

CYCLONS™

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The ultimate interstellar conflict for your VIC-20.



A Product of
The Software Guild

SYSTEM REQUIREMENTS

VIC-20™ Computer • Datasette Tape Player
3K or 8K Memory Expander • Color TV or Monitor
Joystick

PACKAGE CONTENTS

CYCLONS Cassette
Instruction Booklet
Warranty Card

OVERVIEW

All right, you hardrock cadets with your shiny new VIC-20s, listen up! You may think you got the right stuff, but that's because you ain't come up against the CYCLONS yet. They're fast, tricky, and mean, and they like nothing better than making lunch meat out of earthies, even if they have to crash themselves to do it! Sure, you got a slick little ship and plenty of torpedoes, but it takes prime reflexes and a tight hand on the joystick just to dodge the fallout debris and keep from smacking into the real estate. So, good luck, and good hunting!

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CYCLONS Manual v.1

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Edited by The Software Guild, Inc.

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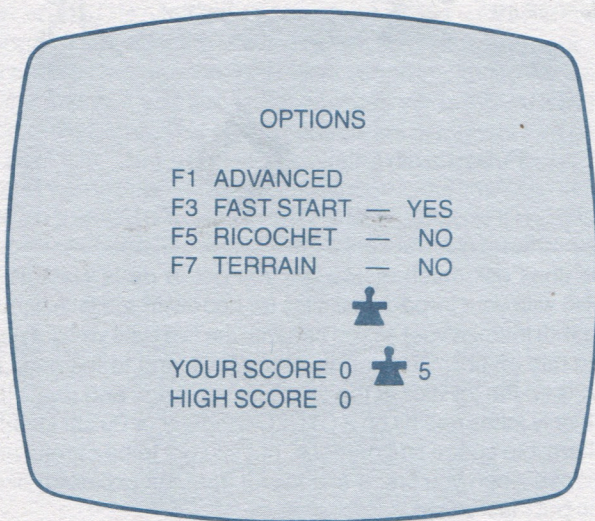
GETTING STARTED

To get started with CYCLONS, simply follow these steps. (This is called "booting.")

1. With your computer turned off, insert the 3K or 8K Memory Expander into the slot in the back of the computer. Press it in gently but firmly until it is fully seated.
2. Connect your joystick to the control port on the right side of the computer. Turn on your monitor or TV and then your computer. (The power switch is on the right side of your computer.)
3. Place your tape player as far away from your monitor as possible.
4. Insert the cassette in the tape player and rewind it.
5. Hold down the **(SHIFT)** key and press **(RUN/STOP)**.
6. Press **(PLAY)** on the tape player when prompted to do so by the computer.

The screen says SEARCHING. After a moment, the screen says FOUND CYCLONS. Following this, the computer loads the first part of the game. When the game is entirely loaded into memory (this takes several minutes), the first screen appears. At this time, press **(STOP)** on the tape player

Note: The following screen, and the corresponding choice of options, is available only if you have the **8K Memory Expander** installed. If you have the **3K Memory Expander**, the game screen appears immediately, and there is no provision for changing options. Therefore, 3K players should skip over the section "Setting Up the Options".



Now that you've got the program loaded in, we turn this session over to the Old Sarge.

BRIEFING

Thank you, sir. All right, listen up, you heroes. I want you to take every one of these instructions and engrave them on your soul. You forget anything when you're out there amongst the CYCLONS, and—well, don't start reading any continued stories.

Your objective is to engage the enemy CYCLON in direct combat. CYCLON central headquarters dispatches groups of **Fighters** and **Pulsar Death Ships** at regular intervals, and they come in thick, fast, and tricky. So keep your eyes open and your joystick hand ready.

The basic or average CYCLON Fighter looks like a dark red revolving bolo, and it makes a swooshing noise as it warps into your sector. They can come in alone, or in groups of three. You got a good attack ship, the best that our technos could whip up. Your ship appears on your display as the yellow man in the lower right corner. The other hunk of space junk that flies through your sector is a CYCLON Pulsar Death Ship. These babies look like green diamonds. Watch out for them. The CYCLONS put their best pilots in the Pulsar Death Ships, and if you get one on your tail, you better wrench that joystick over hard and scoot, or it's blow-up city.

CYCLON SCREEN FIGURES

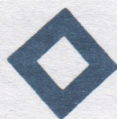
Man(ship)



Fighter



Pulsar Death Ship



Now, we don't ask much of you. All you got to do is blast as many CYCLONS with your torpedo missiles (or hoodwink the little fiends into colliding with themselves) as you can with the five lives you get per turn. Your ship has an unlimited supply of missiles, and to fire one, all you got to do is tip the joystick in the direction you want, and press the fire button. It only takes one hit on a CYCLON Fighter or Pulsar Death Ship to turn them into space smithereens, but you got to be careful and not get too close when you fire. If any fallout from the explosion hits your craft, you get blasted too.

SCORING

You get ten points for every CYCLON Fighter that blows up, even if it's because two Fighters collided with each other, or one accidentally shot his buddy (it can happen). A Pulsar Death Ship is good for 50 points. If you can rack up 1000 points or more during your turn, you get an extra ship, in addition to your regular five.

At all times except when you are in the option screen (with the 8K Memory Expander), your current score and the running high score are displayed at the bottom of the screen. Your number of remaining ships or lives are shown at the bottom right.

FLY AND SHOOT

Once you fire a missile torpedo, a hit anywhere on a CYCLON will blow the little monster into interstellar litter. But you got to learn how to fly your craft. The joystick controls both the direction of your ship and the torpedo firing gadget, but not at the same time. If you push the joystick in a direction, your ship goes that direction. If you push the joystick and press the fire button, missiles are launched in the joystick direction, but the ship keeps on trucking in the original direction. After you've flown into a few mountains or mixed your atoms with a Pulsar Death Ship, you'll know how to control your direction and still get off a shot. It ain't easy, but then, combat ain't supposed to be easy.

SETTING UP THE OPTIONS

This part is for you 8K types—you 3K flyboys relax, but don't leave the area. Sit up straight and take a good squint at your monitor screen. The first thing you see after the title is a bunch of options. Here you heroes get the choices to make the fight easier or harder. Taking the options in order, the first one you see is F1, which is set to ADVANCED at the opening of the game. This option controls the number of bad guys you got to deal with, and how fast the little devils can fly. Press the (F1) function key on the right side of your keyboard, and you'll see this option change from ADVANCED to EXPERT to BEGINNER to INTERMEDIATE and back to ADVANCED again. Here's the lowdown on what each option will throw at you.

BEGINNER	Two Fighters, no Pulsar Death Ship.
INTERMEDIATE	Three Fighters, no Pulsar Death Ship.
ADVANCED	Three Fighters with better aim, one Death Ship, faster speed.
EXPERT	Three Fighters, two Death Ships, top pilots.

Pick your level of skill with care. Don't bite off more than you can chew—you might end up being the one that gets chewed.

Fast Start

This option turns on and off as you tap the (F3) key. If it's on, the second and third Fighters bust into your sector at a high rate of speed.

Ricochet

This option puts an invisible shield around the edge of the screen, so that when you pop off a missile, or a CYCLON takes a shot at you, if it misses, it hits the shield and bounces back into your area. If you press (F5) to turn this option off, the missiles just shoot on out into empty space to become somebody else's worry.

Terrain

Like I told you yardbirds before, you can pick your fighting grounds—open space, or near the planetary surface. If you choose terrain, the bottom of the screen is filled with nasty looking sharp rocks and peaks. Fly into this stuff and you stage your own Fourth of July display, using yourself as the major attraction. On the other hand, if any CYCLON touches the rocks, he gets transformed into spare parts, too. Use the (F7) key to turn the terrain on or off.

Pick your options at the beginning of your turn. If you find the going a little too rough, press any of the four function keys between games to see and change the options.

THERE'S ENOUGH CYCLONS FOR EVERYBODY

You can fight this battle alone, or with a few other heroes. Just trade off turns at the end of each round, making sure to keep track of whose score is whose. To get another round going, just press your fire button.

HOW DO YOU GET OUT OF THIS OUTFIT?

When you've racked up a high enough score, or you're getting tired of being blown to bits, or your joystick is all bent out of shape and hot, just turn off your VIC-20. Right after this, you can turn it back on and do something else, if you got any strength left.

That's all I've got. Any questions? Okay, let's grab the joysticks and hit the sky. Good hunting!

IMPORTANT TIPS

Follow these tips to minimize problems when running this and many other programs on your VIC-20.

Keep the **SHIFT LOCK** key up, unless your program tells you otherwise.

Do not press the **RUN / STOP** key while your program is in use.

Do not press the **SHIFT LOCK** and **COMMODORE** keys simultaneously: this combination may upset your program.

Handle your cassettes gently, being careful not to touch the tape itself. Always keep them in their special cases while not in use.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file, we will be able to provide the best possible customer service, including information on program updates and replacement of damaged cassettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

Given normal use, it should not be possible to damage this cassette. However, should the cassette or the program on it become damaged, please return it to us with a short description of the problem. The Software Guild will replace your cassette promptly, according to warranty provisions.

The objective of the Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

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