SIDEARMS

THE SIDEARMS STORY

SIDEARMS™ . . .it's a super one or two-player space age spectacular, jam-packed with fun and entertainment. SIDE ARMS demands skillful performance from one person playing individually, or two people playing simutaneously.

Super stars Alpha and Beta, in special protective suiting, armed with incredibly advanced fighting artillery, take on Planet Earth's invaders, weaponry and firepower abound. Unmanned mega bazookas. Deadly, snakey dragon-like creatures. Even ingenious 8-turret whirling wheels and hidden secret weapons too! Beta Photons can be catapulted in 8 different directions.

LOADING THE GAME: IBM

* To decompress press program, insert disk. At A> type INSTALL and press ENTER. Once installed on your floppy disk or hard drive, type SIDEARMS and press ENTER.

GAME PARAMETERS

Key F1
Touch Key F1 and the game starts.
Key F2
Pressing Key F2 alternates either Player No. 1 or Player No. 2.
Key F3
Setting Level of Difficulty.
First level of difficulty presented is identified as "Easy". Second level of difficulty is "Moderate". The third level of difficulty is "Difficult".
Player(s) select their own level of difficulty with function button or Key F3. Actuating Key F3 advances stages of challenge; Easy, Moderate, Difficult, back to Easy.
Key F4
This key allows the player to select the music to be on or off.
Note: When F1 is pressed, menu on screen asks for either joystick or keyboard selection.

If **Keyboard** was selected:
>   Use **CURSOR** Keys for movement.
>   Use **INS** Key for firing.
>   Use **DEL** Key for facing.
>   Press **SHIFT** Key to change weapons.

If **JOYSTICK** was selected:

JOYSTICK CALIBRATION

To set the calibration, or to correct and adjust the joystick, firing action requires just one simple step:

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ONE-STEP PROCEDURE:
On-screen information will advise
"Joystick At Center, Then Fire".
To calibrate joystick, fully release the joystick, allowing it to assure
"self-centering" position. Press "fire" button.
Now that the joystick calibration has been completed,
"CAPCOM Presents" will be displayed on the screen.

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BONUS CHARACTERS/POINTS EARNED

| COW	BARREL	STRAWBERRY
10,000 Points	3,000 Points	1,000 Points

ENEMY CHARACTERS/POINTS EARNED

|	Points:		Points:
U Ship	200	Fighter Planes	200
Surface Scuba Divers	400	Scuba Divers	400
Spacemen	300	Weapon Holder	200
Scorpion Worm	500	Crab Man	300
Floor Dog	500	Vertical Ship	200
Eye Saucer	300	Parachute Bomb	200
Mutant Ship	800	Mutant Fighter Planes	1,000
Storm Trooper	1,000		

WEAPONS
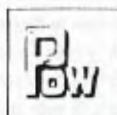
Successfully hit "Pow" and a player's speed of projectiles increases to a maximum of 3 times.

Fires away in 3 separate directions. Big increase in power - doubles and triples.
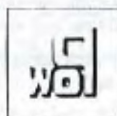
Player's power is decreased by 1 should "woꟼ" be struck.

What a blast. Devastating firepower which increases 1 to 2 times.

Propels one (1) shot forward and two (2) shots backward diagonally.

Rapidly rotates, unleashing a horde of electrifying laser beams toward the target.

ALPHA/BETA

α

That stage of **SIDE ARMS** reached by Player No. 1 obtaining a (ALPHA/BETA). Gives Player Multi-Alpha Beams launching.

β

Player No.2 achieves Alpha/Beta. Players 1 and 2 combine their weaponry - firing Beta-Photons in multi-directions.