

# E L ■ C T R O N I C ▲ R T S <sup>TM</sup>

ENGLISH

FUSION

Atari ST version.

## Hardware

Fusion works under all standard colour ST configurations.

## Getting Started

Insert your fusion disk in the drive and switch on the machine, the game automatically loads.

If you have a double sided drive, press the spacebar to end the music and to continue.

Press **F1** to choose a normal level game of Fusion or **F10** to play expert level.

Your original copy of Fusion does a validation check as it loads and also as it accesses the disk throughout the game, so please keep your original disk in the drive at all times.

Keep the disk write enabled to allow you to save games.

## Controls and keyboard commands

Use a joystick in port 1 to control all movement and firing of both the mothership and the assault crawler.

The Spacebar toggles board/disembark for the assault crawler.

**CTRL S:** Saves the game to disk, but only if there is a disk icon on the level.

**CTRL L:** Loads the game from disk.

**P:** Pauses the game and fire restarts the game.

**ESCAPE:** Will quit your current game.

Loading, saving and crossing between levels can only be accomplished when the mothership is under your direct control.

An open gate is represented by a "square grey funnel" rather than by "four square rotating blocks" as per the manual (Page 4).

The mothership in the ST version does not have a Cloaking Device, but does have an in-built Alien Decoder.

### **Hints and Tips**

Play the game and find out for yourselves.

Press the **Spacebar** to escape from the playback mode.

Make sure that the **Caps lock** key is not depressed.



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