



GAME PLAY INSTRUCTIONS

DISK LOADING INSTRUCTIONS

Turn on the computer. Insert the diskette into drive 1 with the label facing upwards.
Reset the computer and the game will start automatically.

RESET is best performed in the following manner:

Apple II, II+ -Press **CONTROL** and **RESET** keys simultaneously.

Apple IIc, IIe -Press **CONTROL**, **OPEN APPLE** and **RESET** keys simultaneously.

CONTROLS

This game can be played with a joystick or a mouse.

When the title screen appears, press "1" for a one player game; "2" for a two player game.

During play, press **ESC** to pause the game; press any key to continue play.

*** IMPORTANT * Make sure your input device is plugged into the appropriate port.**

JOYSTICK

Apple II, II+, IIe Players use the joystick port.

Apple IIc Players use the joystick/mouse port.

Calibrating the Joystick Setting

The game starts after the joystick range is set.

Press the **FIRE BUTTON**, **OPTION**, or **OPEN APPLE** when the title screen appears to set the joystick range.

Move the joystick all the way to the left when asked by the computer.

Move the joystick all the way to the right when asked by the computer.

During game play, pressing the fire button releases the ball or fires the laser.

Moving the joystick left or right causes the Vaus to travel in the corresponding direction.

Start a new game by pressing the **FIRE BUTTON**, **OPTION**, or **OPEN APPLE** when the title screen appears.

MOUSE

Apple II, II+, IIe Players use the port on the Applemouse card.

Apple IIc Players use the joystick/mouse port.

When the title screen appears, press the mouse button to start the game.

Pressing the mouse button releases the ball or fires the laser.

Moving the mouse left or right causes the Vaus to travel in the corresponding direction.

HOW TO PLAY

Move the Vaus left and right. Use your skills to deflect an energy ball which will gradually destroy the barriers confronting you. Gray energy blocks must be hit more than once; some energy blocks are indestructible. Alien life forms randomly descend to hinder you. Eliminate them with an energy ball or the Vaus.

Destroy the energy blocks and release these capsules to help you win the game:

- B** Advances you to the next level.
- C** Catch the ball, move to a new position, and fire.
- D** Gives you three energy balls instead of one.
- E** Expands the Vaus to twice normal size, giving you more surface to deflect the ball.
- L** Arms your Vaus with a laser to destroy energy blocks and aliens.
- P** Awards you an extra Vaus.
- S** Energy balls temporarily slow down.

STATUS AND SCORING

The game screen displays current score, hi-score, number of remaining Vaus, and current level.

Between 50 and 120 points are awarded for knocking out an energy block, depending on the color.

1,000 points are awarded for collecting a capsule and 100 points for hitting an alien. An extra Vaus is awarded at 30,000, 60,000 and 90,000 points.

HINTS AND TIPS

- The **D** capsule is really useful if your ball is caught behind or enclosed within a wall.
- The laser is great for breaking down blocks which require more than one hit.
- Use the edges of your Vaus to deflect the ball and give it a sharper angle; a great tactic for maneuvering into tight spots!

! LOOK SHARP AND KEEP ALERT !