

**CROSSFIRE**

ATARI VERSION  
BY  
CHRIS IDEN

**THE GAME**

**SIERRA VISION™**

# CROSSFIRE

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Look out! The aliens have landed and they're closing in.

Only three ships are left to protect the city from the invaders, and you have a limited supply of ammunition.

Watch it! They're firing at you! That's it - move left, fire, back up, fire again. Make every shot count!

Keep firing at the aliens and dodging their missiles before they hit you!

Crossfire Atari can be played three ways: disk, ROM cartridge or cassette.

## FOR DISK

To begin, insert your Crossfire disk into the drive and switch on the disk drive's power. Then turn on the computer.

## FOR ROM CARTRIDGE

To begin, insert your Crossfire ROM cartridge into the center slot for Atari 400 and into the left slot for Atari 800. Turn on the power to the computer.

## FOR CASSETTES

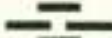
To begin, take the Atari cartridge out of the computer. Insert your Crossfire cassette into the recorder and press the play button. Then, simultaneously press the **START** key on the computer and turn on the power. When the machine signals (1 beep), press the computer's

**RETURN** key. The machine is now loading and takes three to five minutes.

## READY, SET, PLAY





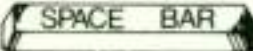
Crossfire Atari can be played either from the Keyboard or with a Joystick. Use your preference.





Start the game in all three cases by pressing any key.

At the beginning of your mission, you'll receive 35 missiles. When you are down to your last 10 missiles, you'll hear a clicking sound. To reload, run over a  .

For each screen you clear, you will receive five fewer missiles until you reach the minimum of 15 missiles.

## KEYBOARD CONTROLS

To move your men;  moves up,  moves down,  moves left,  moves right and the  stops.

To fire at the aliens:  fires up,  fires down,  fires left and  fires right.

## JOYSTICK CONTROLS

To move, push the Joystick in the direction you want to go. Center the Joystick to stop.

To fire, simultaneously push the button and toggle Joystick in direction you want to fire.

## POINTS



- 10 points



- 20 points




- 40 points



- 80 points


## EXTRA POINTS

For every 12 missiles fired, a  will appear on the screen. To receive extra points - 100 for the first, 200 for the second, 400 for the third and 800 for the fourth - run over the object. You have six shots to run over the shape before it disappears.

## EXTRA SHIPS

You receive an extra ship for every 5,000 points.

## SPECIAL COMMANDS

To pause the action, press  . Do the same to resume play.

