THE STORY SO FAR …

In the far future of 2010, many years after World Word 3, flying cars and wristwatch tvs are commonplace and the human race has abolished its armies, now living a peaceful existence.

But one day a ufo descends from the skies. Its cargo, an alien race of machines seeking a new world after their own was destroyed by a supernova.

The defenceless humans are powerless against the warmongering machines and promptly surrender to their mechanical overlords and their diabolical leader, The Animator.

All hope is lost until one day a strange misshapen figure walks out of the nuclear wastelands. A genetic cocktail of lifeforms, it is half man, half baked bean. It is known as… Bean.

CONTROLS ...

You can play with a lightgun or mouse.

Use the left mouse button / trigger to fire or join a new game.

Use the right mouse button to cycle through your available weapons.

Using the lightgun, shoot the centre of your player panel to cycle weapons.

Left Shift to cycle weapons PL1. Right Shift to cycle weapons PL2.

Press the P key to pause the game.

Press the M key to cycle music / sfx.

Press the Q key to quit, if you're a loser.

HOW TO PLAY …

Take control of Bean's gunsight to destroy enemies, being careful not to shoot humans.

Shoot falling icons for energy, guns 'n ammo, power ups, and cash. Your energy bar will temporarily turn green when invulnerable and weapons gold when powered up.

Bean always packs his trusty handgun but can collect special weapons until their ammo runs out. Keep them loaded and you'll always have them in your holster. Some weapons are semi-automatic, others fully automatic. They all deal different levels of damage and have different fire speeds. You'll have to learn which is which.

Being a mutant, Bean can clone itself to double its firepower. You can consider this a simultaneous two-player option.

$ Cash

$$ More cash!

Health

Ammo

Smart bomb

Weapon

Shield

Weapon power-up

3

- CREDIT -

2UP

ammo icon

enemy

hostage

00003164

1UP

score

energy

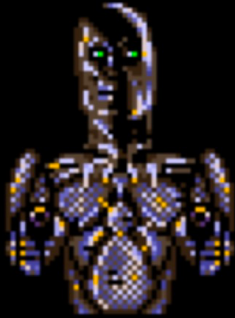credit available

ammo

weapon held

backup weapons

4

KNOW YOUR ENEMY...

The machine army comes in many different forms, but if they bleed oil, you can kill them!

Drones are easy to destroy, but hard to hit. Take them down before they start shooting.

Goldies and Silvers are the most common foot-soldier and can be dispatched with a few shots, or one well-aimed head shot. But beware, bullets will harmlessly ricochet off their armour when they're not directly facing you.
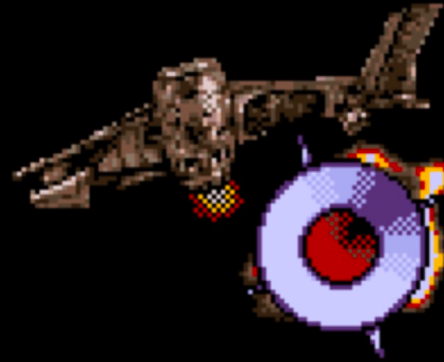
Seekers are heavily armoured missile carriers. Take them out as quickly as you can! They come in land and sea variants, so nowhere on earth is safe from them.

Not everything is out to kill you. Bonus items will increase your score which will earn you extra credits. But you'll need to figure out which bonuses reward and which punish.

The Animator has placed a henchman at the end of every level. Each is unique and requires a different tactic to destroy – watch out for weak spots and conserve as much of your heavy weaponry as you can because you're going to need it!

Be careful not to shoot handsome civilians – they'll let you know they're innocent by raising their hands. Lets just hope the machines never figure out how to manufacture living tissue over their metal endoskeletons!

Tech stuff …

Booting from disk: Minimum requirements A500 with 1MB of chip ram, kickstart 2.04 or later.

Insert disk 1 at the boot screen. External drives can be used with 1.5MB of chip ram.

Install to hard drive: Minimum requirements A500 with 1.5MB of free chip ram, kickstart / workbench 3 or later.

Insert disk 1 from workbench, double-click the install icon and follow the on-screen instructions. The standard Commodore installer program is required.

Mouse Control: Support for mouse input in either port. Sensitivity can be adjusted on the options screen.

Lightgun: Support for lightgun in port 2 using a CRT TV or monitor. The Sega Phaser3050 with an Amiga adapter has been tested. Lightgun can be calibrated from the options screen. Note: Lightgun will not work with modern LED/LCD screens or within a holodeck.

COMPATIBLE WITH PAL AND NTSC SYSTEMS!!

CREDITS …

Paul Heams	Code & Music
Dominic Sidoli	Graphics
Neil Page	Lifts home
McDonalds	Food
Chris Isaak	The soundtrack to our evenings
Our teachers	Ignoring us and letting us talk about computers