COSMIC INVADERS

A0102

DRAGON

DATA LIMITED

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LICENCE

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WELCOME TO COSMIC INVADERS

1.   TURN OFF POWER SWITCH.
2.   Load cartridge into cartridge port.
3.   Plug in joysticks to left and right ports.
4.   Turn on power switch.

When you play this game, a "rack" of invaders (8 x 6) will appear on the screen. You must destroy them all before you are destroyed by a bomb or they reach the earth (bottom of the screen). You start the game with four missile bases and lose one every time you get hit. The object of the game is to obtain a high score by destroying as many invaders as you can.

SCORING

> 10 points for each invader in the bottom two rows.
> 20 points for each invader in the middle two rows.
> 30 points for each invader in the top two rows.
> A 500 point bonus is scored for each rack destroyed.

A mystery invader, worth between 50 and 300 points, appears at intervals and moves across the back of the screen from left to right.

There is also a shield which is the blue line just above the castles. Missiles fired from the base will go through it, but bombs dropped by the invaders will explode upon impact. When hit by a bomb, the shield will become inoperative for a few seconds.

PLAYING THE GAME

The machine first asks your name, type this and press the "ENTER" key. Next type the level of difficulty you require (0 is best initially) and press the "ENTER" key again. Note, that if you do not answer the questions within a few seconds a computer demonstration of the game starts. To escape from this demonstration mode, press the "ENTER" key. While playing the game, the base is moved by using the right and left arrow keys and the missiles fired by hitting the space bar. The shield is moved using the "1" and "2" keys. The base can also be moved into hyperspace, i.e. instantly moved to a random position, by pressing the "Y" key.

If joystick control is desired to control the base and shield, press the "X" key. Pressing "X" again will return control to the keyboard. The joystick controls are:-

Right joystick	- base control
Right button	- fires missile
Left joystick	- shield control
Left button	- puts your base into hyperspace

Dragon Data/Spectral Associates hope you enjoy Cosmic Invaders as much as we did while creating it. Have a good time.

WARRANTY STATEMENT

Dragon Data products sold by authorised dealers are offered under the provisions of the Supply of Goods (Implied Terms) Act 1973. In order to provide a satisfactory service to our customers, Dragon Data Ltd. warrants the following:

I.   All faulty components due to defective manufacture will be replaced free of charge for a period of 12 months from the original date of purchase.

II. All labour and/or services will be provided free of charge to repair your Dragon Data product which fails in its specified perform-ance due to manufacturing defects for a period of 12 months from original date of purchase.

NB (a) The guarantee is restricted to the original purchaser.

 (b) Claims will not be accepted if any unauthorised modification is made to the product or if the serial number or guarantee labels have been removed or defaced.

 (c) Dragon Data's liability is limited to the cost of repair or replacement (at Dragon Data's discretion) of the defective product.

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