



BLUE ANGEL 69

Loading instructions:

Starting up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the system as described in the Amstrad manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing your Cartridge.

BLUE ANGEL 69

This is it.

That Metallic Feeling.

Whoever Heard Of Sexy Metal? You'd Better Not Touch.

A Head Full Of Machine Dreams.

Gaze On This Steel Perfection And All You'll See Is Your Own Reflection.

THE GAME

The aim of the game is to be the person with the highest score at the end of each round.

The game shows a grid with positive and negative numbers in it.

Green numbers are positive and red numbers are negative.

Each player takes it in turn to choose a number from the grid.

When a tile is removed then part of the background picture is revealed.

Player 1 can only move left and right.

Player 2 can only move up and down.

The round finishes when there are no more numbers that can be taken.

The winner is then the person who has the highest score.

Use either gamepad to control the game.

CREDITS

Code: Kevin Thacker

Graphics: Markus Hohmann

Music/Sfx: Roald Strauss

Cover, Sticker, Catalogue Art: Kukulcan

