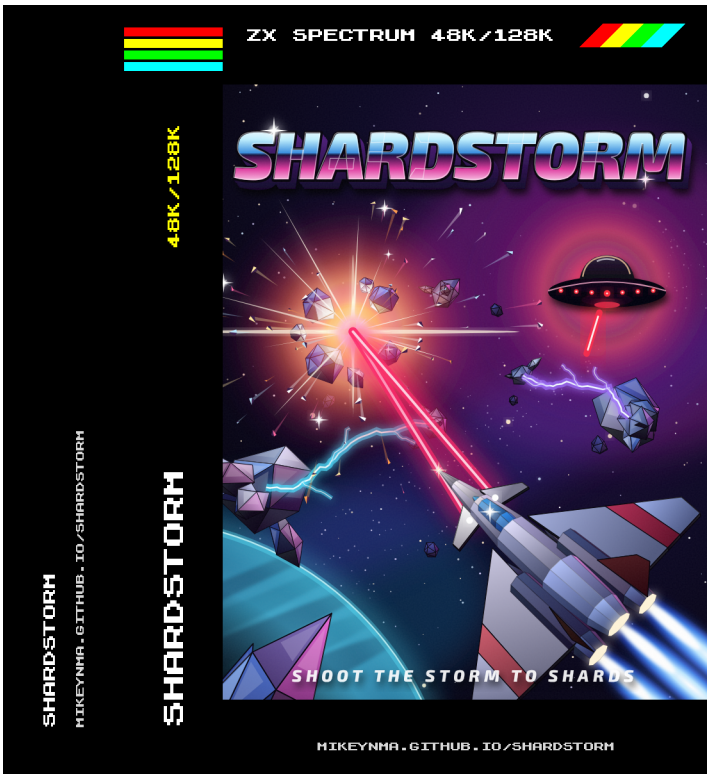
Cut on the corner marks; fold on the dashed marks. The front faces out, the flap goes behind.



The leaflet: cut out, fold in half, and slip it into the case behind the inlay.

THE STORM

One small ship, a black playfield and nowhere to hide: every edge wraps round to the other side. Shoot the rocks to pieces, wave after wave, and watch out for the saucer.

LOADING

48K: LOAD "" and press PLAY. 128K or +2: Tape Loader. +2A or +3: Loader.

The .tzx plays a jingle, the screen develops, then a small Shardstorm plays in its box while the game loads (the tune too, on a 128K). It must play in real time. Fire when it says LOADED: your best is the high score.

The .tap: the same, no jingle. The -instant.tap: for a DivMMC or instant loading.

KEYS

LEFT O, RIGHT P, THRUST Q, FIRE SPACE.

In the menu: 1 KEYBOARD, 2 KEMPSTON JOYSTICK, 3 SINCLAIR JOYSTICK (6 7 9 0), 4 REDEFINE KEYS. 0 or fire to play.

HOW TO PLAY

A large rock splits into two medium, a medium into two small, and a small one is gone. Points: large 2, medium 5, small 10, the saucer 50.

A wave on a 128K is four large rocks; on a 48K, two medium.

From wave 2, when a wave is down to its last two rocks, a saucer crosses and shoots at you. It aims better on later waves.

Three lives, no extras. After a crash the ship warps back in the middle once it is clear.

Clear the playfield and the border puts on a show before the next wave. Fire skips it.

ON THE SCREEN

Your score runs down the right, your lives are the yellow blocks at the top left. The top border says the wave, the high score to beat, and LAST LIFE!

TIPS

Tap to turn a step at a time: held, turning speeds up.

Two shots at a time, each a little over half the screen's width.

A shot rock's pieces fly on along the shot.

Let go of thrust and the ship slows down by itself.

Rocks come round from the other side: watch every edge.

The saucer's shots go through rocks: they are only for you.

ABOUT

An original game for the 48K and 128K Spectrum, free to play and share. Tapes, sound and more at mikeynma.github.io/shardstorm