

OBSERVATORY

ALBA LEVEL

ADMINISTRATION

BYER LEVEL

ACCESS TO SPACEFIELD

COMA LEVEL

STORES

DALY LEVEL

RESIDENTIAL

ELIS LEVEL

RECREATION

FARR LEVEL

HYDROPONICS

GILL LEVEL

CITY COMPUTERS

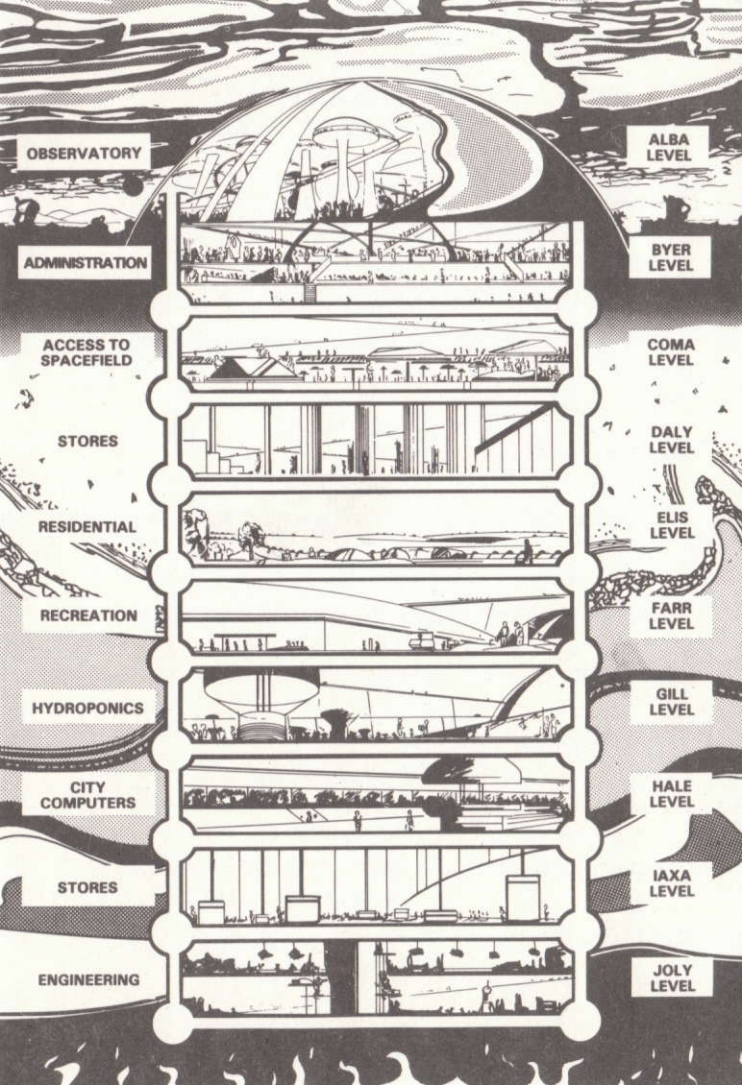
HALE LEVEL

STORES

IAXA LEVEL

ENGINEERING

JOLY LEVEL



## LOADING MARSPORT on the Amstrad CPC464

1. Press CTRL and the small ENTER button together.
2. Press the PLAY button on the cassette recorder, and then press any key on the computer.
3. MARSPORT will now load automatically.

SAVE Game and RESTORE Game are described in the booklet — note that SAVE/RESTORE time is less than one minute.

### Keyboard Assignments.

- |                          |   |
|--------------------------|---|
| <b>Walk Left/Right</b>   | — Alternate keys on the bottom row, Z to /                |
| <b>Enter a Door</b>      | — The ENTER Key.  |
| <b>Camera Left/Right</b> | — Alternate keys on the second row, A to ]                |
| <b>Pick Up/Drop</b>      | — Alternate keys on the third row, Q to [                 |
| <b>Select Object</b>     | — Top Row, 1 to CLR                                       |
| <b>Fire</b>              | — The SPACE bar.  |
| <b>Autorun on/off</b>    | — The 4 key, on the separate Numeric/Function Block       |
| <b>Freeze/Unfreeze</b>   | — The 5 key, on the separate<br>— Numeric/Function Block  |
| <b>Return to Options</b> | — The 6 key, on the separate<br>— Numeric/Function Block. |