

## PART TWO

**JOYSTICK**  
JUMP  
↑  
LEFT ← → RIGHT  
↓  
DOWN/DUCK  
UP AND FIRE - FLYING KICK  
DOWN AND FIRE - LAZER  
RIGHT AND FIRE - FIST (BLOW)  
LEFT AND FIRE - PARRY (DEFENSE)

**KEYBOARD**  
Q - UP  
O - LEFT  
P - RIGHT  
A - DOWN  
SPACE - FIRE

When you are in front of a tunnel entrance push UP to enter the tunnel. To access the lift (shown by darker panels on the floor) go UP or DOWN to go to the level above or below. To lock onto a computer push UP when along side it.

## PLAYING

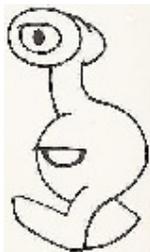
The game is divided into two parts, you must complete Part One to gain the access code to load and play Part Two.

## PART ONE

Freddy's objective having established his predicament is to reach the enemy base situated at the far end of the satellite. To achieve this hazardous task he must avoid or dispose of the following aliens.



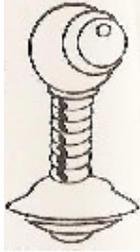
**AVOIDOIS**  
Mammal type creature with poisonous skin - a mere brush provides instantaneous death.



**KOPTOS**  
Genetic derivative of the one-eyed AKAELONS - they're as dangerous as they're ugly!



**ANTOIDS**  
They live in craters and feed on intruders, attacking by rolling into a ball.



### **WATCHING ROBOTS**

Always alert to prevent transgression of their area. Their floating property means a flying kick to de-activate their circuits is most effective.



### **SNAKKERS**

A mutant tribe of snakes inhabiting wells of fetid waters-devouring everything.

Floating islands appear above the surface enabling you to cross the voids-time your jumps carefully.

When you successfully reach the base an Access Code will be displayed on screen: make a careful note of this as you will need to input this code after loading Part II before commencing your escape.

## **PART TWO**

There are four levels at the alien base, one of which houses four spaceships (colour coded to your escape inventory).

To escape to freedom you must:-

1. Obtain the captain's code.
2. Load the ship's energy.
3. Locate instructions to initiate the jump to Hyperspace.

The four space ships are coded with the following key:

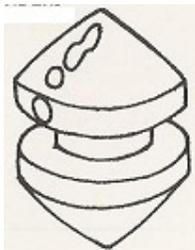
RE	-RED
GR	-GREEN
BL	-BLUE
WH	-WHITE

There are 16 computer terminals scattered around the 3 other levels of the base from which you will obtain the Captain's Code and relevant information of the hyper-drive, linked to a particular colour of ship.

Nuclear energy cells will also be scattered around and these must be taken to the loading lifts marked [ *N* ]. To activate the lift, access the terminal control and transport the fuel to the designated ship.

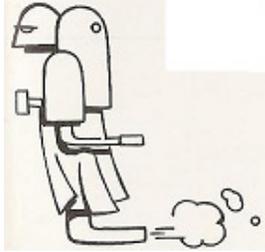
When you have obtained all relevant information and loaded your chosen ship, go down to the hangers, jump over the security rail, punch in the Captain's Code and take off for your journey back to fun and games.

If all this sounds straight-forward just hold on a minute ... you don't think its going to be that easy do you? While completing your tasks you also have to cope with some pretty angry residents who don't want you to break into their base and steal their spaceship!



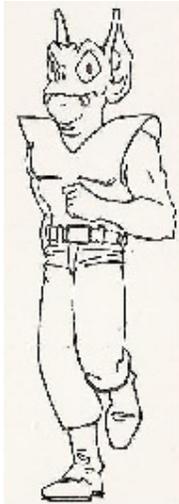
### **MICRO SOUNDERS**

Passive sentinels on the alert for the slightest movement!



### **GABARDA ROBOTS**

They may look human, but are killers... cold as steel.



### **INHABITANTS**

These are the owners of the building-human reptile mutations, immune to lazer-fire, must be defeated by hand to hand combat.

## **HINTS AND TIPS**

1. Always time flying kicks carefully.
2. Always look before you leap.
3. Become familiar with the layout of the space station.
4. Make good use of the lifts.

## **STATUS AND SCORING**

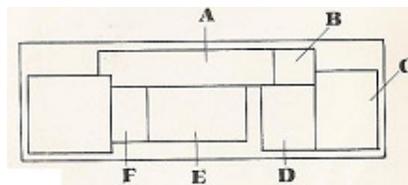
### **PART 1**

200 Points are awarded for each alien. An extra life is awarded after 10,000 points and every 20,000 thereafter.

### **PART 2**

200 Points are awarded for each alien and an extra life is awarded after 10,000 points.

### **STATUS SCREEN**



### **KEY**

A-Number of lives

B-Weapons status

C-Score  
D-Nuclear cells collected (part 2 only)  
E-Disks collected (part 2 only)  
F-Computer message (part 2 only)

## **FREDDY HARVEST**

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## **CREDITS**

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