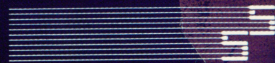# OUTPOST

Programmed by Tom McWilliams
Assembly Language 48K

Requires An Apple II Or Apple II+ With 48K
Boots Directly With Either 13 Or 16 Sector Controller

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Sirius Software, Inc., Sacramento, California

Artwork By Carl Earl

Compatible With
Sirius Software's
"JOYPORT"

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OUTPOST

INSTRUCTIONS FOR PLAY:

Alone in an unarmed space outpost you have come under attack by the Kamicosmic-Gruds. You must fight off the Kamicosmic-Gruds using the only weapons available to you — the propulsion unit and meteor shield. The Kamicosmic-Gruds try to destroy your propulsion unit (a weak point on your base) and the base corners where no shields exist. Your only hope is to prolong the life of your base by firing your propulsion units from one of four firing positions and/or protect the base with shields. Two hits on the same side spell death as does four hits on a corner. A hit on a side will prevent the propulsion unit from rotating to that position.

TO START:

Boot the disk and press either the 1 or the 2 key (for one or two players).

THE CONTROLS:

For keyboard control use the I,J,K, and M keys for up, left, right, and down firing of your propulsion units. Use the W,A,S, and Z keys to control the placement of shields. The shields will turn off automatically if you fire on the side where the shields are. Also, when the shields are hit they turn off and have to be turned back on. The space bar will turn off the shields.

To PAUSE the game press the ESC key. To resume, press any other key.

To DEFINE your own keys for firing and placement of shields press the C key prior to starting the game. Do not use the ESC key for any of these functions.

To pick the LEVEL of play or to restart the game hold the CTRL key down and press the R key. Release both and press a number from 1 to 8 for the level you wish to play at. The game automatically increases in difficulty as you play, but the CTRL R command allows you to restart from scratch or start at a higher level than level one.

To turn the SOUND on or off hold down the CTRL key and press the S key.

The HEAT indicator in the upper right corner turns orange and an alarm goes off if you overheat the propulsion unit. Any time the heat level drops to 0 you will be unable to fire until it cools off.

To use Atari™ type joysticks from the Sirius Software Joyport, position the front switch forward, and the back switch to the center position. This allows each player a separate joystick control. For a single player game or if you have only one joystick set the rear switch to the side the stick is plugged into. To enable the Joyport hold the CTRL and SHIFT keys down and press the P key. While using the joystick controls, tilting the stick fires in that direction and the button places a shield on the side that the stick is tilted toward. To switch back to keyboard control hold the CTRL key down and press the K key.

IMPORTANT:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after the attempt to reboot, the game is still not running, then you have one of the following problems: 1) the disk drive is out of adjustment, 2) you have bad RAM in the Apple, 3) you have a bad diskette. Try the diskette on a different Apple and disk drive to isolate the problem. (We test all our products individually prior to shipment; however, a duplicate of the game is on the backside just in case.)

Sirius Software Replacement Policy: Sirius Software, Inc. will replace any defective disk with a new one for $10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A. please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.