Superior software for the TI-99/4 (A)
Home Computer*

ASTRO-MANIA

Pilot your fleet of photon-powered ships through the asteroid cannons of Sulconon, the aerial attack squad of Caustross, the meteor belt of Trisod! Then face the unforgiving Zircon Droids!
X-BASIC. $19.95

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ACCIDENTAL ERASURE

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.

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INTRODUCTION

On your journey through outer space you venture upon the hostile galaxy "MORPHUS". Endless waves of ALIEN FIGHTERS from various worlds within the galaxy are hungry to DESTROY OUTSIDERS like your fleet of PHOTON powered defense ships. HOW LONG CAN YOU WITHSTAND THE MULTIFACETED ARRAY OF ALIEN WARSHIPS?

Maybe you can hold your own against the ASTEROID CANNONS of "SULCONON", survive the AERIAL ATTACK SQUAD of "CAUSTRESS", and pilot your fleet through the perilous METEOR BELT of "TRISOD"... But are you fast enough for the unforgiving "ZIRCON DROIDS"...

LOADING THE GAME

CASSETTE VERSION: Place the cassette in CS1 and from EXTENDED BASIC enter OLD CS1 and follow the instructions on the screen. When the cursor reappears enter RUN.

DISKETTE VERSION: Place the disk in DSK1 and from EXTENDED BASIC enter RUN "DSK1.KEYBOARD" or RUN "DSK1.JOYSTICK".

(PLEASE NOTE: When operating with a DISK SYSTEM and you DO NOT have the 32K MEMORY, you must first enter CALL FILES(1) and NEW before running this program.)

YOUR CONTROLS

JOYSTICK VERSION: Using JOYSTICK #1, use the STICK to move your ship and the FIRE BUTTON to shoot.

KEYBOARD VERSION: Use the four ARROW KEYS (ESDX) to move your ship and press ENTER to shoot.

SCORING

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.

POINT VALUES ARE AS FOLLOWS:

    ASTEROID.................................5 PTS
    AERIAL ATTACK ALIEN...................20 PTS
ZIRCON DROIDS.............................40 PTS

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 you.

During the AERIAL ATTACK you can fire another missle
BEFORE the previous one has gone of the screen, BUT the
first one will dissappear.

Be prepared to steer your ship through the METEOR BELT
as soon as you complete the AERIAL ATTACK scene.

The ZIRCON DROIDS will not NECCESSARILY alternate sides
when they appear. It is POSSIBLE to have all ten DROIDS
appear on the same side...