LASER DEFENSE

TRS-80
MODEL I or
MODEL III
16K

HAIRE 82

MED SYSTEMS SOFTWARE

LASER DEFENSE

BY SIMON SMITH

LOADING INSTRUCTIONS

TAPE USERS:

(1) Power up your computer system.

(2) If you have a Model III TRS-80, use side **B** of the cassette. Model I owners should use side **A**, the low speed copy.

(3) Rewind the cassette and press the **PLAY** button on the recorder.

(4) Type **SYSTEM** (**ENTER**).

(5) Type **LASER** (**ENTER**).

(6) Laser Defense will now load. If a loading error occurs, check the volume on the recorder and try again. Each side of the tape has two copies of the program.

(7) When loading is complete, type / (**ENTER**). Laser Defense will now run.

(8) In order to hear the sound effects, you must plug the larger of the two grey cassette plugs into your Radio Shack speaker and turn it on. Be sure the batteries are fresh!

(9) Due to technical reasons, the tape version of Laser Defense may not be compatible with disk operating systems.

DISK USERS:

To load the program, simply insert the disk in drive 0 and reset the system. The program will load and run automatically.

Playing Instructions

Laser Defense begins by giving you six cities and four laser satellites. The enemy (played by the computer) begins with twelve missile silos. Your goal is to destroy the silos while simultaneously defending your cities against the ICBM's they launch. You will also have to defend your satellites against particle beam weapons.

Missiles in flight can only be destroyed while viewing the map of the United States. To do this, position the sight with the four arrow keys and press the space bar. Lasers will fire, and, if your aim is true, the missiles will explode. When all six U.S. cities are destroyed, the game ends.

Silos are located on the Europe/Soviet Union map. To view this map, press the **1** key. Press it again to see the U.S. To destroy a silo, you must position your sight **exactly** dead center, and fire your lasers with the space bar.

Laser energy is shown at the bottom of the screen. Each new wave will replenish the energy. Also at the bottom, you will see "eradicator energy". This is replenished only by getting bonus energy at each 10,000 point interval of your score. Eradicator energy also maintains shields against particle beam weapons. When it is gone, you are vulnerable to satellite destruction.

A particle beam weapon will appear on the Europe/Soviet Union screen periodically, and fire at your satellites. You must position the sight precisely over the top of it to destroy it. If it fires on you when you have too little eradicator energy, your satellites will be destroyed, and the game ends.

The eradicator can be used at any time by pressing the E key. All missiles in flight will be immediately destroyed if you have sufficient eradicator energy. This works on either map.

Once in a long while you will see a nuclear power plant in East Germany. If you position your sight exactly over the center turret and press E (the eradicator), your eradicator will destroy it and you will get a 4,000 point bonus.

If your phone rings, press P for pause. The game will freeze until you again press P.

To begin the game from the instruction screen, press S. You will then be asked for one or two players. If you would like to start at a **higher** difficulty level, press **D before** you answer the player question. You may then enter 1-9, or 0, to specify the difficulty level. Note that 0 is the tenth difficulty level, and is quite hard. After specifying the difficulty, press 1 or 2 for a one or two player game.

After each game is completed, bonus points will be awarded based on laser energy and cities left. After each game, high scores and names are entered into the machine after an appropriate anthem is played.

CONTROL SUMMARY

Arrow Keys	Move Sight	"S"	Start game from instructions
Space Bar	Fire Lasers	"D"	Request higher difficulty
"E"	Fire Eradicator	Break	Quit current game or get out
"1"	Switch Maps		of demo mode (may need to
"P"	Pause the Game		hold down for several seconds)

SCORING

Remaining Energy Unit.	10 points
Missile in Flight.	50 points
Missile Silo.	100 points
City Bonus.	200 points
Particle Beam Weapon.	1000 points
Nuclear Power Plant.	4000 points

LASER DEFENSE

Laser Defense places you in control of the United States strategic defense satellites. These satellites sit spinning in orbit, ready to intercept nuclear missiles with high-energy laser beams. They also have the capability to destroy missile silos on the ground.

The screen shows you the United States and its cities as though viewing them from orbit. You can look north over the pole. With the press of a button, you can see Europe and the Soviet Union. Missile launchers are visible, and even as you watch, a continuous stream of nuclear rockets rise and disappear over the pole to destroy your home cities.

The goal is simple: destroy all the missile silos while intercepting rockets launched toward the U.S. Pulverize the enemy. Keep your cities alive. As you proceed to each new wave, more and faster missiles are launched. Particle beam weapons on underground MX tracks attempt to blast your satellites from orbit, and your fingers itch to activate the final defense . . . ERADICATION!