STAR GUARD
&
GALACTIC INVADERS
for the Sinclair QL

INSTRUCTIONS

STAR GUARD

In STAR GUARD your objective is to kill the aliens before they destroy your cells. Destroying a wave of aliens will give you a breathing space, before the next, tougher wave commences.

When loading has completed, a demonstration game will be shown on the screen which may be terminated by pressing F1 to start a game.

The aliens start from the middle of the screen in the distance and will grow larger as they come closer. To destroy them you must use your lazers, which will fire at the position indicated by the firing sight. The aliens will only be destroyed if your sight is positioned correctly over them, and you have selected the right range.

To move the firing sight, use the arrow keys or the Joystick. The sight has in-built inertia and will speed up or slow down gradually, except when firing when it will stop immediately.

To fire, use the space bar or joystick button. Although hits will be registered on aliens when out of range, no points will be scored and they will not be destroyed.

Any of the 5 different ranges may be selected by pressing keys F1 to F5. F1 selects the longest range, F5 the shortest. The diamond shaped range-finder in the centre of your firing sight indicates which range you have selected. An alien can only be destroyed by hitting it at the correct range. If your diamond shaped range-finder is the same size as the alien, you have the correct range.

To keep playing you must protect the green Hexagonal cells displayed on screen. These cells Are extremely sensitive to anything white, and it is your job to stop the aliens killing them. The aliens themselves pose little threat, but when they come close enough they launch deadly white pyramids which will make short work of your cells. These pyramids can only be destroyed by firing at the closest range (F5). Be

careful you do not kill your own cells by moving anything white near them.

As an added protective device, your range finder may be used to set the cells moving, but only when the alien pyramids are on screen. Set your range-finder to short range (F5) and move it over the cell so that the centre of the firing sight is in the centre of the cell. Providing the cell is not too close to the edge of the screen, firing once will attach the cell to your range-finder. Move the range finder and the cell will follow. Firing again, or moving close to the edge of the screen will detach the cell.

GALACTIC INVADERS

In GALACTIC INVADERS your object is to kill
The aliens before they descend the screen to land
On your lazer tank. Each screen becomes harder
And faster.

After loading, the Hi Score screen will be displayed; press any key to start a game.

To move your lazer tank left or right at the bottom of the screen, use the left and right arrow keys or the joystick.

To fire, use the space bar or the joystick button.

A new life is earned every 5,000 points.

A mystery bonus is given for the mother saucer which flies across the top of the screen.

When you are accomplished at the first stages of
The game, the first 3 screens may be missed. To
do this, press the ESCAPE Key when one of

the first 3 screens, and you will move onto the start of the next one.

COPYING

On receipt of this game you are strongly advised to prepare a backup copy for personal use. Place the original cartridge in drive 2 and your blank backup cartridge into drive l. Then type the command:

LRUN MDV2_CLONE   <ENTER>

The original cartridge contains a special security system which will not allow copies to run correctly unless the original cartridge is present in drive 2.

GAME START

To load the games, first reset your QL by pressing the button on the right side of your computer and place your cartridge in drive l. (If using a backup copy, the original cartridge should also be placed in drive 2). Press F2 and the games will automatically load.

Loading will cease when the title screen is Displayed. Either game may be selected by Pressing Fl or F2:

STAR GUARD   F1
GALACTIC INVADERS   F2

CONTROLS

Either keyboard or a joystick may be used. The Joystick should be plugged into the CTLl socket On the back of the QL.