

XEVIOUS™

TM



MINDSCAPE

Loading Instructions

Apple® II Series

Turn off your computer and insert the *Xevious* program disk into Drive 1. Turn on the computer. *Xevious* will load and run automatically.

Atari® ST™

Turn off your computer and insert the *Xevious* program disk into Drive A. Turn on the computer. *Xevious* will load and run automatically.

Commodore 64/128™

Turn on your monitor, computer, and disk drive. If you are using a Commodore 128, hold the Commodore key down while turning on the machine to enter 64 mode. Insert the *Xevious* program disk into the disk drive and close the latch. Type **LOAD "*"8,1** and press RETURN. The game will load and run.

The Game

Xevious starts each game with three lives. Fly up the screen and destroy anything that threatens your progress. Your ultimate goal is the alien mothership. On route, bomb ground targets to eliminate hostile anti-solvolu fire.

Joystick Controls



All versions use a joystick. The controls are as follows:

Hold the fire button down for continuous rapid-fire attack. Rapid button pushes will fire multiple shots even faster than holding down the button.

Other Controls

Apple II

Press the fire button to access the Options screen.

On the Options screen, press 1 to toggle between a color and a monochrome display. Press 2 to select a 1- or 2-player game, and press 3 to toggle the sound effects on or off.

During play, press ESC to pause the game, and any other key to restart.

To bomb a target, press button 1 (or the  key).

Atari ST

Press the fire button or any key to begin play.

Bombs are dropped as long as the fire button is held down. Line up the red crosshair on the target to destroy it.

Commodore 64

Press the fire button to start. If nothing happens within ten seconds of the program displaying the title screen, a demo mode will begin. Simply press the fire button to exit.

Press f1 to return to the startup screen.

Press f5 for the Options screen.

To bomb a target, pull back on the joystick and press the button. Hold the button down while pulling back on the joystick for continuous bombing.

Apple is a registered trademark of
Apple Computer Inc.
Atari is a registered trademark of
Atari Corp.
ST is a trademark of Atari Corp.
Commodore 64 and 128 are
trademarks of Commodore
Electronics Limited.

Copyright © 1982 Namco
All rights reserved.
Printed in the U.S.A.

02919



Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062

Software that challenges the mind.

