

VIC-20

SIDEWINDER



LOADING INSTRUCTIONS.

1. Insert required additional memory.
 2. Turn on the VIC-20 computer.
 3. Insert tape into cassette unit and rewind fully.
 4. While holding down the SHIFT key depress the RUN/STOP key.
 5. As prompted on display, press PLAY button on cassette unit.
 6. Program automatically loads and runs. (Approximate load time: 2:30 minutes.)
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DIRECTIONS.

1. Press FIRE button to begin game.
 2. Use joystick to move copter up, down, left or right.
 3. Press FIRE button to shoot. Continue pressing for auto-fire.
 4. Object of the game is to protect four radar installations from the attacking Outworlders.
 5. DESTROY EVERYTHING IN SIGHT!
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SCORING.

1. Outworlders.	10 points.
2. Synergysnakes.	25 points.
3. Pods.	50 points.
4. Oblitojets.	100 points.
5. Hatchers.	150 points.
6. Spinners.	150 points.
7. Satellites.	200 points.
8. Stalkers.	500 points.

**BONUS SEWINDER COMMANDOS ABOUND.
GREAT SHOOTING WILL GET THEM!**

SPECIAL FEATURES.

1. Restart game — function 1 key.
2. Pause — function 7 key. (Press FIRE button to continue game.)
3. Center screen with joystick when PAUSE is activated.
4. Press Joystick to left or right to select one of ten levels.
5. SWITCH-HITTER™ allows you to select left or right handed joystick operation — function 5 key.
6. Training Mission — function 3 key. Plays all levels at slower speeds.

HINTS:

1. WARNING SOUNDS when Outworlders scale radar tower.
2. WARNING SOUNDS when Stalkers approach.

MEET THE ATTACKING ALIENS:

Outworlders: These aliens drop from space to scale and destroy your radar towers. It's imperative your Sidewinder Commandos rush to the defense. A warning signal tells you when the danger is greatest.

Spinners: Cubes of pure energy that blast through the sky to evaporate you. Only deadly, accurate aim can eliminate them.

Pods: Versatile, destructive, and programmed to destroy you! Use your incredible MACH speeds to out-maneuver and wipe them out.

Oblitojets: Designed like late 20th century fighters but equipped with sophisticated alien technology. Their radar, speed and firepower should push your Sidewinders to the edge.

Hatchers: Multi-level weapons best destroyed early. Inside their power source breeds another, even more destructive weapon – the Synergysnake.

Synergysnakes: Second generation hatchers. An incredible testimony to the alien technology – they're part living, part mechanical, but they're all weapon-bred to feed off Sidewinder Commandos. You've got to be a true Sidewinder Ace to defeat the Synergysnakes.

Satellites: From the deadly, depleting arsenal of alien weapons. They can beam into your path to form an awesome, impenetrable explosive wall that spells certain defeat. Blast them quickly!

Stalkers: Complete, bionic weaponry. This living, nuclear creature has been sent forth to attack. It's a swift, cunning beast with a deadly appetite.

BATTLE HINTS:

Fly your Copters at low warp levels to begin. Even here, the frenzy may seem uncontrollable and you'll probably lose a few Copters in the fray.

You'll also find that, like most technological wars, your equipment may seem beyond your comprehension. Learn to control your power and you won't destroy yourself with ignorance.

And, when you wipe out the first wave of attackers, don't celebrate. Those were merely alien cretins sent to test your strength. Gear up for the next wave immediately – because it'll be an awesome, all-out battle!

