XENOPHOBE
TECHNICAL SUPPLEMENT

IBM VERSION

Notes on Menu

Players	This option allows the choice of ONE or TWO players
Music	Use this option to turn the music ON or OFF
Sound effects	Use this option to turn the FX ON or OFF
Difficulty	The stronger the arm the more difficult the level
Ammunition	Setting this option switches between UNLIMITED and LIMITED ammunition (for a more difficult game)
Start Level	Sets up which space station you start on

Please check your selections before leaving this screen as they cannot be reset fron the main game screen

Xenophobe takes advantage of the individual advantages of your computer so this supplement lists the differences from the manual.

Controls:
IBM joystick movements remain the same.

Throw Bombs:

IBM Version	End Key for Player One
	Key for Player Two

Status Line:
You will find that Score and Health ratings have changed places on screen

Weapons and Fighting:
Your Exterminator will not be allowed to punch Invadors or other Players

To load the game switch to the relevant drive and then Type XENO.

The game is controlled by 2 Players using Joystick or 1 Player using Joystick and 1 Player on Keyboard.

Keyboard controls are the Cursor Keys and Space Bar to fire.

At the moment only player 1 is implemented.

Sound is provided with the use of an Ad-Lib sound board.

The programmer is working on a routine to make the keys redefinable. However this may well end up not working.

Only 1 bomb key is currently implemented and this may well change.

TECHNICAL SUPPLEMENT

AMIGA

Notes on Menu

Players	This option allows the choice of ONE or TWO players
Music	Use this option to turn the music ON or OFF
Sound effects	Use this option to turn the FX ON or OFF
Difficulty	Use this option to select the overall difficulty of the game
Ammunition	Setting this option switches between UNLIMITED and LIMITED ammunition (for a more difficult game)
Start Level	Sets up which space station you start on

Please check your selections before leaving this screen as they cannot be reset from the main game screen.

Xenophobe takes advantage of the individual advantages of your computer so this supplement lists the differences from the manual.

Controls:

Joystick movements remain the same.

Throw Bombs:

Amiga	Space Key	for Player One
	ø Key	for Player Two

Status Line:

You will find that Score and Health ratings have changed places on screen.

Weapons and Fighting:

Your Exterminator will not be allowed to punch Invadors or other Players

ATARI ST

Notes on Menu

Players	This option allows the choice of ONE or TWO players
Music	Use this option to turn the music ON or OFF
Sound effects	Use this option to turn the FX ON or OFF
Difficulty	Use this option to select the overall difficulty of the game
Ammunition	Setting this option switches between UNLIMITED and LIMITED ammunition (for a more difficult game)
Start Level	Sets up which space station you start on

Please check your selections before leaving this screen as they cannot be reset from the main game screen.

Xenophobe takes advantage of the individual advantages of your computer so this supplement lists the differences from the manual.

Controls:

Joystick movements remain the same.

Throw Bombs:

Atari ST	Space Key	for Player One
	Tab Key	for Player Two

Status Line:

You will find that Score and Health ratings have changed places on screen.

Weapons and Fighting:

Your Exterminator will not be allowed to punch Invadors or other Players

TECHNICAL SUPPLEMENT

SPECTRUM

Notes on Menu

Players	This optiion allows the choice of ONE or TWO players
Music	Use this option to turn the music ON or OFF
Sound effects	Use this option to turn the FX ON or OFF
Difficult	Use this option to select the overall difficulty of the game.
Ammunition	Setting this option switches between UNLIMITED and LIMITED ammunition (for a more difficult game)
Start Level	Sets up which space station you start on

Please check your selections before leaving this screen as they cannot be reset fron the main game screen

Xenophobe takes advantage of the individual advantages of your computer so this supplement lists the differences from the manual.
Controls:
Spectrum Joystick movements remain the same.
Throw Bombs:

Spectrum	Q for Player One
	P for Player Two

Status Line:
You will find that Score and Health ratings have changed places on screen
Weapons and Fighting:
Your Exterminator will not be allowed to punch Invadors or other Players

There are no festors in this version of the game.
There is no servomech in this version.

To load game
48K use LOAD""
128K Use Tape Loader
+3 Disc Use Disc Loader

The game is played by 2 Joysticks or a combination of Joystick and Keyboard.
The game can be played on Keyboard only.

Player 1 Keys are:			Player 2 Keys are:		
S	Left		J	Left
F	Right		L	Right
E	Up		K	Down
D	Down		I	Up
A	Fire		Enter	Fire

H will pause the game

AMSTRAD CPC6128

Notes on Menu

Players	This opti on allows the choice of ONE or TWO players
Music	Use this option to turn the music ON or OFF
Sound effects	Use this option to turn the FX ON or OFF
Difficult	Use this option to select the overall difficulty of the game.
Ammunition	Setting this option switches between UNLIMITED and LIMITED ammunition (for a more difficult game)
Start Level	Sets up which space station you start on

Please check your selections before leaving this screen as they cannot be reset fron the main game screen

Xenophobe takes advantage of the individual advantages of your computer so this supplement lists the differences from the manual.

Controls:

Joystick movements remain the same.

Throw Bombs:

Amstrad	Tab Key	for Player One
CPC6128	Enter Key	for Plyer Two

Status Line:

You will find that Score and Health ratings have changed places on screen

Weapons and Fighting:

Your Exterminator will not be allowed to punch Invadors or other Players

There are no festors in this version of the game.

There is no servomech in this version.

To load game TYPE RUN "DISC then Press Return, the programme will now Self Boot.

The game is controlled by one player using Joystick or two players.

Player 1 - using Joystick   Player 2 - Keyboard

Del - Up	@ - Left	F7 - Fire
Return - Down	[- Right	

SHIFT - Pauses the game

Notes on Menu

Players	This option allows the choice of ONE or TWO players
Music	Use this option to turn the music ON or OFF
Sound effects	Use this option to turn the FX ON or OFF
Difficulty	The stronger the arm the more difficult the level
Ammunition	Setting this option switches between UNLIMITED and LIMITED ammunition (for a more difficult game)
Start Level	Sets up which space station you start on

Please check your selections before leaving this screen as they cannot be reset from the main game screen.

Xenophobe takes advantage of the individual advantages of your computer so this supplement lists the differences from the manual.

Controls:

C64 joystick movements remain the same.

Throw Bombs:

Commodore	C- Key for Player One
	F3 Key for Player Two

Status Line:

You will find that Score and Health ratings have changed places on screen.

Weapons and Fighting:

Your Exterminator will not be allowed to punch Invadors or other Players
The Snotterpillars will not spit at you but will continue their leaping attacks.

To load Tape use SHIFT RUN STOP then follow ONSCREEN PROMPTS
Disc users use LOAD"*",8,1.