

TM

IBM PCjr VERSION
BY JAY SULLIVAN
ORIGINAL MUSIC
BY JAY SULLIVAN

THE GAME

SIERRA VISION™

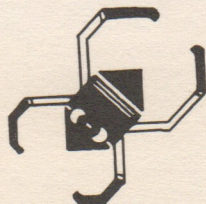
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CROSSFIRE

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The aliens have landed and they're taking over the city! Steadily they make their way through town, destroying everything in their paths. Even your regiment has fled, leaving you alone to defend against the invasion.

You're surrounded -- laser shots bombard you from all directions. You'll have to have eyes in the back of your head, or you'll get caught in the CROSSFIRE!

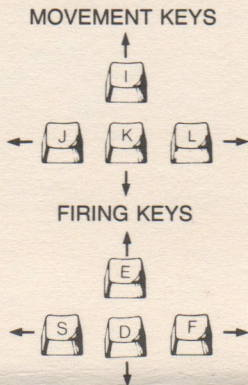


CONTROLS

Joystick

Use joystick to move your ship left, right, up and down.

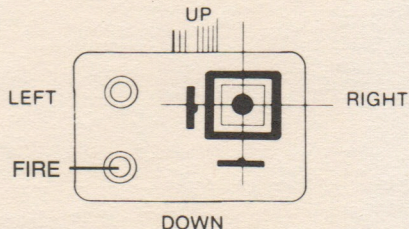
Press joystick button to fire in direction of movement.



LOADING INSTRUCTIONS

Disk

1. Remove any ROM cartridges.
2. With the label side up, insert the **Crossfire** disk into the drive.
3. Close the door to the drive; turn on the power to the computer and monitor.
4. Follow prompts on the screen to choose controls and number of players. Press any key to begin.



Keyboard

Use keys <J>, <L>, <I> and <K> to move left, right, up and down.

Use keys <S>, <F>, <E> and <D> to fire left, right, up and down.

CONTROL KEYS

Any of these keys may be used during game play:

- <ESC> Pause (any key will resume play)
- <CTRL R> Restart New Game
- <CTRL C> Redefine Movement Keys
- <CTRL S> Toggle Sound Off and On
- <CTRL Q> Toggle Music Off and On*



- <CTRL J> Joystick Control
- <CTRL K> Keyboard Control
- <1> Select Slow Playing Speed
- <2> Select Moderate Playing Speed
- <3> Select Fast Playing Speed

After each game press any key to begin another game with the same options. In the two player mode press any key to resume play after changing players.

HOW TO PLAY CROSSFIRE

Survival is the name of this game! It's your job to defend the city against incoming aliens, for as long as you can. This is a do or die proposition!

At the beginning of the alert you'll receive 35 missiles. When your missile supply is down to 10 a reloading station will appear -- to reload, simply run over the station. Don't let yourself run out, or you'll be a sitting duck for all those invading aliens!

When you clear one sector of aliens, you automatically move to another. Don't be surprised if you find less ammunition in each succeeding area, though. Supplies are limited in a city under siege.

SCORING

Aliens will mutate when you hit them. The more advanced the creature, the more points you gain for each hit.

Every once in a while you will encounter an alien defense point. Capture it and you win bonus points (more for each succeeding one). After your next six shots it will retreat out of your range.

If you kill many aliens and capture a few enemy strongholds you may prolong your own life. . .for every 5,000 points you earn another ship.



10 points

1st

100 points



20 points

2nd

200 points



40 points

3rd

400 points



80 points

4th

800 points

* The original music score will only be audible if you have a TV, stereo hook-up or a monitor with sound capabilities.

WARRANTY NOTICE

Sierra On-Line wants your continued business. If you fill out the enclosed product registration card and return it to us (we have already paid the postage), you are covered by our warranty. If your disk should fail within 90 days, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the disk directly to us. Sorry, without the registration card you are not covered by the warranty.

SIERRA ON-LINE, INC., Sierra On-Line Building, Coarsegold, CA 93614

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