

# SPACE PIRATES™



Planet-hopping pirates led by the evil Captain Talon, have captured a ship of innocent space colonists. The player, a Star Ranger, must save the colonists and head off Talon's plans to rule the universe.

The player will face hordes of pirates in an effort to collect energy crystals from a variety of worlds. The crystals power the star splitter cannon, the only weapon that can blast Talon and his misfits into another galaxy. Space Pirates is a fast-paced adventure with bonus targets hidden throughout the game.

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# SPACE PIRATES™



GUIDANCE FOR 17 & UNDER

AMERICAN LASER GAMES, INC.

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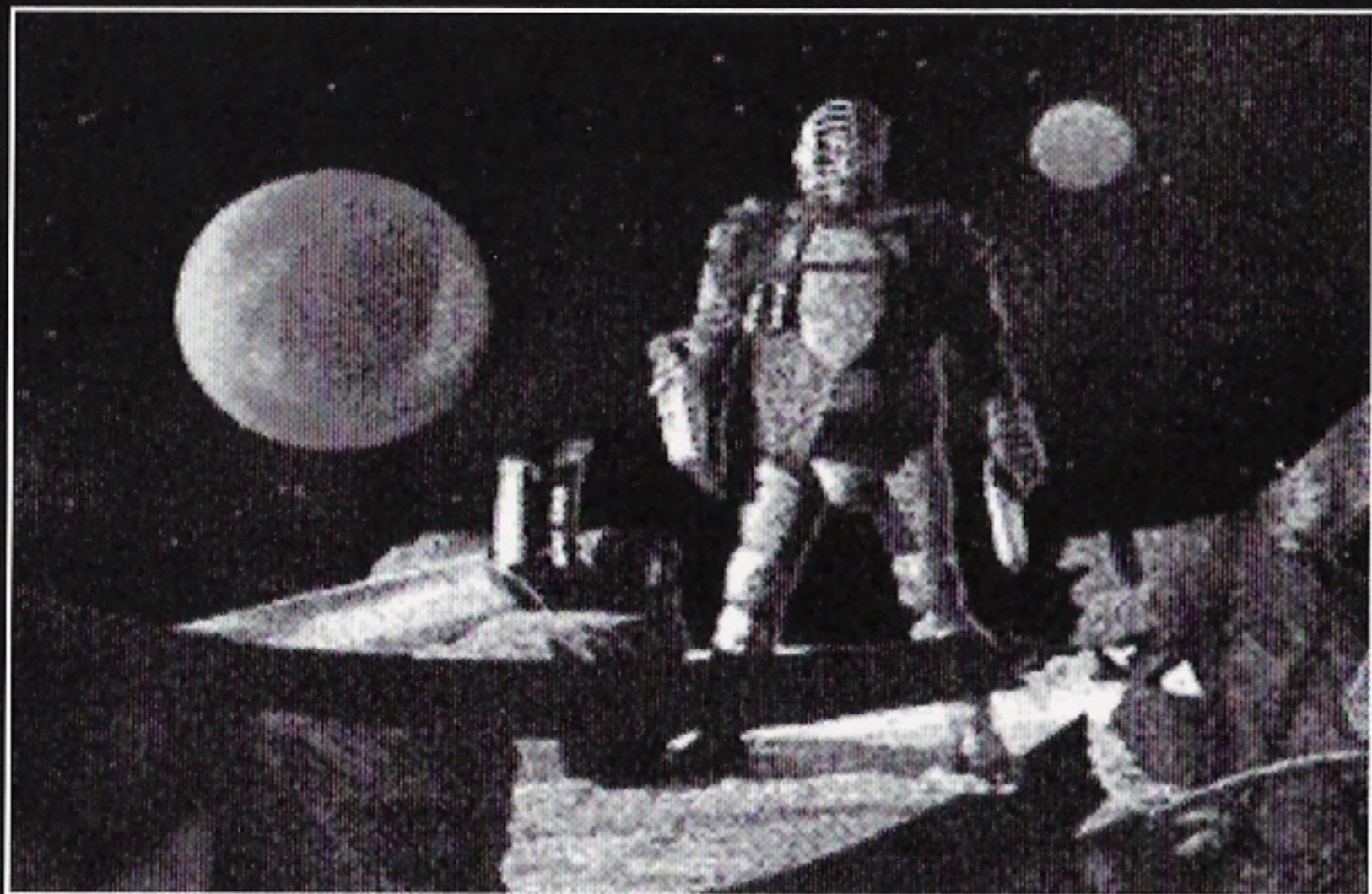
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- Clean the disc by wiping it with a soft, dry cloth in smooth motions from the center out to the edge. Do not use any type of solvents or anti-static spray.
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4801 Lincoln Rd. NE, Albuquerque, NM 87109



## **RUNNING SPACE PIRATES:**

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press "stop" button (game pad) or the option button (lightgun) to bring up the menu screen. The menu shows various selections the user can make. To select a given item move the cursor over the item and press the "A" button or shoot that item with the lightgun.

## **START:**

The "start" selection starts a new game.

## **QUIT:**

The "quit" selection exits the game.

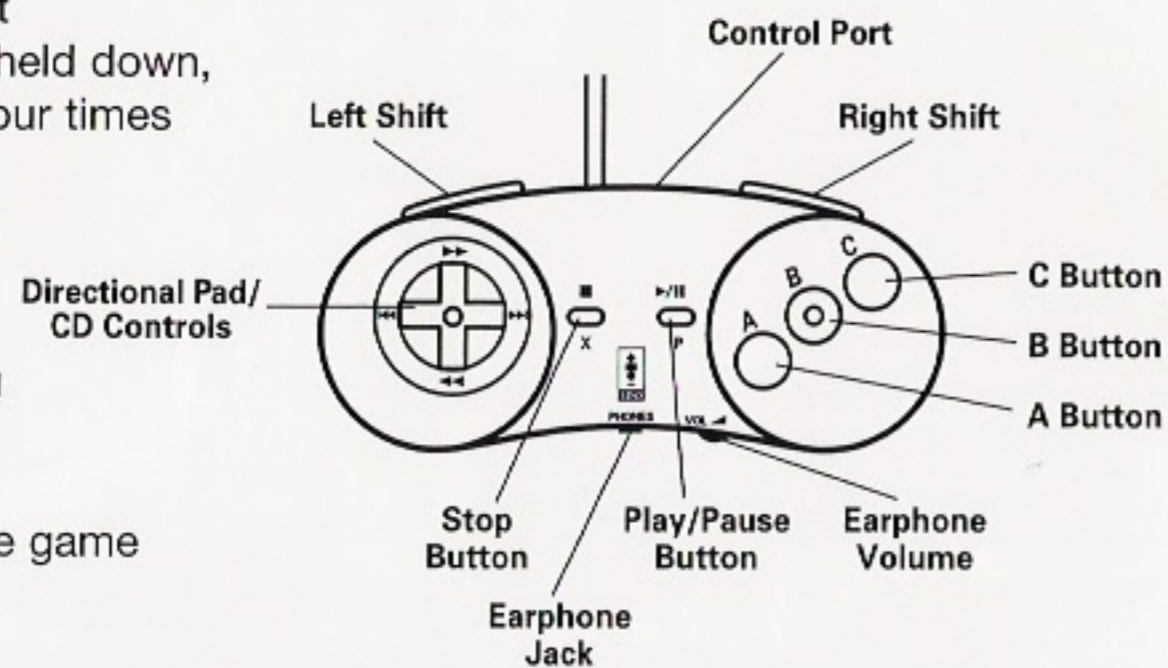
## **DIFFICULTY LEVELS:**

The difficulty levels are chosen in increasing order of difficulty from easiest (Rookie) to toughest (Ranger). Difficulty level can be adjusted at any time during the game from the menu screen.

## USING THE CONTROL PAD:

When the control pad is used, the cursor is a hand holding a gun which is aimed by using the sight on the gun. The buttons are defined as follows:

- **"A" button:** Fires the gun
- **"B" button:** When held down, the cursor moves twice as fast
- **"C" button:** When held down, the cursor moves four times as fast
- **Control Right Shift:** Fires the gun
- **"X" Stop button:** Brings up the menu screen
- **"P" Pause button:** Pauses/resumes the game



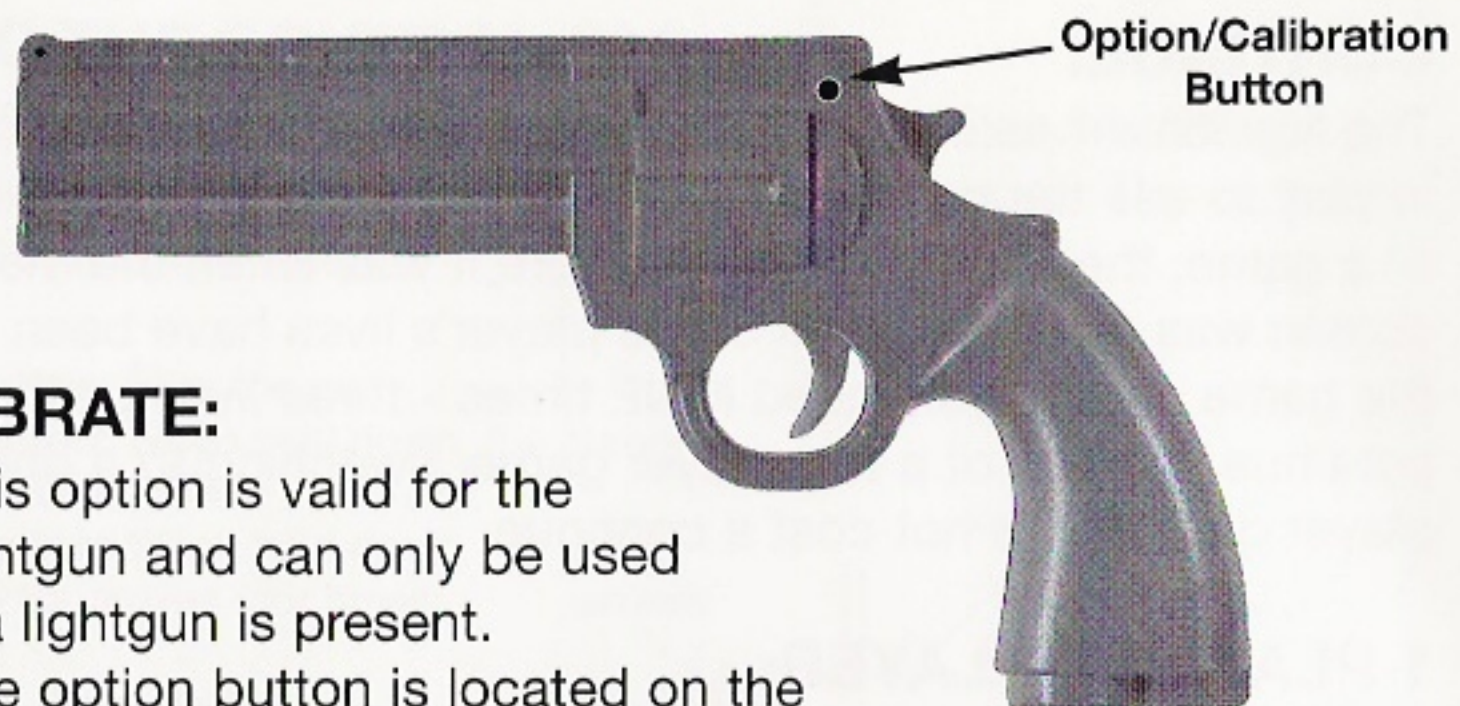
The gun will fire as long as there are bullets in cylinders shown on the screen. When the cursor is moved to the bottom of the screen, the gun is lowered to point to the ground. By pressing the "A" button or the Control Right Shift button while the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.

## CONTINUE:

The "continue" selection continues the game. A game has to be in play to use the continue option. If the player is in the middle of a game, the game continues where it was when the menu screen was selected. If all of the player's lives have been lost, the game can be continued NINE times - three lives per continue. In case of a two player game, switching to a one player game does not cost a continue.

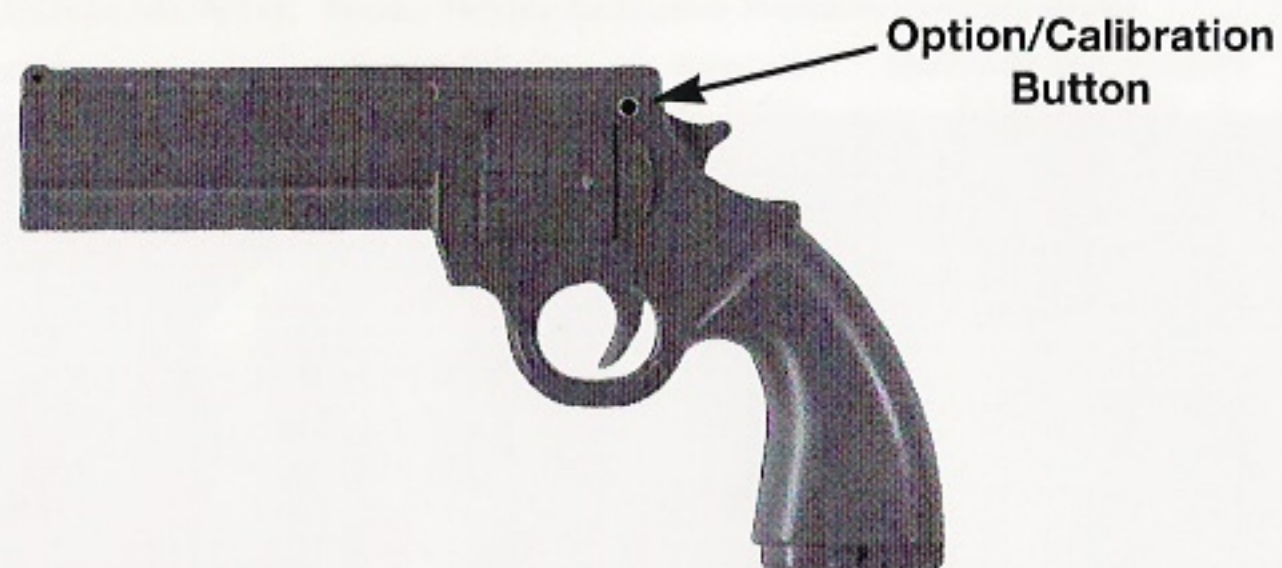
## 1 PLAYER/2 PLAYER:

Pressing this selection toggles between a one or two player game. If a two player game is selected, then both players play at the same time. Each player has a separate score, bullets and lives. Player one has red laser blasts, a red score and a flesh-colored hand with gun cursor (when using a game pad). Player two has blue laser blasts, a blue score and a blue-colored hand with gun cursor. Player one's game pad/lightgun/mouse should be first in the daisy chain followed by player two's game pad/lightgun/mouse.



### **CALIBRATE:**

- 1) This option is valid for the lightgun and can only be used if a lightgun is present.
- 2) The option button is located on the upper left side of the lightgun. Refer to diagram of lightgun.
- 3) A distance of four feet is considered the best accuracy range for calibrating and playing.
- 4) Shoot at "calibration" option on the menu screen or press the option button to make the "Calibration Menu" come up.
- 5) Take careful aim at the center of bullseye on the calibration screen and shoot once.
- 6) If not satisfied with the new gun calibration, press the option button to repeat the calibration procedure.
- 8) Calibration should now be complete. Shoot "Exit" option to return to the main menu.
- 9) This calibration sequence can be repeated at any time.



### **USING THE LIGHTGUN:**

With the lightgun there is no cursor on the screen. The gun is fired by pulling the trigger and a bullet hole will appear briefly on the screen. The gun is loaded by pointing it away from the TV screen and pulling the trigger. The menu screen is brought up by pressing the option button.

### **3DO MOUSE:**

The left button on the 3DO Mouse is used to fire and make selections from the menu screen. The left button is the only button needed for Space Pirates. Move the mouse cursor (hand-and-gun) on the target when aiming and shooting. To reload, move the hand-and-gun to the bottom of the screen. To stop or pause, drag the cursor to bottom left corner and press left mouse button.



**ACKNOWLEDGEMENTS: Space Pirates Executive Producer: Robert Grebe**

<b>Programming</b>	<b>Sound Effects</b>	<b>Artwork</b>	<b>Hardware and Support</b>
Durwin F. De La Rue Noor Khawaja Nat Brown	Tom Desmarais Dave Conger	Gino Rascon Jeff Baker	Jimmy Martinez

<b>Game Programmer</b> Pierre Maloka	<b>Dialog</b> Jim Pattison	<b>Producer</b> David O. Roberts	<b>Director/D.P.</b> Barry Kirk
<b>Producer/A.D.</b> Les Wells	<b>2nd A.D.</b> Charlie O'Dowd	<b>Art Director</b> Ron Gard	<b>Asst Art Director/Effects</b> Jeff Binns Calvey
<b>Key Grip</b> Mike Lamb	<b>Stylist</b> Kylene Wing	<b>Assistant Stylist</b> Nancy Harvin	<b>Props Assistant</b> Mary Jindrich
<b>Swing</b> Bob Willis	<b>Best Boy</b> Alan Fulford	<b>Gaffer</b> George Welch	<b>Electrician</b> John Stearns
<b>2nd Make-up</b> Dori Green	<b>Script</b> Peggy Durkin	<b>Sound Recordist</b> Eric Williams	<b>Key Make-up</b> Merle-Dean Sanchez
<b>Ultimate Engineer</b> Mitch Kenison	<b>Craft Services</b> Linda Pate	<b>Gun Wrangler</b> Utah Conner	<b>Engineer</b> Steve Denning
<b>Lead Carpenter</b> Paul Todesco	<b>Scenic Painter</b> David North	<b>Production Assistants</b> Chris Alfieri John Dwyer	<b>Vehicles/Effects</b> Wayne Elliott
<b>Paramedic</b> Henry Towles	<b>Office Manager SWP</b> Rebecca Beall		<b>Location Manager</b> Jim Cochran

**CAST**

<b>Talon</b> Mike Fleming	<b>Talon's Sargent</b> Don Perkins	Katie Wells Katie Wing	<b>Pirates</b> Barry Kirk
<b>Ursula</b> Jane Goold	<b>Ursula's Lieutenants</b> Amy Lawrence Henry Towles	<b>Talon's Lt/Stunts</b> Lori Dillen Rusty Dillen	David O. Roberts Utah Connor Les Wells
<b>Paralax</b> Ben Zeller	<b>Colonist Soldiers</b> Cara Leigh Kevin Wiggins	<b>Pirate Stunt Coordinator</b> Joey Hamlin	Ron Gard Linda Pate Charlie Johnson O'Dowd
<b>Volcano World Gypsy</b> Adrienne Bailey	<b>Colonists</b> Keith Wade Zack Wade	<b>Pirate Stunts</b> Al Hamlin Ray Hamlin Max Konz III Kenneth Raylon Dunn	<b>Pirate Women</b> Kylene Wing Nancy Harvin Carolyn Fleming Mary Jindrich Charlotte Baker
<b>Pan Creature</b> Jason Culver	<b>Pan's Keeper/ Mrs Potts</b> Jennifer Sharp	<b>Pirates</b> Deborah Chavez Ismael Calderon Ricky Lee Shawn Blea	<b>Clue /Givers</b> George Welch Mike Lamb Merle Dean Sanchez Nancy Harvin
<b>Dragon's Teeth Soothsayer</b> Lee James	<b>Junkyard Medicine Man</b> David Denny		