

Instructions for OUTWORLD

Catalog Number 1635

OUTWORLD is a beautiful city of futuristic buildings on some distant world. But life in OUTWORLD is precarious. The buildings and their protective shield are all fueled by an energy supply which must be brought in from elsewhere. The lights of OUTWORLD blink invitingly on the screen, but that only masks the potential dangers soon to be faced.

A fuel ship will visit the planetary city to establish an energy supply, but it won't last. The city uses vast amounts of energy to protect itself from meteorites and flying saucers carrying deadly bombs.

Your mission is to protect the city of OUTWORLD by shooting down meteorites before they reach the protective shield. Every time a meteorite hits the shield. Every time a meteorite hits the shield, it saps more and more energy from the city's reserve. Each time you fire at a target you also use energy, so take careful aim. Beware, the bomb from the flying saucer easily penetrates the shield and will destroy the city.

The fuel ship will come back again to replenish the OUTWORLD supply if you score enough points. But you must protect it from the meteorites and flying saucers, for if it is destroyed by a strike from either, the city is doomed.

SCORING

If you can safely escort the fuel ship to its landing and then off the screen into the comparative safety of space, you get 300 points. Other objects are worth the following points:

UFO	150	points
UFO Bomb	50	points
Large Meteorite	10	points
Medium Meteorite	20	points
Small Meteorite	30	points

JOYSTICK

ACTION

Start Game and fire on targets
Move crosshairs left/right
Move cross hairs up/down

JOYSTICK ACTION

Fire button
Push stick left or right
Push stick forward or pull
stick back.

HOW TO PLAY

Every time a meteorite hits the OUTWORLD protective shield, energy is used, so you best try and destroy the meteorites before they hit. Watch out for the UFO's. They carry deadly bombs which will penetrate the force shield and destroy the city. Get them before they have a chance to drop their deadly cargo.

Take careful aim on your targets, because each time you fire whether you hit the target or miss, you use precious energy from the OUTWORLD reserve. The reserve will dwindle quickly if you are a poor shot. A missed shot not only uses energy to fire, but the energy shield protecting the city will have to use even more of the supply to zap the target you missed.

Remember, when the city energy supply runs out, the beautiful city of OUTWORLD will be no more. Its future rests in your hands.

All scores are multiplied by a bonus factor which depends on the level of play you have selected. The bonus factors for each level are as follows:

<u>LEVEL</u>	<u>FACTOR</u>
0	1X
1	1X
2	1X
3	2X
4	2X
5	2X
6	3X
7	3X
8	3X
9	4X

At 10,000 point intervals, the fuel ship will descend from the upper left corner of the screen to replenish the fuel supply of OUTWORLD. The level of the fuel supply can be seen on a gauge on the left hand side of the screen.

BEGINNING PLAY

OUTWORLD can be played with either the keyboard or the joystick. To begin play press either the fire button on the joystick or FUNCTION KEY 1. Difficulty of play may also be selected from ten levels. To select levels of play from 0 to 9, press FUNCTION KEY 3.

KEYBOARD

<u>ACTION</u>	<u>PRESS KEY</u>
Start game or start over at any time	f1
Select level of play	f3
Start game over at the same level of play	f5
Pause and start game where you left off	P

To correct for certain television sets

interlace mode

vertical centering

Horizontal centering

INST/DEL
CRSR (up/down)
CRSR (left/right)

INSTRUCTIONS FOR INSTALLING UMI CARTRIDGES

TO INSTALL IN THE VIC

1. Turn the VIC's power off.
2. Face the front of the computer.
3. Grasp the cartridge with the label side up and readable. (The circuit board edge should be behind the protective hood).
4. Holding the cartridge at a slight angle and with the label up, insert it into the center of the memory expansion port. (See your computer manual for the location of the memory expansion port).
5. When the cartridge's circuit board edge is centered in the connector inside the computer, press it into place slowly and firmly. DO NOT FORCE OR POUND THE CARTRIDGE INTO POSITION.
6. When the cartridge is in place:
 - a. It should be centered in the opening.
 - b. Its edge should be parallel to the back edge (or face) of the VIC.
 - c. Part of the label can be read when looking down on the cartridge from the front of the computer.
 - d. It should be firmly seated.
7. Turn the VIC's power on.

TO INSTALL IN THE UMI EXPANSION CHASSIS (Part number 3050).

First Power OFF!

With the same care and technique used to install the cartridge as described above, insert the cartridge into the expansion chassis slots.

TO VERIFY CORRECT INSTALLATION

Turn Power ON

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