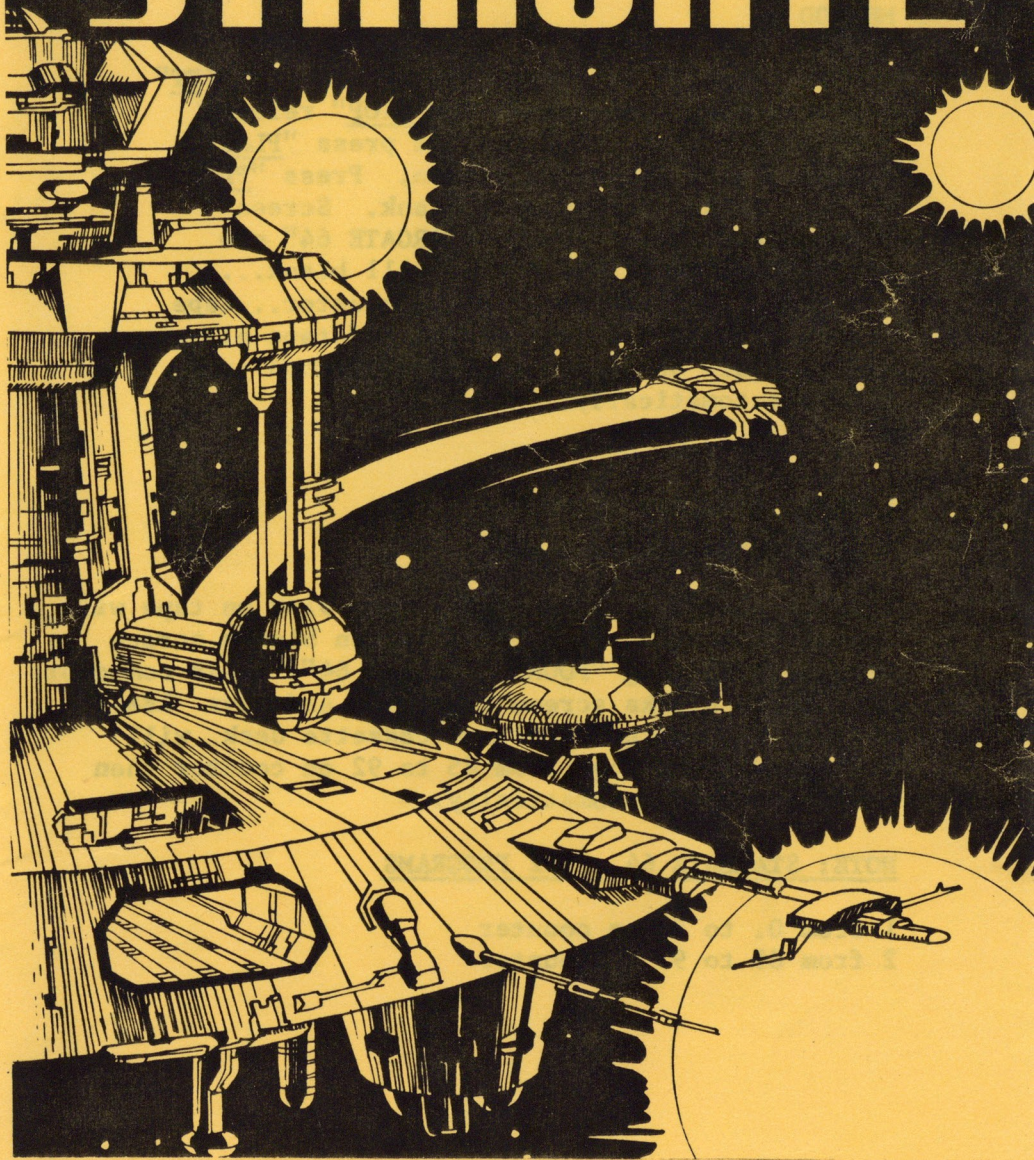


STARGATE



NH

COMM 64

STARGATE

64

OBJECT OF THE GAME

You are a lander who has been released from the mothership for a special mission. Your mission is to land at a fuel stop on a deserted planet, to see if the beings who used to live there have left any automated defence systems behind. Unfortunately, before you can land you have to pass through a Stargate to make the fuel stop appear. To make sure that there are no automated defence systems, you will have to go through the Stargate 10 times before the mothership will appear. When the mothership appears you will have to land in the docking bay to allow the crew to rest.. The mothership may at that time ask you to return and continue the mission, before she can call the mission complete.

Manufactured by:



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LOADING STARGATE 64 FROM TAPE
METHOD 1

Insert cassette into tape player press "SHIFT" and hold down then press "RUN STOP" release "RUN STOP" then release shift press "PLAY" on tape will appear on screen. Press "PLAY" on tape deck. Screen will blank. Screen reappears stating found "STARGATE 64" now press "COMMODORE" key screen will blank...

screen will flash on at 85 on counter...tape player stops and screen blanks and tape player starts again until counter hits 92 then game starts automatically.

LOADING STARGATE 64 FROM
TAPE METHOD 11

Type in load and press ENTER press play on tape will appear on screen. Press PLAY screen blanks screen reappears stating "FOUND STARGATE 64". Press commodore key screen blanks screen reappears and says READY type in RUN and press return cassette deck will start again and move from 85 to 92 on counter then program starts automatically.

NOTE: STARGATE 64 IS 2 PROGRAMS

- 1 from 0. to 85 on counter
- 2 from 85 to 93 on counter