

THE GAME

The giant Alien Star Cruiser is preparing to lay waste to our solar system. Not even the entire fleet of Federation starships can take it on and win. However, strategists have estimated that a single small craft could penetrate the monstrous enemy ship, and destroy it from the inside.

You have bravely volunteered to be the David who takes on the Goliath in this desperate mission to save your civilization.

DEEP BACKGROUND

The war had reached a stalemate. Across the vast expanses of space the giant space fleets of the Federation and the Leviathan empire faced one another. They were both equally destructive, and equally massive – the largest armies ever raised. Neither side could establish a superiority.

The battle lines ebbed and flowed across a narrow band of space as each side attacked and counter-attacked. The planets in the war zone turned to blackened husks as they were captured and recaptured by each side in turn.

Then it came, flying on a course of its own, unprotected by other craft. Out of the Leviathan lines towards Earth it came, a single huge craft the size of a planet.

THE STAR KILLER

Along with the craft came the propaganda: reports of the destruction caused when the Star Killer collided with a sun, plunging deep into the fiery depths to send it supernova, destroying the system utterly.

Immediately, all of the fire power of the Federation fleet was concentrated on the Star Killer. However, nothing seemed to affect it. It could generate force fields far more powerful than those of the largest conventional battle-cruiser. The laser cannon and meson torpedos had as much effect as a gnat bite. And the nature of its defenses made a combined assault of many ships both ineffective and impractical.

Eventually a tiny flaw in the Leviathan defences was spotted. It was hypothesized that a single seater ship could penetrate through the Star Killer's waste water vent and enter the heart of the giant vessel. Once inside it was hoped that they could survive the craft's internal defence systems for long enough to reach the center of the craft and destroy it before it reached the sun.

It would need immense flying skill to penetrate through the craft. The scans taken of the invader with X-Rays and other imaging devices showed that it was made up of layers.

The pilot would have to make his way through each layer in turn, until at last he reached the control level at the heart of the craft. Then the pilot would need to destroy all of the command center in order to destroy the whole vessel. Of course with the pilot trapped in the center of the Star Killer, there was no certainty that he would survive the explosion. Therefore this mission must be classed as suicidal.

Any pilot who steps forward to volunteer is certain to be remembered as a hero. However, no blame will be placed on any man who remains in line. Remember this though: the Star Killer must be stopped or there will not be a Solar

system to return home to after this war. So if you are thinking of your wife and family then think again.

Now on the word of command will all volunteers step forward?

FINAL BRIEFING

All of Earth will be watching your attempts. To maximize your chances of success we have collated all the information we have managed to gather from our scans regarding the levels within the Star Killer. These are set out below. Read carefully before you start your mission. And good luck.

You will enter the Star Killer through the waste water vent. This takes you to the water distribution level. You will need to fly through this level to the gates at the far end. The gates are the only way of moving from one level to the other. You need to be careful when passing through the gates, since contact with the walls appears to be fatal.

You must continue your progress through the ship, passing across the hydroponics level, the residential level, the flight deck, the command level, until you finally reach the control level. Destruction of the control level will result in the destruction of the ship.

LOADING INSTRUCTIONS

Boot your system in the usual manner. At A > prompt type name of game. Program will load and run.

CONTROLS

You can use a joystick or keyboard to fly your spacecraft. Select your control method when prompted at the beginning of the game, or switch control modes during play by pressing either K for keyboard or J for joystick.

JOYSTICK

Use the stick to maneuver your craft forward, backward, left, right or diagonally within the vertically and horizontally scrolling screen.

Press the fire button to shoot. If you hold the joystick button down you will continue to shoot, however unless you have the Rapid Fire power pill you will shoot faster if you continue to press and release the fire button quickly.

KEYBOARD

Use the numeric keypad to maneuver your craft forward, backward, left, right, or diagonally within the vertically and horizontally scrolling screen.

Press the 0/Insert key or spacebar to shoot. If you hold the key down you will continue to shoot, however unless you have the Rapid Fire power pill you will shoot faster if you continue to press and release the key quickly.

Press P to pause.

Press S to toggle Sound off/on.

POWER PILLS

There are three types of power pills that you can collect while within the ship. These will appear as square tiles marked with a letter:

- R Rapid Fire Hold down the fire button/ key and you will fire continuously at a maximum rate.
- P Power Shots These destroy any target with a single hit. Since certain targets can take as many as fifteen shots to kill, this is a very powerful aid.
- G Ghost This makes you invulnerable to enemy shots.

Power pills last for around fifteen seconds or two screens.

SCORING

ALIEN INTERCEPTOR CRAFT

These take only one hit to kill. However the larger craft appear in greater numbers and have more devastating fire power.

Scout	200 points
Raider	400 points
Lancer	600 points
Raider	800 points
Blitzer	1,000 points

PASSIVE AIR DEFENSE CRAFT

Spinners	800 points
----------	------------

GROUND CRAFT

Crawlers appear from level 2, the hydroponics farm. A single hit disables these and a second finally blows them up, scoring 400 points.

Walkers take three hits to kill and are worth 600 points.

Hover craft appear from level four and are worth 800 points.

STATIONARY TARGETS

Buildings take varying amounts of hits to blow up depending on the power of their surrounding force fields. These are worth 200 points per hit when finally destroyed.

Gun emplacements can only be hit when they are open and are worth 1,000 points. The further into the craft you are the more hits these will require to destroy.

Mouths can only be hit when fully open, and then they fire rapidly at you – these are also worth 1,000 points.

BONUS SCORING

On the first level you will be given extra bonus points. This reflects the fact that you are not used to flying in the difficult conditions of the Star Killer craft.

You will be rewarded with an extra ship at 50,000 and every 100,000 points thereafter, i.e. 150,000, 250,000, etc.

May the force be with you

ITALIAN

SIDEWINDER IBM PC

Pilota la tua navicella contro l'alieno incrociatore spaziale 'Star Killer' e distruggilo prima che distrugga il sole!

CONTROLLO

Tastiera o Joystick.

PUNTEGGIO

Scout	200 punti
Saccheggiatore	400 punti
Lanciatore	600 punti
Saccheggiatore	800 punti
Blitzer	1000 punti
Spinners	800 punti
Strisciatori	400 punti
Camminatori	600 punti
Planatori	800 punti
Edifici	200 punti
Depositi di fucili	1000 punti
Bocche	1000 punti

Raccogli le Pillole Potenza come aiuto:

R – Fuoco Rapido

P – Tiri di potenza

G – Fantasma

ISTRUZIONI DI CARICAMENTO

Boot il tuo sistema. All'apparire dell'indicazione A>, batti il nome del gioco. Il programma si caricherà e il gioco avrà inizio.

FRENCH

SIDEWINDER IBM PC

A bord de votre appareil, foncez sur le croiseur spatial des extra-terrestres, 'Star Killer' et détruisez-le avant qu'il ne détruise le soleil!

LES COMMANDES

Clavier ou Manche à Balai.

LA MARQUE

Scout	200 points
Bombardier	400 points
Lancier	600 points
Bombardier	800 points
Blitzer	1000 points
Spinners	800 points

Rampeurs	400 points
Marcheurs	600 points
Planeurs	800 points
Edifices	200 points
Emplacements à Fusils	1000 points
Bouches	1000 points

Rassemblez les Pillules de Puissance qui vous aideront:

R – Feu Rapide

P – Tirs de Puissance

G – Fantômes

INSTRUCTIONS DE CHARGEMENT

Lancez votre système. A l'incitation A>, tapez le nom du jeu. Le programme se chargera et se déroulera.

GERMAN

SIDEWINDER IBM PC

Fliegen Sie mit ihrem Raumschiff in den außerirdischen Raumkreuzer namens "Star Killer" und zerstören Sie ihn, bevor er die Sonne vernichtet!

KONTROLLEN

Tastatur oder Joysticks.

PUNKTVERGABE

Späner	200 punkte
Angreifer	400 punkte
Lanzer	600 punkte
Kaperer	800 punkte
Blitz	1000 punkte
Spinner	800 punkte
Kriecher	400 punkte
Gehér	600 punkte
Schweber	800 punkte
Gebäude	200 punkte
Geschützstellungen	1000 punkte
Münder	1000 punkte

Sammeln Sie Kraftpillen ein, die Ihnen bei ihrer Mission helfen werden:

R – Rasches Feuer

P – Kraft-Schüsse

G – Geister

LADENANWEISUNGEN

Booten Sie ihr System wie normal. Nach Erscheinen des Bildschirmbefehls A> den Namen des Spieles eintippen. Das Programm lädt und läuft automatisch.