

LOADING THE GAME

CASSETTE VERSION: The cassette is recorded with a JOYSTICK version on one side and a KEYBOARD version on the other. Select which version you wish to play and insert the cassette in CS1. From EXTENDED BASIC enter OLD CS1 and follow the instructions on the screen. When the cursor reappears enter RUN.

PLEASE NOTE: You may have to adjust your volume and/or tone controls on your cassette recorder to ensure proper loading of the program.

DISKETTE VERSION: Place the diskette in DSK1 and from EXTENDED BASIC enter RUN "DSK1.JOYSTICK" or RUN "DSK1.KEYBOARD" for the version that you wish to play. Leave the diskette in the drive during play and it will automatically store your HIGH SCORE!

PLEASE NOTE: When operating with a DISK MEMORY SYSTEM and you DO NOT have EXTRA MEMORY, you MUST first enter CALL FILES(1) and NEW before running this program. Refer to the DISK SYSTEM operating manual for more information.

YOUR CONTROLS

JOYSTICK VERSION: Using Joystick #1, the Joystick Lever is for directional control of your ship, and the Fire Button is used to shoot.

KEYBOARD VERSION: Use the for Arrow Keys for directional control of your ship and the Enter Key to shoot.

PLAYING THE GAME

When the game begins you will find your ship surrounded by four Sulconon Asteroid Cannons. Your ship is equipped with Auto-Fire Phasers. Just aim your ship in one of four directions to blast away the approaching Asteroids. Periodically a Sulconon Lazer Bolt will appear close to your ship.

If you survive the battle with the Asteroid Cannons your ship will be transported to the bottom of the screen from where it will face the Caustress Aerial Attack Squads. Traveling in groups of three, you will be attacked by three squads of Aliens. Shoot and destroy all three aliens in each squad before one of the reaches your ship, or it will mount your ship and give it a Hyper-Energy Blast that will blow it to pieces!

After the Aerial Attack you must be prepared to pilot your ship throught the Trisod Meteor Belt! Your ship will be automatically launched upward from the bottom of the screen. Manouver your ship through the treacherous Meteors. If you crash into a Meteor your ship will be destroyed.

If you survive the Meteor Belt, prepare yourself for the unforgiving Zircon Droids. The Droids will appear either to your left or right. React Quickly!! Aim and Fire at them or they will destroy your ship!!

If you survive the Zircon Droids (or if you have any ships left) you will find your ship once again surrounded by the Sulconon Asteroid Cannons. The games continues, but it won't be as easy this time...

SCORING & BONUS

Your score is updated during the Asteroid Attack:

- A) Any time one of your ships is destroyed, or
- b) After the Asteroid Attack sequence and before the Aerial Attack Squad strikes.

At all other times the score is updated each time you destroy an alien.

Asteroids.....	5 PTS
Aerial Attack Aliens.....	20 PTS
Zircon Droids.....	40 PTS

A bonus ship will be awarded each time you successfully destroy an entire wave of 10 Zircon Droids, to a maximum of 8 ships.

TACTICAL TIPS

JOYSTICK VERSION: During the Asteroid Cannon Attack just push the stick in the direction you want to fire and allow it to return to the middle position before firing again. This must be done if you wish to fire twice in the same direction.

During the Asteroid Cannon Attack shoot the faster moving asteroids first and wait until the slower ones are closer to your ship.

During the Aerial Attack you can fire another missile before the previous one has gone off the screen, but the first one will disappear.

The Zircon Droids will not necessarily alternate sides when they appear. It is possible to have all ten Droids appear on the same side...

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If you happen to accidentally erase your program, return it to MOONBEAM SOFTWARE in its original package with a copy of your bill of sale and it will be rerecorded and returned to you FREE OF CHARGE.