

ZYNAPS

by

Dominic Robinson

and

John Cumming

The logo for Hewson, featuring the word "HEWSON" in a stylized, blocky font. Each letter is contained within a 3D rectangular frame with horizontal lines, giving it a three-dimensional appearance. The letters are white with black outlines and are set against a dark background.

HEWSON

ZYNAPS

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**48K ZX Spectrum, ZX Spectrum Plus
ZX Spectrum 128 and ZX Spectrum +2
Amstrad CPC 464, CPC 664 and CPC 6128
Commodore 64 and 128**

SCENARIO

Zynaps is a shoot-em-up set in an alien infested planetary system.

The game begins with our hero escaping in a Scorpion fighter from an alien space station out into deep space. Battle continues through asteroid storms to a nearby planet from where, equipped with weaponry and hyperspace units taken from destroyed alien craft, he sets out in search of the secret alien stronghold.

After many terrifying battles fought throughout the solar system our hero discovers the location of the alien base and the final conflict can begin.

LOADING INSTRUCTIONS

SPECTRUM CASSETTE

48K ZX Spectrum, ZX Spectrum Plus or ZX Spectrum 128 with cassette player, ZX Spectrum +2.

You are advised to disconnect all hardware from the rear edge connector with the exception of your joystick interface (if any). When using a Sinclair Interface 2 or the ZX Spectrum +2 plug the appropriate joystick into port 1. Unless using a ZX Spectrum +2 connect a cassette player to the computer in the usual manner. ZX Spectrum +2 and 128 users should select 48K mode. Rewind the cassette if necessary, enter LOAD " " on the computer keyboard and press the ENTER key. Press the Play key on the cassette player. The game takes a few minutes to load.

AMSTRAD CASSETTE

Amstrad CPC 464

Amstrad CPC 664 or Amstrad CPC 6128 with cassette player and suitable leads.

Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and enter |tape and press the ENTER key. Place the cassette in the player, rewind if necessary and press the CTRL and ENTER keys. Press the Play key on the cassette player and then any key on the computer keyboard. The game takes a few minutes to load.

AMSTRAD DISC

Amstrad CPC 664 or Amstrad CPC 6128

Amstrad CPC 464 with disc drive

Amstrad CPC 464 users should connect a disc drive to the computer and enter |disc and press the ENTER key. Place the disc in the drive and enter run "disc and press the ENTER or RETURN key. The game takes a few seconds to load.

COMMODORE CASSETTE

Commodore 64 or Commodore 128 with suitable cassette player.

You are advised to disconnect all hardware from your computer. Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player. The game takes a few minutes to load.

COMMODORE DISC

Commodore 64 or Commodore 128 with disc drive.

You are advised to disconnect all hardware from your computer. Connect the disc drive to the computer and place the disc in the drive. Enter LOAD "*" ,8,1 and press the RETURN key. The game takes a few seconds to load.

CONTROLS

Use a joystick or define your own keyboard keys to simulate left, right, up, down and fire (Spectrum and Amstrad versions only). During the titles sequence:

Spectrum and Amstrad	Commodore	Effect
Keys 1 and 2	f1	Select one or two player game
Not applicable	f2	Select one or two joysticks
Key 3	not applicable	Define keyboard controls
Key 4	not applicable	Access high score display
Fire	Fire	Start the game

During play the fire button fires weapons or when held down activates the fuel scoop. Some weapons require the fire button to be held down before they will fire. To pause the game during play press key 4 (RUN/STOP on Commodore). Press fire to restart or Q to quit (CLR/HOME on Commodore).

THE SCORPION ATTACK FIGHTER

The MK1 Scorpion is supplied with a wide range of sophisticated equipment and weaponry powered by an internally mounted fuel scoop.

PROPULSION: The main drive units can be operated at four power levels ranging from low power for delicate control in tight spaces, to a maximum setting for high speed combat in deep space.

WEAPON SYSTEMS

- Pulse lasers:* Ideal for heavy duty alien blasting. These wing mounted lasers also have four power settings.
- Plasma bombs:* Two independent bomb throwers provide awesome destructive power against groundbased targets.
- Homing missiles:* These self propelled missiles carry scaled down planet bursting warheads and, once locked onto target, will destroy almost any large alien craft.
- Seeker missiles:* The ultimate in intelligent weaponry. Seeker missiles carry automatic target acquisition circuitry designed to lock onto any target they are able to destroy.

Continued overleaf

THE FUEL SCOOP

This provides the power to activate the Scorpion's main systems. To activate a piece of equipment (weapons, propulsion etc) collect sufficient fuel to highlight the desired equipment in the WEAPONRY ACTIVATION INDICATOR, then collect one more piece of fuel with the scoop in ACTIVATION mode.

To go into activation mode hold down the fire button until the ship changes from yellow to blue (blue to flashing grey on Commodore) and keep it depressed while picking up the fuel. The new equipment will be activated, or its power setting increased and the indicator reset to position one – Speedup.

The WEAPONRY ACTIVATION INDICATOR displays, in order:

SPEEDUP	Increase speed
FIREPOWER	Increase laser power
BOMBS	Activate bomb thrower
MISSILES	Enable missile targeting
SEEKER	Enable seeker missile

THE OPPOSITION

The opposition in Zynaps comes in five dangerous varieties:

<i>Spacecraft:</i>	Small flying craft can usually be destroyed with one hit from a laser, bomb or seeker missile. Homing missiles cannot lock-on.
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- Ground Installations:* Dangerous planet-bound defence installations require multiple laser hits or a single bomb or seeker missile to destroy them.
- Alien Command Ships:* Large flying craft, heavily armed and well protected. These can be destroyed with multiple laser hits or homing missiles.
- Mother ships:* *Giant* aliens – like the command ships only more so!
- Natural hazards:* These consist largely of asteroids and other flying debris – keep well clear!
- WARNING:** Alien craft are known to be well armed with a variety of missiles, homing missiles and mines!
- SCORING:** Points are awarded for blasting individual aliens and special bonuses for destroying complete formations of more dangerous aliens. Bonus lives are awarded at 10,000 points and every 20,000 thereafter.

TECHNICAL DATA

Commodore 64	50 frames per second High resolution scrolling 3 dimensional parallax starfield Multiplex sprite processor
Spectrum	25 frames per second High resolution multicoloured scrolling graphics 3 dimensional parallax starfield Myriads of sprites
Amstrad	17 frames per second High resolution multicoloured scrolling graphics 3 dimensional parallax starfield Myriads of sprites Rainbow colour processor

CREDITS

Game design: Dominic Robinson, John Cumming

Code: Dominic Robinson, John Cumming, Michael Croucher

Graphics: Dominic Robinson, John Cumming, Steve Crow, Mark Jones

Sound and Music: Steve Turner, J Dave Rogers, Kevin Greave, Nigel Greave.

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MADE IN GREAT BRITAIN

The logo for Hewson, featuring the word "HEWSON" in a stylized, 3D block font. Each letter is a thick, rectangular block with a white face and a grey, shaded back and bottom. The letters are arranged in a single row, touching each other.

*** STOP PRESS ***

Watch out for

EXOLON

by Raffaele Cecco

available end July for
Spectrum, Amstrad,
Commodore

Another quality game from . . .

HEWSON
THE GAMES PEOPLE PLAY
