

MICROBALL

KEYS

Left Flipper	SHIFT
Right Flipper	RETURN
Pull Plunger	SPACE
Start Game	P
Tile	TAB
Reset Game	R
5 balls per game	

GETTING STARTED

Press P to start the game. Pressing P more than once will allow 2,3 or 4 player games.

ACHIEVING BONUSES

Hitting various targets on the pintable will increase the bonus and hitting all 5 drop targets on the left of the table will advance the bonus multiplier. If the bonus multiplier is on 5X and all 5 drop targets are hit, then an extra ball will be awarded. Other bonuses include: Lighting A B C scores 10,000. The right flipper rotates the A B C lights. Lighting A B C or hitting the centre drop targets advances the bonus. Landing on a saucer trap advances the bonus, but if the bonus already stands at 20,000; then the bonus, including the multiplier, will be collected. Lighting 100 causes the bumpers to score 100 instead of 10 when hit. Extra ball can be obtained at 250,000, 480,000 and 720,000. Only one extra ball, per ball is allowed. The ball is returned if it is lost without scoring.

PLAYING HINTS

Try to advance the bonus multiplier. 5X any bonus is better than 1X. If you manage to advance the bonus to 20,000, go for the saucer traps to collect the bonus. Make good use of the rotating A B C lights.

MOON CRESTA

TAKE A TRIP TO THE SPACE WAR!

You take control of a three section fighter craft. Shoot and avoid the onslaught of the attacking Kamikaze Aliens, but beware as their tactics and formations will change as your skill increases. The game is over when all three sections of your ship are destroyed. Attacking you are three types of aliens!

Cold Eyes	Worth 50 pts.
BEWARE: A Cold Eye will separate into two halves when hit.	
Supper Flys	Worth 30 pts
4-D's	Worth 60 pts
Meteo's	Worth 200 pts.
BEWARE: These are very fast and difficult to hit.	

Atomic Piles Worth 100 pts.
BEWARE: These attack unexpectedly.
Docking: This occurs after the second wave of Supper Flys and after the Meteo's. A bonus is given after a successful docking, the value of which is dependant on the time taken to dock. Of course, you cannot dock if you have only one section of ship left. During docking, pressing fire will give you upwards thrust, thereby slowing your descent.

KEYS

1	One Player Game
2	Two Player Game
3	Keyboard Control
4	Joystick Control. Kempston Compatible
5	Redefine Keyboard Controls
6	Start Game

Default Keyboard Controls are:	
Z	Left
X	Right
SHIFT	Fire
H	Pause. Hit Fire to restart
Esc & Del	Abort Game

STAR RAIDERS II

INTRODUCTION

Star Raider Commanders are scarce in this galaxy. After wiping out the Zylon Empire most of them scattered and retired. But not you! You spent your time hyperwarping Federation Express Cruisers from one star system to the next. But now the Federation needs you - and we've got some real action!

THE PROBLEM

Remember Celos IV, that peaceful, that peaceful star system? And its planet, Teris a temperate paradise where battle-weary Star Raider Commanders went for rest and rehabilitation? Well, guess what! Teris is being invaded - by Zylons! Some Zylon warriors who promised good behaviour were freed to resettle on their home planet. But their upstart leader, Chut, preached revenge and changed their loyalties. Then he orchestrated a takeover of Zylon and the entire Procyon Star System. Chut now commands an awesome Zylon Master Force. And he's built Attack Bases capable of producing new Attack Squadrons in minutes. Zylon fighters are attacking Teris as we sit here!

THE MISSION

We need action fast! The Federation is asking you to pilot the hottest new fighter in the galaxy - the Liberty Star. The mission is simple. Wipe out the entire Zylon Master Force. You must also penetrate their stronghold, the Procyon Star System, and destroy all their Attack Bases. If you don't, Zylon slaves will build enemy Squadrons as fast as you can eliminate them!

THE BATTLE ZONE

The battle zone covers two star systems: Celos IV, which you defend, and Procyon, where you attack. You must also protect the Federation Space Stations - you harbors for refueling and repair - from being destroyed. Without the Space Stations, you're in serious trouble!
CELOS IV STAR SYSTEM
Our shimmering Federation star system is made up of its star, Celos IV, three planets, Arcanum, Seridus, and Teris, and the moon Imbri.
Arcanum A glacial giant with glistening cities of ice.
Seridus An arid desert with small adobe villages.
Teris A temperate paradise with exotic mega-cities and lush, secret valleys.
Imbri Teris' moon with hi-tech civilian centres surviving on barren terrain.
PROCYON STAR SYSTEM
This lopsided, inhospitable star system, now ruled by the revenge-ridden Chut, is made up of its star, Procyon, and three planets, Gaon, Morkoth, and Zylon.
Gaon A steamy, jungle-covered ball sprouting Attack Base sweatshops.
Morkoth A gaseous giant with floating Attack Bases.
Zylon The dry, savanna-like home planet of Zylon Master-Force.

WEAPONRY

THE LIBERTY STAR Your Liberty Star Fighter packs three computer-guided offensive weapons systems:
Pulse Laser Cannons Twin weapons for destroying Zylon Fly Fighters.
Ion Cannon A torpedo thrower for exploding Zylon Destroyers and Command Ships.
Surface Star Bursts (SSB's) Double-action missile volleys for destroying Zylon Attack Bases.
ZYLON STARCRAFT You will face three kinds of Zylon starcraft:
Zylon Fly Fighters Acrobatic attack ships armed with laser cannons.
Destroyers Agile, saucer-shaped starcraft equipped with zithium spiral beams. They also deploy deadly macro-waves that vaporize Federation cities.
Command Ships Slow-moving but powerful supply ships armed with anti-proton spiral beams. These ships carry Zylon Commanders.
Chut now intends to destroy all Federation cities. If he and his Master Force succeed, the battle - and the Celos IV Star System - are lost!

PLAYING THE GAME

GETTING STARTED

To load the program, veteran Star Raiders can follow Steps 1 to 3 below. Rookies should read and follow Steps 1 to 9. Then, you're ready to launch a serious offensive against Chut and the Zylon Master Force!
1. After loading press the Fire button on the joystick and watch your screen. In a few moments you'll be at the controls of your Fighter, the Liberty Star, looking through the Battle Window onto the planet Teris in the Celos IV Star System. Your Pulse Laser Cannon sights (bracketed) appear in the centre of the Battle Window as a pack of Zylon Fighters swarms in to attack.
2. Press [P] to pause the game and identify the elements in the game display: The game display has indicators for monitoring your ship's systems. The most important indicators are:
Energy Level Gauge Shows the Liberty Star's fuel level.
Weapons Bar Show the weapon you're currently deploying. Press [W] to switch between Pulse Laser Cannons (star fire) and SSB's (ground fire). During spaceflights,

the Liberty Star's computer automatically switches between Pulse Laser Cannons and the Ion Cannon as needed.

Surface Star Burst Magazine Each light represents one available Surface Star Burst missile. SSB's are used in pairs.

Message Window Displays Alert Messages and Damage Reports.

Pulse Laser Cannon Sights (bracketed) Guide your Pulse Laser Cannon shots. These automatically change to crosshair sights for the Ion Cannon when you're firing on Destroyers and Command Ships.

Score Boxes Right score box displays current score; Left score box displays previous highest score.

Battle Window Displays your view of the battle.

Tactical Scanner Displays in two modes: Target Mode shows the location of attacking enemy starcraft. Weapons Systems Mode displays your weapons, shields, and engine systems. Press [T] to switch between modes.

Pulse Laser Cannon Temperature Bars Show the increasing heat level as you continue to fire. Holding down the joystick Fire button too long overheats the cannons, causing them to misfire.

3. Press [P] to continue the game. You are now computer-locked into orbit above Teris. Fire on the Zylon Fighters as they come into range within your sights by pressing the joystick Fire button. Chase the Fighters by pushing the joystick handle forward to speed up or backward to brake.

4. Protect the Liberty Star by activating its shields. Press [T] to view the outline of the Liberty Star on your Tactical Scanner. Your shields are activated if a row of dots surrounds the outline. If not, press [S] to activate them.

When your shields are undamaged, you're safe. When you get a message that your shields are damaged, you're in trouble and need to warp to a Space Station for repairs.

5. Press the [Space Bar]. The System Chart showing the Celos IV System appears. Press [P] to pause the game while you examine the elements in the chart.

Special elements in the Celos Star System are indicated as follows:

Zylon Squadrons Groups of small lights. The System Chart tracks their movements into the Celos IV Star System.

Space Stations Outside the outermost planet orbit.

Procyon Star System Large white light in the upper left corner of the chart.

The hand by the planet Teris shows your present location. The Readout Box at the bottom of the chart tells the planet's name, characteristics, status of existing cities, and the number of enemy Destroyers and Fighters present. This information is your guide to action. You must wipe out the enemy ships to protect your cities and the Federation. The Liberty Star can warp to these locations.

Planets and moon of the Celos IV Star System These are yours to protect. Warp here to battle enemy Fighters and Destroyers attacking your cities.

Zylon Squadrons penetrating the Celos IV Star System Warp here to destroy enemy starcraft. The Readout Box does not show the number of ships in a Squadron. Destroyers will attack the Liberty Star only after you eliminate the Fly Fighters. When you finish off the Destroyers, look for a Command Ship lurking nearby.

Space Stations Warp here for refueling and repairs. Remember: To stay alive, you must monitor your fuel supply and Message Window.

The Procyon Star System Warp here to carry out ground attacks on Zylon Attack Bases. You must destroy the bases or they will continue to build enemy Squadrons. 6. Press the joystick button to continue the game. Move the joystick handle in the direction of another location on the chart, and the hand moves accordingly. When the

hand points at a potential destination, a circle appears around it and the Readout Box displays important information about it.

Pressing the Fire Button now will warp you to the new location. You can choose either to warp there or to stay on Teris. Press the [Space Bar] to return to the Battle Window action.

7. Keep checking your Energy Level Gauge and Message Window. When your fuel supply runs low, or a Damage Report appears, warp to the nearest Space Station. To do this, press the [Space Bar], point the hand at a Space Station, and press the Fire button on the joystick. At the Space Station, the Liberty Star will automatically dock, refuel, and undergo repairs.

When the Energy Level Gauge shows full, warp back to battle. Controlling the Liberty Star and defeating Chut's Master Force will take practice, skill, and strategy. The rest of the information in this manual, especially the next section, Warping to Procyon, will help you succeed!

WARPING TO PROCYON

Destroying the Zylon Attack Bases is the key to saving the Federation. Until they're eliminated, those bases build enemy starcraft at breakneck speed.

Penetrate the Zylon stronghold by following the steps below:

1. Press the [Space Bar], point the hand at the Procyon Star System, and press the Fire button on the joystick to warp to enemy territory.
2. You're now in orbit over Morkoth. Ignore the attacking enemy fighters. Press [W] to activate your Surface Star Bursts. An "X" - you target sight - appears on the surface of the planet in your Battle Window.
3. Pull the joystick handle back to slow down. You're on a bombing run! Wait for a city to appear in the distance and manoeuvre your ship towards it.
4. That is your target - a Zylon Attack Base! Fire the Surface Star Burst missiles. Manoeuvre the "X" so it's directly over the base when the missiles hit.
5. Destroy Attack Bases on all three planets of the Procyon Star System. Continue your bombing runs until you use up your SSB's or run low on energy. Immediately warp to a Space Station for refueling and repairs.

HANDLING THE JOYSTICK

The joystick controls the Liberty Star and your weapons systems.

Pushing the joystick handle to the left or right moves the Liberty Star in that direction. Pushing the joystick handle forward or backward speeds up or slows down the Liberty Star when in orbit over a planet. When in space, this motion controls up or down movement. Pressing the Fire button on the joystick deploys your weapons or initiates a warp to another location.

KEYBOARDS COMMANDS

[P] Press once to pause, then press the joystick button to resume action.

[W] Press to switch weapons systems.

[T] Press to switch your Tactical Scanner between Target Mode and Weapons Systems Mode.

[S] Press to activate or deactivate shields.

[Space Bar] Press to switch between the Battle Window and System Chart.

STRATEGY/SURVIVAL TACTICS

Use these strategies and survival tactics to defeat the Zylon Master Force.

Protect your planets first unless a Space Station is under severe attack.

Protect your planets closest to Procyon first. Zylons can reach them fastest after entering Celos IV.

De-activate your shields before warping to conserve energy.

STALKING DESTROYERS

You will face three classes of Destroyers. The stronger a Destroyer is, the more shots you must fire to destroy it.

Destroyers are equipped with force shields, shadow shields, zithium spiral beams, and macro-waves. But when Destroyers are macro-waving your cities, their shields are down. Now's the time to attack!

Position your crosshair sights on a Destroyer. Fire your Ion Cannon and keep firing until you score a hit. Repeat this tactic until you've exploded all the Destroyers. (You may have to warp to a Space Station in between for energy and repairs.)

ENERGY AND REPAIRS

The Liberty Star refuels and undergoes repairs at a Space Station. But for emergency re-energizing, you can experiment with an untested feature: Direct Star Recharge. Warp to a star. If you're skilled, you'll re-energize and escape from the star's superheated atmosphere before it melts your hull - and you!

GAME POINTS AND RATINGS

Points

Zylon Fly Fighter	= 40 points
Zylon Destroyer	= 80 points
Zylon Command Ship	= 200 points
Zylon Attack Base	= 200 points

Ratings

Aim to earn a higher rank by improving your score on each mission. The lowest rank is an 'Ensign' moving up through other ranks until you reach 'Fleet Admiral'.

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