

DAN DARE AMSTRAD

CASSETTE

Dan left the studio taking with him Professor Peabody and Digby, they were soon flying towards the Asteroid in his trusty space ship the Anastasia leaving the anxious Earth far behind them.

As they approached the Asteroid Dan asked Professor Peabody that he and Digby be dropped off and that the Prof take the Anastasia out of the danger zone.

Unknown to Dan and Digby their arrival on the planet had been closely monitored by the Treens, the Mekon's faithful followers. As they searched for a way into the Asteroid they were surrounded, Dan and Digby knew that if they were both captured then nothing could save the Earth from the Mekon's evil plan. Digby ran forward fists flying, shouting "Run Colonel Dan, I'll keep these blighters occupied." Dan escaped whilst the Treens, after a fierce struggle, overpowered Digby and imprisoned him.

Dan, fearful for his friend's safety, but knowing more importantly that the fate of the Earth rested in his hands, set off on his own, with only his laser gun for protection.

Dan will encounter Treens, mounted wall guns and other hazards in the Asteroid. If Dan is injured by any of these he will have his energy sapped. When Dan runs out of energy he falls unconscious and is captured by the Treens. (This will also happen if Dan comes into contact with a Treen.)

LUCKILY! the prison door's mechanism is faulty and Dan should have no trouble escaping. He will however lose vital time in finding his way back through the Asteroid.

The Mekon has left a self-destruct mechanism active in case the Earth gives into his demands. The button is unfortunately situated on the other side of a large Chasm. This is also where Digby has been imprisoned. Dan will find four bridging pieces in the Asteroid. Everytime Dan places a bridging piece another door will open allowing Dan access deeper in the Asteroid. Once they are all in place he can free Digby and press the button to set off the self-destruct.

He must then find the Mekon's rocket and escape before the Asteroid explodes.

The timer for this program is represented by a picture of Earth slowly being eaten away.

AMSTRAD LOADING INSTRUCTIONS

i) To load the game from the tape press **"CTRL"** and the small **"ENTER"** key.

ii) Joystick only

iii)



Press **FIRE** button to shoot laser

iv) To pause press **"P"**

v) To load the game from disc type **RUN "DISC"** and press **ENTER**.

DEDICATION

This game is dedicated to the memory of Frank Hampson, the creator of Dan Dare, who sadly died on 8th July 1985. We hope he would have approved of our treatment of his characters.