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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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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, push the joystick lever in the direction of the turret gun from which you wish to fire. Firing is automatic, and there is no need to press the fire button.

KEYBOARD VERSION: Press the "Q" KEY to fire from the left turret, and press the "P" KEY to fire from the right turret gun.

OBJECT OF THE GAME

The object of the game is to score as high a score as possible while preventing total destruction of Ground Zero by shooting down enemy fighters.

PLAYING THE GAME

Your Intelligence Forces have uncovered your enemy's predetermined multi-warhead nuclear missle target area (GROUND ZERO). Accordingly, a defense site at Ground Zero has been established to prevent an otherwise inevitable devastation.

Although the enemy is reluctant to launch their awesome missle while your defense site is intact, their strategy is to send in their best attack force to wipe out your ammuniton supply, leaving you defenseless and wide open for their final act of mass destruction.

Your defense site consists of two plutonium projectile turrets, a mono-copter, two pressure-activated reserve ammunition packs, and your first supply of three plutonium ammunition piles. The enemy attack force consists of three basic fighter types; Ballistic Attack Fighters, Bombers, and Fast Attack Cruisers.

The B.A.F.'s and F.A.C.'s try to fly below your turrets and destroy your ammunition, one pile at a time. The Bombers drop bombs capable of destroying all of your exposed ammo. Both the B.A.F.'s and Bombers are picked up by your Radar Warning System, but the F.A.C.'s fly too fast and too low to be detected. However, due to their awesome power and speed, they can be heard during their approach.

Using your joystick or P&Q keys, fire from your turrets at the fighters and bombs. You will score, as indicated below, for successful hits. As the game progresses the enemy attackers become more difficult to destroy, with the color and point values of the B.A.F.'s and F.A.C.'s changing accordingly.

SCORING

Ballistic Attack Fighters:

        RED...50 pts

        YELLOW....................................100 pts

        GREEN.....................................200 pts

Fast Attack Cruisers:

        MAGENTA...................................500 pts

        ORANGE...................................1000 pts

        BLUE.....................................1500 pts

        GREEN....................................2000 pts

All Bombs......................................200 pts

BONUSES: You will receive your first bonus reserve ammunition pack at 3000 pts, with further bonuses rewarded at every 10,000 point interval thereafter, with a maximum of three reserve packs.