

INTRODUCTION

Your CITY is under ATTACK by ALIEN DRONES!! They are UN-MANNED SATELLITES from the far reaches of the GALAXY coming to DESTROY YOUR WORLD! Each DRONE is PROGRAMMED to first SEEK OUT and ELIMINATE your space ship and then to drop its PAYLOAD on the NUCLEAR REACTOR that you have been assigned to protect...

If the DRONES succeed in destroying the NUCLEAR REACTOR, your CITY will be reduced to RUBBLE by the resulting EXPLOSIONS... However, if you are able to withstand the attacking drones long enough, your NUCLEAR REACTOR will be REBUILT...

Also, IF you show great skill as a fighter pilot, and prevent the DRONES from destroying ANY of your REACTOR, you will be assigned to a NEW CITY to protect a NEW NUCLEAR POWER PLANT!!

LOADING THE GAME

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

DISKETTE VERSION: Place the disk in DSK1 and from BASIC or EXTENDED BASIC enter OLD DSK1.JOYSTICK or OLD DSK1.KEYBOARD. When the cursor reappears enter RUN.

(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.)

YOUR CONTROLS

JOYSTICK VERSION: Use JOYSTICK #1 to MOVE your ship around and press the FIRE BUTTON to shoot.

KEYBOARD VERSION: Use the four ARROW KEYS (ESDX) to MOVE your ship around and press the ENTER KEY to shoot.

PLAYING THE GAME

The game begins with the building of your CITY with its NUCLEAR REACTOR at the bottom of the screen. Your SHIP will appear in the MIDDLE of screen.

The ALIEN DRONES come ZOOMING in from the far reaches of the GALAXY! You must POSITION your SHIP and SHOOT each DRONE before it can release its DEATH RAY on your ship! (WARNING: Due to the tremendous RADIATION as each DRONE approaches, you will temporarily LOSE control of your ship's ENGINES)

Each DRONE is programmed to first seek out your position and destroy your ship. Although they are relentless, they will also place themselves in your line of fire giving you the opportunity for the first shot, IF you have positioned your ship for an attack.

If you fail to destroy a DRONE it will blast your ship and then drop its PAYLOAD on the NUCLEAR REACTOR. Your REACTOR can withstand only SIX such attacks and it will then EXPLODE in a NUCLEAR HOLOCAUST, taking your CITY with it, reducing your CIVILIZATION to TOTAL RUBBLE!!

TACTICAL TIPS

1) It is advisable to attempt only a minimal amount of movement with your ship (your ship is much slower in comparison to the speed of the DRONES).

2) Attempt to quickly AIM and POSITION your ship in the direction of the approaching DRONE and WAIT for it to come into your line of fire.

3) Do not forget that as the DRONES approach, you will TEMPORARILY lose control of your ship's engines.

SCORING POINTS

There are FIVE (5) possible DRONES worth between 50 and 250 points. Your SCORE will be displayed in the UPPER RIGHT corner of the screen with HIGH SCORE in the UPPER LEFT. (PLEASE NOTE: When using the DISK VERSION you must leave the DISK in DSK1 and it will automatically store your HIGH SCORE as a permanent record!)

REBUILDING of the NUCLEAR REACTOR will occur every 1000 PTS. If you reach your next 1000 PTS and NONE of your REACTOR has been destroyed, you will get a BONUS of 500 PTS, and you will be TRANSPORTED to a NEW CITY complete with a NEW NUCLEAR REACTOR to protect!!

END OF THE GAME

The game will end when ALL of your NUCLEAR REACTOR is DESTROYED and the resulting EXPLOSIONS reduce your CITY to a pile of RUBBLE... "PLAY AGAIN? Y OR N" will appear and simply press "Y" to face the DRONES again, or press "N"...

WARRANTY

MOONBEAM SOFTWARE

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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.

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