

Loading Instructions

Ensure that your computer (or XE console), program recorder and television are correctly connected. Remove any cartridges and switch on the computer. Insert the **Heartache** cassette into your Atari program recorder and rewind the tape fully. Turn off the computer, then turn it back on whilst holding down the **START** and **OPTION** buttons, the computer will emit a single Beep. Press down the **PLAY** key on the program recorder and then hit the **RETURN** key if you have a computer or the **START** key if you have an XE console. The program will start loading. Total Loading time is approximately 13 minutes.

Game Controls

Heartache is a one player game. Once the game has loaded press the **SELECT** key or move the joystick up or down to select the starting level. Press the joystick fire button or the **START** key to begin the game. Pressing **OPTION** during the game pauses the action, hitting **OPTION** a second time restarts the game. Pressing **START** during the game returns to the title screen. Pressing **SELECT** during a game allows you to choose the background colour.

Gameplay

The action takes place in the zero-gravity atmosphere of the orbiting CryoLab. The object of the game is to use your gas cannon to push the heart-shaped clearance pod safely through the station's corridors, clearing them of mutants. Moving the joystick right or left rotates your player clockwise or anti-clockwise while pushing the joystick forward activates his jet pack. Pressing the joystick fire button fires your compressed gas cannon, pushing the clearance pod forwards. To clear each corridor of mutants, you must successfully 'blow' your clearance pod from one side of the screen to the other avoiding direct contact with the walls of the corridor or its inhabitants along the way. The air-supply for each corridor is showing as a jagged red line at the bottom of the screen. Each level must be completed by the time the air supply expires. You start the game with five lives, shown as hearts at the bottom of the screen. A life is lost if your clearance pod hits a wall or alien.