

MISSILE COMMAND™



As Strategic Defense Commander of Zardon, you've had a cushy time of it so far. Zardon's a wealthy planet, loaded with valuable natural resources, and the Zardonians are prosperous and peaceful.

But the greedy leaders of the desolate planet Krytolia want Zardon's riches for their own. Without warning, they launch a deadly air attack on Zardon's cities!

Suddenly you're making split-second decisions under constant enemy fire. With only one kind of weapon—Anti-Ballistic Missiles— and only two weapons bases, your situation is desperate. Can Zardon survive? Can you save the cities?

System Components

- Atari MEGA or ST computer
- Atari disk drive
- Atari monitor (color recommended)
- Atari mouse

Getting Started

Before you begin the battle, make a copy of the Missile Command program disk (see your Atari computer **Owner's Manual** for instructions). Safely store the original disk and use the copy to play the game. Then follow these steps:

1. With your computer system turned on and the GEM® Desktop™ displayed, insert the copy of the Missile Command disk into the disk drive.
2. Select the floppy disk icon to display the Missile Command disk directory.
3. Select MISSLCOM.PRG. The Missile Command title screen and menu bar appear.
4. Move the mouse pointer onto the menu-bar headings to see and select options in the drop-down menus (see **Selecting Options**).
5. Select Start from the Options menu or press **[Control] [S]** to begin the game.
6. During play, press **[Control] [P]** to pause a game; press it again to resume play.

Save the Cities of Zardon!

Selecting Options

The Missile Command menu bar has three headings (Info, Options, and Bonus), each with its own drop-down menu. The Info menu includes a Missile Command Info option and your desk accessories (inactive).

The Options menu lists game-play options. One Player means you will play a one-player game. Selecting One Player changes it to Two Player for a two-player game.

Select the other options in the menu to put them in effect for your game. A selected option has a check next to it. Options and their effect are:

Option	Effect
No MIRVs	The enemy does not deploy MIRVs (multiple warheads).
No SBMs	The enemy does not deploy Smart Bombs.
All SBMs	The enemy deploys only Smart Bombs.

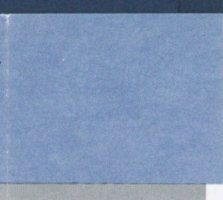
From the Bonus menu, select an option to determine when you'll earn a bonus city. Every time you score the point value you select (or a multiple of it), you'll gain another city and another chance to save Zardon.

Select the Waves Skipped option to skip lower levels of play. A grid appears. Select a number in the grid; game play will start at the next highest wave (and the menu option will list the number of waves skipped). Lower waves are easier to play; higher waves more dangerous.

Playing the Game

You must protect the cities of Zardon and your ABM (Anti-Ballistic Missile) bases from the Krytolian strikes. When intact, Zardon has six cities and you control two bases of 15 ABMs each.

During an attack, roll your mouse to move the on-screen cursor to a target. Fire from your starboard ABM base by pressing the right mouse button and from your port base by pressing the left button. Your ABM will explode at the point where your cursor is when you fire. Any enemy weapons caught in the explosion will disintegrate. Numerals on the bases count down as you fire, reading out the number of ABMs left in each base.



Krytolians strike with IPBMs, MIRVs, Satellites, and Bombers. Attack waves last up to 30 seconds, and Krytolians can destroy up to three cities per wave. Even though your ABMs are fast and effective, the Krytolians manage to attack more furiously with each succeeding wave. Beginning with wave 3, Smart Bombs join the attack, homing in on your cities and bases. They're the deadliest enemy since they can swerve away from your ABMs.

A direct enemy hit destroys either a city or a base and all ABMs in it. If you hear a high-pitched bleep when you press a fire button, you've lost fire power from that ABM base. This could happen for three reasons:

- You've run out of ABMs.
- Your base is destroyed.
- Twelve explosions are occurring on screen. You regain fire power when the explosion count returns to 11 or less.

When both your bases are destroyed, you're defenseless.

A point multiplier appears at the start of each wave. 1 x Points means you earn basic points for each Krytolian destroyed and each city and ABM left at wave's end; 2 x Points means you earn twice the basic points; and so on. When a wave ends, the screen tallies up your reserve ABMs and surviving cities. Then the next wave begins.

If you've chosen a Bonus game, you earn a bonus city every time you score your selected number of points. Bonus cities appear in the next wave at sites vacated by destroyed cities. If no sites are available, bonus cities are held in reserve.

Attack waves continue as long as you have cities left. The game ends when all your cities are destroyed. Press your left mouse button to start a new battle, or **[Control] [C]** to return to the title screen and menu bar.

To return to the desktop, select Quit from the Options menu or press **[Control] [C]**. (To save your high scores, make sure your Missile Command disk is in the drive and is not write-protected.)

Strategy/Survival Tips

Don't wait for explosions. Keep your cursor moving so you can rapid-fire strategically placed shots.

Blast IPBMs before they divide into multiple warheads (MIRVs).

Hit Smart Bombs straight on to destroy them, or surround them with detonation blasts.

Aim just ahead of MIRVs, Satellites, and Bombers and let them travel into your exploding ABMs.

Think ahead! Place your shots where the paths of your targets will meet so one ABM can destroy two or more attackers.

Defend your cities and ABM bases first. Don't shoot at an enemy weapon heading for dirt unless it's a high-score target that can earn you a bonus city.

Shoot attackers before they cross the invisible radar line, below the range of your ABMs.

Protect your cities with an ABM umbrella. Move the cursor rapidly across the screen leaving a chain of explosions to trap and destroy oncoming enemy weapons.

Sacrifice some cities when waves get really tough. Defend only one city while destroying as many high-score targets as possible.

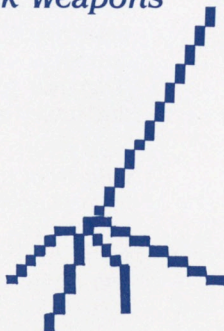
Plan your defense so you don't run out of ABMs before the enemy ceases fire. That leaves you defenseless against their well-placed shots.

Think strategically. Place your shots well and hold fire until the right moment.

Krytolian Attack Weapons



Satellite



MIRV (Multiple Independent Re-entry Vehicle)

IPBM (InterPlanetary Ballistic Missile)



Smart Bomb



Bomber

Scoring

During play, the high score appears in the top center of the screen. Player 1's score is tallied at top left; Player 2's at top right.

Enemy weapons destroyed, cities saved, and reserve ABMs are worth basic points times the point multiplier shown at the beginning of each wave. The point multiplier increases by 1 every wave, until it reaches 6 x Points. For example, destroying a Smart Bomb earns you 125 (basic) points in wave 1, 250 (2 x 125) points in wave 2, and so on.

Basic Points

During a wave:

Smart Bomb destroyed	125 points
Satellite destroyed	100 points
Bomber destroyed	100 points
IPBM destroyed	25 points
MIRV destroyed	25 points

At wave's end:

City saved	100 points
ABM in reserve	5 points

Point Multipliers

Wave 1	1 x points
Wave 2	2 x points
Wave 3	3 x points
Wave 4	4 x points
Wave 5	5 x points
Waves 6 and up	6 x points

If you're playing a Bonus game, you earn a bonus city every time you score the point value (or a multiple of it) set from the Bonus menu.

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