



GAME PLAY INSTRUCTIONS

DISK LOADING INSTRUCTIONS

Turn on the computer. Insert the diskette into drive A with the label facing upwards.
Press the **RESET BUTTON** on the back of the computer. The game will start automatically.

CONTROLS

The game is controlled by the joystick and the spacebar. Plug the joystick into Port 1.
Press "**M**" for music or "**F**" for sound effects when the high score screen appears.
Start the game at the high score screen by pressing the fire button or spacebar.
During game play, press **ESC** to pause the game; press any key to continue play.

GAME PLAY

Maneuver your SW475 Starfighter over the scrolling landscape of the planet Orac. As you progress further into the game the landscape becomes more and more hostile. Enemy defenses group together to attack you in lethal waves. When you destroy the aliens they will occasionally yield a yellow star. Collect weapons for your starfighter by flying over the star. The current available weapon is highlighted at the bottom of the screen. You deploy your indicated weapon by pressing the spacebar. Each additional star you collect adds to the weapons capability of your SW475 Starfighter.
The weapons are offered in the following order:

WEAPONS

1. **SPEED** (can be chosen up to a maximum of 5 times).
2. **SHOT** (reverts you to your original fire power status).
3. **SIDE** (gives you fire power emanating from the sides of your craft).
4. **WING** (enhances the size of your ship and its firing range; can be chosen up to a maximum of 3 times).
5. **BOMB** (lets you target explosions in front of your ship).
6. **LAZER** (projects a beam in front of your craft).
7. **H. MISS** (Homing Missiles; gives you multi-directional missiles which home-in on all visible targets).
8. **SHIELD** (gives you invulnerability from all shots fired at you for a limited time).
The time is affected by the number of hits that are inflicted.

STATUS AND SCORING

Your score and current high score are displayed at the top of the screen. The number of spacecraft remaining are located at the lower left hand corner. You are awarded between 100 and 1,000 points for each alien target destroyed and 110 points for each yellow star collected. An extra starfighter is awarded at 50,000 points.

If your score is in the top ten, enter your name into the **HALL OF FAME** by moving the joystick left or right to the correct letter.

Press the fire button to select the letter.

HINTS AND TIPS

- Learn which targets yield yellow stars.
- Keep moving at all times. Staying still means certain death.
- Use your shield wisely; some sections of the game are difficult to complete without this weapon.
- Expanding your ship's wingspan can increase your firepower, but it makes you vulnerable to attack.
- Increase your speed as early as possible to give added maneuverability.
- Speed increases proportionally each time you select this option.

!Keep your Head Down and your Shield Up!
!! Good Luck !!

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