

MOONBEAM SOFTWARE

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

STRIKE FORCE 99

Your planet is doomed!
Destroy the Cryolian Death
Ship before it unleashes
its deadly Photon Death Rays,
annihilating your civilization!

X-BASIC, \$19.95

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MOONBEAM SOFTWARE

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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.

MOONBEAM SOFTWARE

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MOONBEAM SOFTWARE PRESENTS:

STRIKE FORCE 99

INTRODUCTION

Are you the ACE PILOT of the elite STRIKE FORCE SQUADRON from the planet Amidon? Your mission: destroy the Cryolian Death Ship before it unleashes its deadly photon DEATH RAYS, annihilating the Amidonian civilization...

As you cruise over the surface of the Death Ship you are confronted by a multitude of attacking alien fighters. To destroy the fighters your starship is equipped with neutron torpedoes that you must guide toward your evasive target before they destroy you with return fire... Enemy scouts will periodically cross the surface of the Death Ship monitoring your location. Though non-aggressive, they may avoid your phazers with their cloaking devices! Be on the alert for ventilator shafts in the bottom of the trench below you! Maximum damage to the Death Ship can result from a direct hit...

LOADING THE GAME

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

DISKETTE VERSION: Place the diskette in DSK1 and enter RUN "DSK1.JOYSTICK" or RUN "DSK1.KEYBOARD". Leave the diskette in the drive during play and it will automatically store your HIGH SCORE!

(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.)

OBJECT OF THE GAME

The object of the game is to score as high a score as possible by destroying alien fighter and scouts and by dropping bombs in the ventilator shafts.

YOUR CONTROLS

JOYSTICK VERSION: The lever is used to guide your neutron torpedoes and your missile tracking scope. Press the FIRE button to fire.

KEYBOARD VERSION: Use the four arrow keys to guide your neutron torpedoes and your missile tracking scope. Press the "." key (99/4A) or the ENTER key (99/4) to FIRE.

PLAYING THE GAME

You will be in the pilot's seat of your starship traveling rapidly over the Death Ship. The planet Amidon will be visible in the distance. Press your fire button/key and the game will begin.

You will notice 10 yellow bars in the top center of the screen. These bars are your damage indicators. As you receive hits from the enemy fighters they will turn red. High score is displayed in the upper left corner of the screen and current score is displayed in the upper right.

ENEMY FIGHTERS: The enemy fighters appear one at a time from over the horizon of the Death Ship. Fire a torpedo and guide it towards the fighter. If the fighter fires a missile your missile tracking scope will automatically come on and you must line the scope up with the missile and fire to destroy it before it reaches your ship.

ENEMY SCOUTS: Enemy scout ships will frequently cross your path as you cruise over the Death Ship and your phazer scope will automatically turn on. Fire your phazer when the scout is in the center of your scope.

VENTILATOR SHAFTS: There are many ventilator shafts on the Death Ship but you are travelling at super sonic speeds so react quickly and press fire to drop your bomb in the shaft when it is directly below your ship.

SCORING

ENEMY FIGHTERS.....100-300 PTS

ENEMY SCOUTS.....250-1250 PTS

VENTILATOR SHAFTS.....1000-3000 PTS

END OF GAME

The game will end when you have been hit by the enemy fighters ten times and all of your damage indicators have turned red. If you wish to play again press fire.

PAUSE CONTROL

During the enemy fighter sequence you may press "T" (joystick) or "P" (keyboard) to activate the pause feature. Simply press fire and the game will continue.
