

MOONBEAM SOFTWARE

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 Caustress,
the meteor belt of Trisodi! Then face
the unforgiving Zircon Droids!

X-BASIC, \$19.95

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MOONBEAM SOFTWARE

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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.

MOONBEAM SOFTWARE

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MOONBEAM SOFTWARE PRESENTS:

ASTROMANIA

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.

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, so think fast and fire immediately in its direction before you are destroyed.

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 them 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 through 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 game continues, BUT it won't be as easy this time...

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 missile BEFORE the previous one has gone off the screen, BUT the first one will disappear.

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

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