

INTRODUCTION

Are you the ACE PILOT of the elite STRIKE FORCE SQUADRON from the planet Amidon? Your mission: destroy the Cryolian Death Ship before it unleashes its deadly photon DEATH RAYS, annihilating the Amidonian civilization...

As you cruise over the surface of the Death Ship you are confronted by a multitude of attacking alien fighters. To destroy the fighters your starship is equipped with neutron torpedoes that you must guide toward your evasive target before they destroy you with return fire... Enemy scouts will periodically cross the surface of the Death Ship monitoring your location. Though non-aggressive, they may avoid your phazers with their cloaking devices! Be on the alert for ventilator shafts in the bottom of the trench below you! Maximum damage to the Death Ship can result from a direct hit...

LOADING THE GAME

CASSETTE VERSION: Place the cassette in CS1 and from EXTENDED BASIC enter OLD CS1 and follow the instructions. When the cursor reappears enter RUN.

DISKETTE VERSION: Place the diskette in DSK1 and enter RUN "DSK1.JOYSTICK" or RUN "DSK1.KEYBOARD". Leave the diskette in the drive during play and it will automatically store your HIGH SCORE!

(PLEASE NOTE: When operating with a DISK SYSTEM and you DO NOT have the 32K MEMORY, you MUST first enter CALL FILES(1) and NEW before running this program.)

---

OBJECT OF THE GAME

The object of the game is to score as high a score as possible by destroying alien fighter and scouts and by dropping bombs in the ventilator shafts.

YOUR CONTROLS

JOYSTICK VERSION: Using Joystick #1, the lever is used to guide your neutron torpedoes and your missile tracking scope. Press the Fire button to fire.

KEYBOARD VERSION: Use the four Arrow Keys to guide your neutron torpedoes and your missile tracking scope. Press the PERIOD KEY (99/4A) or the ENTER KEY (99/4) to fire.

PLAYING THE GAME

Your perspective is from the pilot's seat of your starship traveling over the surface of the Death Ship. The planet Amidon will be visible in the distance. Press your fire button/key and the game will begin.

There will be 10 yellow bars at the top center of the screen. These are your damage indicators. As you receive hits from the enemy fighters they will turn RED. High score is displayed at the upper left of the screen and current score is at the upper right.

The enemy fighters appear one at a time from over the horizon of the Death Ship. Fire a torpedo and guide it towards the fighter. If the fighter fires at you your missile tracking scope will appear, and you must line the scope up with the missile and fire before it hits your ship.

Periodically, Enemy Scouts will frequently cross your path as you cruise over the Death Ship. Your phazer scope will appear, and you must fire when the scout is centered in the scope.

There are many Ventilator Shafts on the Death Ship, but you are travelling at super sonic speeds, so you must react quickly and fire to drop a bomb in the shaft when it is directly below your ship.

### SCORING & BONUSSES

ENEMY FIGHTERS.....100-300 PTS

ENEMY SCOUTS.....250-1250 PTS

VENTILATOR SHAFTS.....1000-3000 PTS

As bonuses, damage indicators will be restored at 3000 PTS, and at every 10,000 PTS thereafter, until all ten indicators are restored to yellow.

### PAUSE CONTROL

During an enemy fighter attack, you may press "T" (joystick) or "P" (keyboard) to activate the pause feature. Simply press fire and the game will continue.

### END OF THE GAME

The game will end when all of your damage indicators have turned red. If you wish to play again, simply press fire.

MOONBEAM SOFTWARE warrants the merchandise against defects due to manufacture or construction for a period of NINETY (90) DAYS from the date of purchase. This warranty is void if the hardware has been damaged by accident or unreasonable use, neglect, or other causes not due to materials or construction.

MOONBEAM SOFTWARE does not warrant that the program or other materials will be free from error or will meet the specific needs or expectations of the end user, including, but not limited to, any implied warranties of merchantability and/or fitness for a particular purpose.

MOONBEAM SOFTWARE makes its programs available solely on an "as-is" basis, and the user assumes all responsibility for the decisions and/or actions taken based on information obtained or derived from this program and/or material.

Some states do not allow for the exclusion or limitation of implied warranties or consequential damages, so the above may not apply to you.

The enclosed program and materials are protected by U.S. copyright laws and any copying of program and/or materials is strictly forbidden.

#### ACCIDENTAL ERASURE

If you happen to accidentally erase your program, return it to MOONBEAM SOFTWARE in its original package with a copy of your bill of sale and it will be rerecorded and returned to you FREE OF CHARGE.