

: 2X-Galaxians 2 Sword Of Peace

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ZX - GALAXIANS

ZX - Galaxians is a version of the famous arcade game. You are being attacked in deep space by formations of hostile Galaxians and it is your mission to prevent them attacking Earth. You are provided with three spacecraft armed with powerful laser-bolts with which you must fight the Galaxians. BUT be warned. the Galaxians will swoop from the formation showering bombs as they

go. ZX – Galaxians runs entirely in machine code requiring 4K bytes of memory. The program runs itself after 1.5 minutes loading and a title sheet is displayed. The game can be started at a key stroke so it is recommended that you position your fingers on the correct keys: 5 - left, 8 - right, 0 - fire. (A pile of file paper hole strengtheners on the keys of your ZX81 make a better control board for operations). Points are scored for each Galaxian hit and the score is constantly at the right of the screen. You gain 10 points for a Galaxian in the formation and 20 points for a swooping Galaxian. The skilful player needs to make fast decisions to avoid the attackers and destroy Special features of this excellent

game are named high scorers, full explosions, and continuous status report.

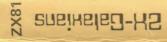
(Further instructions overleaf)

	SWORD OF PEACE You are the Crown Prince of Oz and to prove that you are worthy of becoming the Monarch of Oz you are sent on a quest. You are cast into a dungeon where you must find four objects of state.Each object of state is on one paving stone in a 100 x 100	Good monsters will do you good, the first one you meet will give you a distance meter which will tell you how far you are away from the magic spot. The second will give you a compass which will read -1 , 0 or 1. E.g. 1, 1 means you should move positive in both the x and the y
	floor, this stone is called the magic	direction. Further good monsters will either
	spot. On your travels you will meet monsters. They will either be Good, Neutral or Evil.	increase your strength or teach you more spells which you can use to fight the Evil and some-
-	Evil monsters will try to kill you by	times Neutral monsters. When you meet a bad monster
2	casting spells on you which weaken your strength. Neutral monsters will act as either Good or Evil monsters.	you will be asked for a spell number. Initially you know spells No.1, 2 & 3 only.Certain spells affect particular monsters.Spell 0 is

affect particular monsters.Spell 0 is run away. You continue casting spells until either it is dead or you have run away.

The spells are as follows:-

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Spell No.	Affect	
0	Run Away	
1	Landslide	
2	Wind	
3	Fireball	
4	Make Pool	
5	Create Hole	
6	Make Swamp	To move when given the cue
7	Rain of Holy Water	DIRECTION or RUN AWAY you enter the X co-ordinate and then
8	Earthquake	the Y co-ordinate. You may only move 20 paving stones in any
9	Rain Storm	direction, so the maximum move is $+$ 13, $+$ 13 or $+$ 20, 0 etc.
10	Thunder Storm	(Pythagoras).
Objects of	State Spell Kill No.	If you bang into a wall you loose 10% of your strength. When you collect an object of state you are transported to another level (5 in all) and when you get to the 5th magic spot you have won. The objects of state may be used to kill certain monsters straight away,
Great Ring	g - 11 - Rock Monster	
Kingly Ort	o — 12 — Mummy	
Robes of	State - 13 - Giant	
Sword of	Peace - 14 - Wizard	but they can only be used once and have a 10% chance of failure.



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