

# S P A C E    W A R S

## INSTRUCTIONS

You are the captain of the Starship COSMAC - on a mission through dangerous enemy territory. Klingon war vessels attack! You're stronger than they are, but your shields will withstand only four hits. Your phaser banks are set for 30 blasts, and your object is to shoot down as many Klingon cruisers as you can - and make it safely through their sectors of space. If you're hit four times, your starship will be destroyed, your crew lost - and worse, you will have failed in accomplishing your mission.

You must score a direct hit at the apex of your double phasers to destroy an enemy target. Either or both of the last bips of the phaser stream, if they touch any part of the target, will explode it. When hit, the target shudders momentarily, as if trying to absorb the impact of your phaser blast; then it is destroyed in an explosion that sends debris flying off into space.

When your starship is hit, you'll see the flashes of the Klingon rays pounding at your forcefields. Your controls will be temporarily disabled while all available power is diverted to your shields, and you can't fire back.

Key "F" fires your phasers, and the starship responds to your instructions with keys 2, 4, 6, or 8 to bring the enemy tar-into range. Four "cross hairs" help you sight the enemy craft. Because you are looking toward the Klingon fighters, you must move toward the target to bring it into range. Pressing Key 2 will bring the target down; Key 8 brings it up as your sights move down to it. This may take some getting used to - but at least you don't have to feed your VIP a quarter for each new game!

At the end of the game - which comes when you run out of phasers or are shot down - you'll learn if you made it through