THE STORY SO FAR...

The year is 2003 and you are working on the S.P.C. Forward as ship's engineer. One night you noticed strange lights far above your ship, rapidly drawing nearer. A minute later the lights were just above. You started to run towards your cabin, but before you left a light beam appeared and a creature materialised. When you got to your cabin, you grabbed a computer port-terminal and a blaster, and locked yourself in a concealed cupboard. You remembered stories about the Bermuda triangle, and how ships and planes had disappeared there. It worried you because that was your ship's current location. You logged on to your terminal and hooked up to some hidden surveillance cameras placed throughout the ship. Everywhere you looked, there were strange aliens but NO PEOPLE, not one! Many of the normally open areas of the ship had been locked, with guards planted outside.

Your mission is to try and take over the ship. You are determined to take control of the Bridge by firstly finding the three codes, which together form the shape of an anchor. Goodness knows where in the ship the codes are, but you are determined to find them. Currently you are hiding in the cupboard in your cabin, and what happens next is up to you.

INSTRUCTIONS

BACKUP
Reset your computer and place your Alien Hijack master cartridge/disc in mdv1—/flp1— then select F1 or F2. Place a blank cartridge/disc into your backup device and follow the screen prompts. A backup will then be made.
NOTE: Failure to make a backup will nullify your warranty.

LOADING
If you have QTALK then connect it before loading. Reset your QL, place a copy of the game in mdv1—/flp1—. Select F1 or F2 and the game will load.

PLAYING
When loaded, the sound will be switched on. Pressing <ENTER repeatedly will switch it between 'Useful only', 'Off' and 'On' again. Press <SPACE to start play.

You move by pressing one of the four cursor keys, or by a joystick plugged in to CTL1. (Turning the joystick 45 degrees makes directional control easier)

Press <ENTER to fire your blaster in the direction you are facing. This will work unless your power pack is exhausted.

Press <SPACE or the fire button on the joystick to jump. To jump onto something, press the arrow key for the direction you wish to jump in and <SPACE at the same time.

Press <F1 to allow you to run for a short time (just press once, do not hold it down) When running your energy will deplete more quickly.

Press <F2 to take any large object which you are facing, provided that it is not too heavy (If you find that you cannot take something and you cannot work out why, please refer to the hints section.) The object will appear on the scoreboard in the appropriate place. (Note, <F2 can only be used to take large objects, e.g. barrels. Small objects are taken simply by walking into them.) You may only carry one large object at a time, but as many small ones as you can pick up.
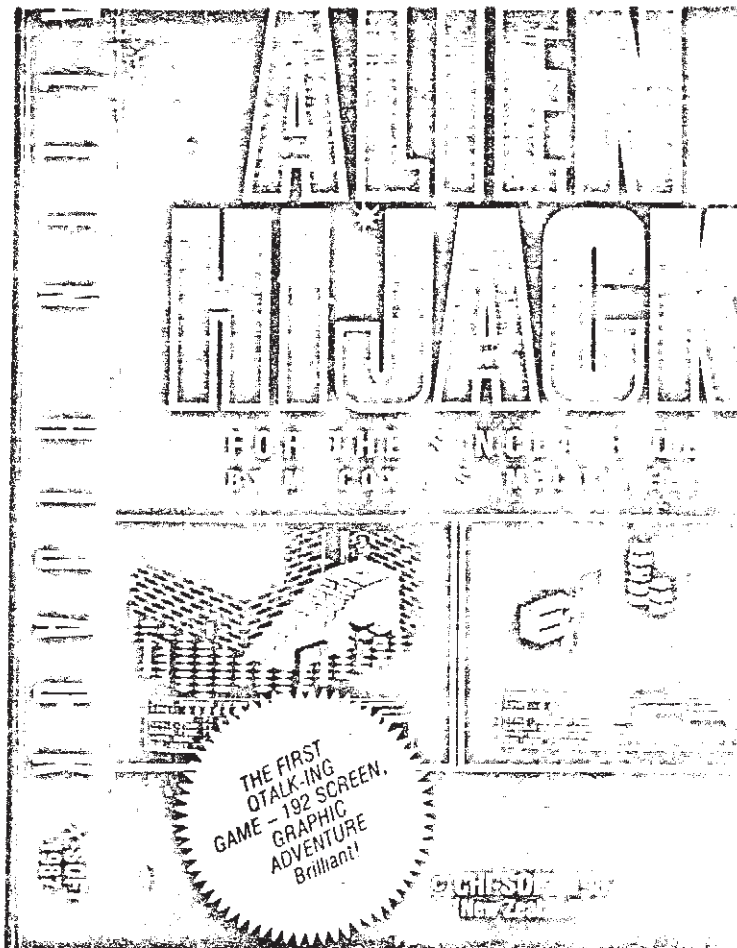
Pressing <F3 will drop any large object which you are carrying. (If this does not appear to work, refer to the hints section.)

Press <F4 to pause and <F5 to continue.

Press <ESC to abort.

GOOD LUCK!

Hints on reverse of this insert. This product uses QTALK by Maxtronics R&D Ltd. and is speechless without it although still operable.

HINTS

TAKING OBJECTS
If you find you can't take an object, it will be because
A You are already carrying something
B You are not standing near enough to reach it
C It is too high or too low to reach
D It is too large to pick up (common)
E Something is on top of it
F If it is small, e.g. a bottle of drink, you just walk into it to pick it up. F2 will not work with small objects

DROPPING OBJECTS
If you can't seem to drop what you are carrying it will be because
A You are not carrying anything
B The place where you want to drop it is too high, too low or otherwise unsuitable for dropping an object
C There is not enough room between you and a wall, high object, etc. for the object to be dropped
D You are too close to a monster

GENERAL HINTS
There are 8 sets of keys, and each opens many doors. Obviously you will need to get some, if not all of them to complete the game.

There are 192 screens. If you don't map them as you go then you will not get very far

There are some hidden doors, like the one into the cupboard in your cabin. If there is a blank section on your map which you can't account for, try walking into walls around it to find a secret door

You cannot get into all sections of the ship straight away!

Some monsters can be killed by one blast from your gun, while others require up to 8 blasts. If a monster has been shot 8 times and has not died, then it can't be killed by shooting. Possibly there is a type of object which you can take and use to kill it, in which case you should take the object, and walk straight through the monster. It will die, and the object will be spent

To complete the game, collect the 3 codes, which together make up a picture of an anchor, and then get to the bridge of the ship to take control

At the start of each game all objects and monsters are set back to their original positions, and the 3 codes are placed randomly, so they may not be in the same place from game to game

GOOD LUCK IN YOUR MISSION . . .