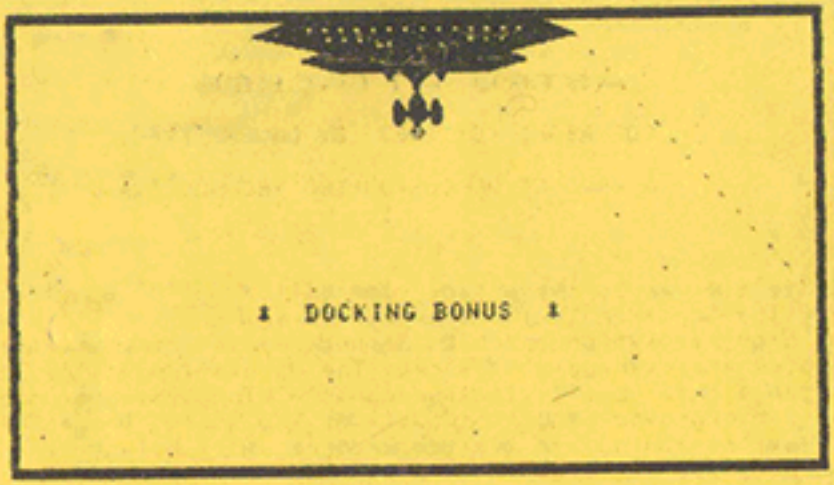
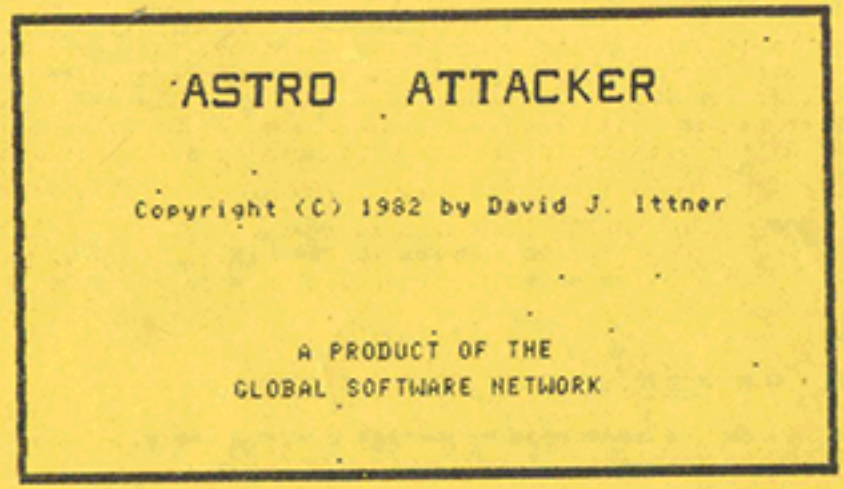
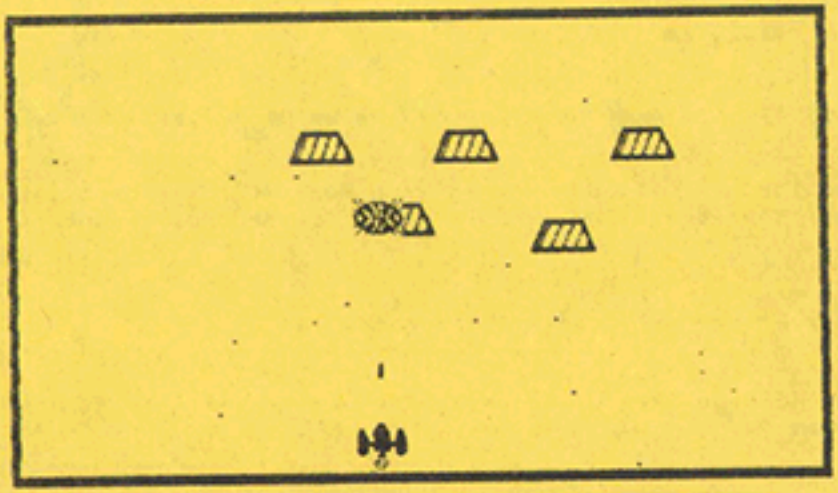




SCORE: 05509 HIGH: 07568



SCORE: 00025 HIGH: 07568

ASTRO ATTACKER

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A PRODUCT OF CUSTOMIZED TECHNOLOGY

ASTRO ATTACKER is similar to the arcade game called "ASTRO BLASTER". This action game for the Sorcerer is far superior to all other Sorcerer games because of its high resolution graphics, sound, variety and playability. Astro Fighter's graphics are extremely advanced. The display is of the console inside your astro fighter craft. In your console window you see the enemy ships placed against a background of continuously moving stars. Gauges also indicate the amount of fuel remaining and the temperature of your lazer cannons. If you fire too frequently you can overheat the lazers, or if you move recklessly you may run out of fuel.

Your challenge is to survive and destroy the Spinners, the Lazer Ships, the Rockets, the Flame Throwers, and the Meteor shower. Docking with the mother ship is crucial to survival as this restores your shield strength and fuel, and cools your lazer cannon. With each succeeding level of play, survival becomes more difficult as the enemy ships attack with greater frequency and quickness.

To run: >LOG (ASTRO loads and auto-executes.)
(The >GO address is 100 hex.)
(Recorded at 1200 baud on side A and 300 baud side B.)

CONTROL KEYS

4 The '4' on the 10-keypad moves the console image of your astro fighter to the left.

6 The '6' key moves your astro fighter to the right.

SPACE The 'space bar' is used to fire.

The above controls can also be performed by using a joystick.

TAB The TAB key will put you in warp mode which helps by slowing down only the enemy. The warp lasts for 13 seconds or until your shield is hit.

R The 'R' key will restart the game.

ESC The 'ESCape' key will freeze the action until it is pressed a second time.

RUN/STOP This key will exit the program to the Monitor. Use >GO 100 to start the game over from the Monitor.

SHIELD STRENGTH

When the game starts, the title page appears, which is then blasted away by your astro fighter craft. The player is then asked to enter the collision count or shield strength. Beginners should select '9', while experts may revel with a low count. This count is the number of hits that your fighter can withstand before being destroyed. You can make the game as tough as you like.

No matter how good you get, the game cannot go on forever. The fuel runs down a little bit faster with every level past #5.

DOCKING

The first thing you must be successful at is docking with the GSN (GLOBAL SOFTWARE NETWORK) mother ship. If you are unsuccessful on the exercise which follows the title page, the game restarts with the title page demonstration.

Once the docking starts, all graphic motion is a dot at a time. The usual display of the score is removed as those graphic characters are needed for this fantastic realism.

The mother ship descends, opens her hanger doors, and lowers the docking mechanism. You must maneuver the nose of your craft to touch the center of the docking mechanism. The dock is three dots wide while your ships nose is two dots wide, which permits a one dot margin on either the left or right hand side.

Don't maneuver into the force field or you will get hung up.

With a successful dock, your shield collision count is reset to its full value. The fuel tank is refilled, and your lazer cannons are cooled off. Now you are fully fit to proceed to the next level of play. A bonus is given for the amount of fuel you had remaining.

If you are unsuccessful at docking, you proceed (other than the very first time) into the next level of play with your craft remaining in its present condition. It's still possible to make it through without running out of fuel, but unlikely.

SPINNERS - 25 points

The simplest wave of attackers are the spinners who descend, and break into a zig-zag evasive pattern. They do not fire at you, but simply try to ram into your craft. You must destroy all five spinners to advance.

LAZER SHIPS - 15 points

These saucer like ships with blinking domes travel in straight lines across from left to right. At random they fire long lazer beams at you. You must destroy a certain number to advance. That number increases with each level, and they fire more at higher levels.

ROCKETS - 30 points

This wave of attackers can be tough. First they come diagonally from the left side, and then from the right hand side. They also drop little zappers at random. You don't have to shoot any rockets, just survive. With succeeding levels the number of rockets increases as well as the frequency of their zappers.

FLAME THROWERS - 40 points

Seven graceful flame throwers move in a V pattern into view. At random they move into patterns of swooping and looping. Because they are always rotating, they can be narrow and difficult to hit. You must destroy all seven to advance. Since they are always flinging fireballs at your craft, you may find warping very helpful, possibly necessary.

METEORS - 2 points

One last obstacle before rendezvousing with the mother ship is to successfully maneuver through a meteor belt. Like the rockets, you don't have to shoot any of the meteors. The number of meteors increases with the level of difficulty.

SOUND AND JOYSTICKS

The sounds which add such realism to the game are output via the parallel port. We suggest that you use our Music System interface board.

Joystick control conforms to our Joystick standards. Our Double Port product permits one to connect both the sound board and joysticks to the parallel port simultaneously. See our catalog for prices for these useful accessories.