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Stainless Steel
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Document created by rstuart@ukonline.co.uk on 17th August 2000 for
World of Spectrum: http://www.void.jump.org

Join Ricky Steel, teenage Superhero in his Class A101 hyper alloy combat
vehicle 'Nightwind', to defeat the onslaught of android troops built and
controlled by the infamous Dr. Vardos. YOU must stop him achieving the
ultimate goal...

To Conquer Earth...

The game has the fastest and smoothest 2 directional replacement inertia
scrolling yet seen on the Spectrum. Allowing Nightwind to Rapid fire Double
barelled energy bolts in twelve different directions. Not forgetting the
Uranium thunderbolts that are used later...

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Unit 15, Western Centre, Bracknell, Berks.

Loading Instructions for the Spectrum
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To load the game on 48K Spectrum type LOAD "" and on the 128K Spectrum press
ENTER.

On the main menu:-

Key 'A' will select KEYBOARD Q - Up/Thrust Z - Down/Turn
O - Left P - Right
M - Fire N - Bomb/Shield

Key 'B' will select Kempston Joystick (Press ENTER Continue)

Key 'C' will select Sinclair Interface 2

Key 'D' will select Cursor Joystick

Key 'E' will select Protek Joystick

Key 'F' will allow you to Define your own selection of Keys.

To start game press FIRE or if using Kempston Joystick press 'ENTER'.

When using the joystick, any key on the bottom row acts as bomb/shield. The
'bomb/shield' function drops bombs when you are flying in Nightwind;
otherwise this activates the shield, which lasts for a short period of time,
which makes you indestructible. (Don't waste your shield - you only get one
per life!).

To Pause a game - Press CAPS, 1 & 0 together

To Abort a game - Press CAPS, 1 & SPACE together

When using a joystick UP - Thrust LEFT - Left
DOWN - Turn RIGHT - Right
FIRE - Fire

Any key on the bottom row drops bombs. (You must be in the car!)

There are 3 different stages to the game, these are:

WALKING: You can walk and fire in eight directions.

DRIVING: Press THRUST to speed up. To slow down stop thrusting. To turn
around press TURN. Don't drop any bombs or you will blow yourself up. Don't
drive into walls, rocks etc...

FLYING: The keys respond the same as driving however you can now use the
Uranium Thunderbombs to wipe out any Enemy Submarines.

Gameplay:
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In ZONE 0 you must battle your way on foot until you reach your car
Nightwind. (at the top of the Zone!)

In ZONE 1 you must wipe out all of the android troops before you can continue
to the Second zone.

In ZONE 2 you can use your bombs to annihilate enemy submarines.

In ZONE 3 you must find Dr. Vardos and destroy him!

On Screen
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Your score is on the top left hand corner of the screen. Below that are
your FUEL & BOMB level sliders. You will lose a life if you run out of
FUEL. Therefore there are fuel canisters scattered around each zone. To
collect these just go into them. On the right is a Bonus counter, this will
be added to your score upon successful completion of each zone. BEWARE: if
you are too slow the bonus will become negative. (ie: Kiss goodbye your
score!) Below the bonus is an ENEMY counter, as you kill each alien it will
click down one. When it reaches 0 you have completed that zone.

Along the bottom of the screen is an alien scanner for the present zone,
your indicator starts at the far right hand side and as you move up through
the zone your indicator moves left. All the other symbols on the scanner are
aliens and must be destroyed!