VITAL LIGHT

PC WINDOWS™ - PC WINDOWS™ - PC-WINDOWS™ - WINDOWS PER PC™ CONTROLS

ENGLISH

Mouse
Move mouse left - Moves Zeemon left across screen
Move mouse right - Moves Zeemon right across screen
Move mouse down - Selects the power up
Move mouse up - Activates the power up
Left & Right Mouse button together - Shoots the coloured ray
Left mouse button - Moves Zeemon one colour to the left
Right mouse button - Moves Zeemon one colour to the right

Keyboard
Cursor Key left - Moves Zeemon left across screen
Cursor Key right - Moves Zeemon right across screen
Cursor Key down - Selects the power up
Cursor Key up - Shoots the coloured ray
Shift Key + Cursor Key left - Moves Zeemon one colour to the left
Shift Key + Cursor Key right - Moves Zeemon one colour to the right
Shift + Cursor Key down - Activates the power up

2 PLAYER KEYS:
"A" - Moves Zeemon left across screen
"D" - Moves Zeemon right across screen
"S" - Selects the power up
"W" - Shoots the coloured ray
Shift "A" - Moves Zeemon one colour to the left
Shift "D" - Moves Zeemon one colour to the right
Shift "S" - Activates the power up
Vital Light for Windows™
Windows is a trademark of Microsoft Corporation.

FRANÇAIS

[illegible]

DEUTSCH

[illegible]

ITALIANO

[illegible]

AMIGA CD32 CONTROLS

LEFT Flipper: Rotate Zeemon left
RIGHT Flipper: Rotate Zeemon Right

YELLOW Button: Cycle, Power Up
GREEN Button: Use Power Up
BLUE Button: Advance Colour
RED Button: Fire Button
DIRECTIONAL BUTTON (D PAD)
START Button: Start/Pause

Use the Blue Button and Directional Pad to move Zeemon left or Right or use the Left and Right Flippers.

AMIGA 500/600/1200 CONTROLS

ENGLISH

Using the Joystick, or cursor and shift keys:
[Shoot the coloured ray]
[Move left]
[Move right]
[Select Power up]
Pressing Fire or Shift key and moving Joystick
[Turn Zeemon to the left]
[Turn Zeemon to the right]
[Activate Power up]

FRANÇAIS

[illegible]

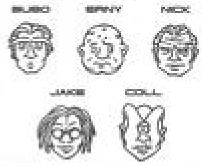
DEUTSCH

[illegible]

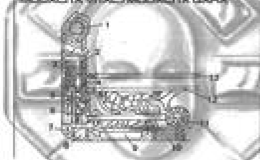
ITALIANO

[illegible]

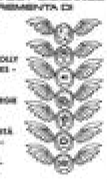
THE MAGS - LE MAGS - DIE MAGS - IL MAGS



VITAL MODE/COMPETITION MODE - MODE VITAL/MODE COMPETITION - VITAL-MODUS/WETTKAMPF-MODUS - MODALITA VITAL/MODALITÀ GARA



POWER UPS - BONS DE PUISSANCE - POWER-UPS - INCREMENTA DI POTENZA



- DESTROYER - DESTRUCTEUR - ZERSTÖRER - CACCIATORPEDINIERE
- JOKER - JOKER - JOKER - JOLLY
- STOP BRICKS - STOP BRIQUES - ZIEGEL STOPPEN - FERMA MATTONELLE
- POWER - PUISSANCE - ENERGIE - FORZA
- SPEED - VITESSE - GESCHWINDIGKEIT - VELOCITÀ
- GREEN FOR GO - FEU VERT - GRÜN - VERDE VIA LIBERA
- 500 POINTS - 500 POINTS - 500 PUNKT - 500 PUNTI

BRICKS - BRIQUES - ZIEGEL - MATTONELLE

- REGULAR BRICKS - BRIQUES ORDINAIRES - NORMALZIEGEL - MATTONELLE REGOLARI
- TWO TONE BRICKS - BRIQUES COLORES - ZWEIFARBENZIEGEL - MATTONELLE A DUE TONALITÀ
- KALEIDOSCOPE BRICKS - BRIQUES KALEIDOSCOPE - KALEIDOSKOPZIEGEL - MATTONELLE CALEIDOSCOPICA
- TRAFFIC LIGHT BRICKS - BRIQUES DE FEUX DE CIRCULATION - AMPELZIEGEL - MATTONELLE SEMAFORO
- MIRROR BRICKS - BRIQUES MIROIRS - SPIEGELZIEGEL - MATTONELLE A SPECCHIO
- CONNECTING BRICKS - BRIQUES DE LIAISON - BINDEZIEGEL - MATTONELLE INTERSECANTI

OTHER NASTY SURPRISES - AUTRES SURPRISES - WEITERE ÜBERRASCHUNGEN - ALTRE SORPRESE

- SINISTER SPHERES - SPHÈRES SINISTRES - SFERE PERICOLOSE
- T-REXERT
- TQX MOWTX
- P-RAY - RAYON P - P-STRAHL - P-RAY
- WALL - MUR - MAUER - MURO

POWER UPS - BONS DE PUISSANCE - POWER-UPS - INCREMENTA DI POTENZA

- DESTROYER - DESTRUCTEUR - ZERSTÖRER - CACCIATORPEDINIERE
- TIME OFF - ARRÊT CHRONOMÈTRE - ZEIT AUS - TEMPO SCADUTO
- SHIELD - BOUCLIER - SCHILD - SCUDO
- TRIPLE SCORE - TRIPLE SCORE - DREIFACHE PUNKTZAHL - TRIPLO PUNTEGGIO
- ENERGY - ENERGIE - ENERGIE - ENERGIA
- WALL - MUR - MAUER - MURO
- BOMB - BOMBE - BOMBE - BOMBA
- MASSIVE ATTACK - ATTAQUE EN MASSE - MASSIVER ANGRIFF - ATTACCO MASSICCIO

ENGLISH

ATTENTION AMIGA A1200 OWNERS - The disks you have purchased will run happily on your A1200, however, if you would like a specially enhanced version for your A1200, please send us your master disks and a cheque for £10.00 (inclusive of postage & packing & V.A.T.) and we will send you your replacement disks within 7 - 10 working days.

GAME SCREEN

1. * Levels Number/** Player number
2. * M.A.G. controlling the level/** Time
3. * Vital ray's moving up rhythm/** Zeemon's energy up rhythm
4. * Vital ray's energy left/** Zeemons Energy
5. ** Spuch brother
6. ** Tube (Zeemon moves on it)
7. ** Number of selected powers available
8. ** Selected power
9. ** Score
10. ** Colours energy
11. ** Zeemon the cyborg
12. ** Vital ray's reloader
13. ** VITAL RAY

* VITAL Mode / ** COMPETITION Mode

Welcome, bienvenue, bienvenido to Rosmon. Thank you for booking your trip with InnerSpace Tours, my name is Gurdlf and I am your guide. I will take you on a journey through our beloved metropolis and introduce you to the most exhilarating video game ever devised - VITAL LIGHT.

[illegible]

POWER UPS

DESTROYER - destroys all blocks on the screen
JOKER - this allows you destroy five bricks with one shot
STOP BRICKS - this stops the five MAGS from dropping bricks for a short while
POWER - this increases Zeemon's strength for a short while
SPEED - this increases Zeemon's speed across the screen
GREEN FOR GO - this turns all the bricks on the screen to green
500 POINTS - this increases the player's score by 500 points

[illegible]

REGULAR BRICKS - the colour of these bricks remain the same. Blocks of bricks can only be destroyed once all the individual bricks are the same colour.
TWO TONE BRICKS - you can only change the colour of the base part of the brick. Therefore you must change the colour of the base of the brick so it matches the colour of the top before you can destroy the brick.
KALEIDOSCOPE BRICKS - the colours in this row of bricks are constantly rotating from left to right.
TRAFFIC LIGHT BRICKS - [illegible]
MIRROR BRICKS - [illegible]
CONNECTING BRICKS - [illegible]

SINISTER SPHERES - [illegible]
T-REXERT - [illegible]
TQX MOWTX - [illegible]
P-RAY - [illegible]
WALL - [illegible]

TIPS AND TACTICS

[illegible]

COMPETITION MODE

[illegible]

Points are awarded for the following actions:

[illegible]

POWER UPS

DESTROYER - destroys all the blocks on the screen.
TIME OFF - [illegible]
SHIELD - an electric wall appears to shield you.
TRIPLE SCORE - this power up triples the points value of each destroyed block.
ENERGY - recharges Zeemon's batteries.
WALL - this makes a wall appear on Zeemon's tube.
BOMB - sets a time bomb ticking on the tube.
MASSIVE ATTACK - [illegible]

CREDITS

[illegible]

FRANÇAIS

AVERTISSEMENT SUR L'EPILEPSIE A LIRE AVANT TOUTE UTILISATION D'UN JEU VIDÉO PAR VOUS-MÊME OU VOTRE ENFANT.

[illegible]

REMARQUE À L'INTENTION DES UTILISATEURS D'AMIGA A1200 : [illegible]

ÉCRAN DE JEU

[illegible]

LE M.A.G.S

[illegible]

BUT DU JEU

[illegible]

ZEEMON LE CYBORG

[illegible]

TOUR COMPLET

[illegible]

LES FRÈRES SPUCH

[illegible]

BONS DE PUISSANCE

[illegible]

BRIQUES

[illegible]

TRUCS TACTIQUES

[illegible]

MODE COMPETITION

[illegible]

BONS DE PUISSANCE

[illegible]

DEUTSCH

ACHTUNG: BESITZER VON A1200- AMIGAS: [illegible]

SPIELBILDSCHIRM

[illegible]

DIE MAGS

[illegible]

ZEEMON DER CYBORG

[illegible]

VOLLE DREHUNG

[illegible]

SPUCH BROTHERS

[illegible]

POWER-UPS

[illegible]

ZIEGEL

[illegible]

TIPS UND TRICKS

[illegible]

WETTKAMPFMODUS

[illegible]

POWER-UPS

[illegible]

ITALIANO

AVVERTIMENTO PER GLI UTENTI DI AMIGA A1200 - [illegible]

SCHERMATA DI GIOCO

[illegible]

IL MAGS

[illegible]

OBIETTIVO DEL GIOCO

[illegible]

ZEEMON THE CYBORG

[illegible]

GIRO COMPLETO

[illegible]

I FRATELLI SPUCH

[illegible]

INCREMENTI DI POTENZA

[illegible]

MATTONELLE

[illegible]

CONSIGLI E TATTICHE

[illegible]

MODALITÀ GARA

[illegible]

INCREMENTI DI POTENZA

[illegible]