. This sets your computer ready to load from cassette.
- C) Insert the cassette into the cassette player. Ensure it is fully rewound.
- D) Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player.

AMSTRAD DISK

- A) Switch your TV/monitor and Computer ON.
- B) If your computer has a built-in cassette player you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type ; disc and press RETURN. This sets your computer ready to load from diskette.
- C) Insert the diskette into the disk drive, label side up.
- D) Type RUN"QUARTET then press the ENTER key.

GETTING STARTED

From the four team members you may choose one (for a 1 player game) or two (for a 2 player game) to take part in the assault on the space colony.

Select the team member of your choice by using the ←or→keys. Players may control their chosen team member from keyboard or joystick.

Select the control you require for your chosen team member by pressing the C key. You may choose "KEYS 1" for player 1 on the keyboard, "KEYS 2" for player 2 on keyboard, "JOY 1" for player 1 on joystick or "JOY 2" for player 2 on joystick. (Note: you will require a special joystick interface for a 2-joystick game).

Once you have completed your selections for a team member, type S and the word "READY" will be displayed beneath that team member. If you are playing a 2-player game, select the

second team member in the same manner.

When your team is "READY" press the RETURN/ENTER key.

CONTROLS

ACTION	PLAYER 1 KEYBOARD	PLAYER 2 KEYBOARD	JOYSTICK
UP	8	↑	FORWARD
DOWN/CRAWL	9	↓	BACKWARD
LEFT	6	←	LEFT
RIGHT	7	→	RIGHT
FIRE	O	SPACE BAR	JOYSTICK
PAUSE GAME	P	P	BUTTON
QUIT GAME	ESC	ESC	

(You may choose to redefine the control keys to suit your own requirements. Type D **before** you select your team members.

Note: certain keys have been reserved and should not be used by you - these are the letters O, P and I).

EDGAR - The fighter with the best jumping ability.

LEE - Manoeuvres his wide beam gun quickly and skilfully.

MARY - Proficient in operating the powerful bazooka.

JOE - The fastest mover among the four fighters.

PLAYING THE GAME

The game has 15 different designs of level, which cycle in sequence.

Players can run left and right, jump up to higher platforms or crawl under low obstacles. Pressing fire unleashes a continuous stream of fire from the player's weapon. Ammunition is unlimited.

The only way to leave a level and move to the next is to obtain the key (by killing the large mechanical monster) and take it to the exit. Meanwhile the pirates are pouring out of the many portals on each level - blast them, as their touch means death.

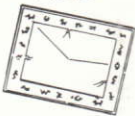
Various bonus objects appear throughout the game and can be collected by touching them.

Bouncing Balls with the initials E, L, M, or J will change the weapon being carried if picked up by a player with the same initial. Picking up a ball with someone else's initial just scores bonus points. X2 doubles your score.

QUARTET POWER-UP GOODS



Spring gives you extra jumping power.



Clock stops the aliens for 10 seconds.



Shield protects you for 15 seconds.



Changes your weapon.



Jet Packs allow the player wearing them to float up and down the screen.



Smart Bomb Potion destroys all the aliens on the screen.

Any other objects give you Bonus Points.