TAITO

A.L.C.O.N.

GAME PLAY INSTRUCTIONS

Disk Loading Instructions

Turn on the disk drive. Insert the diskette into the drive with the label facing up.
For Commodore 64 type **Load"!",8,1** (return)
For Commodore 128 press **RESET**.

Controls

The game is controlled by the Joystick in Port 2, and the Spacebar.
Select music, sound effects, or both, by pressing the Spacebar.
To start the game press the fire button.

Game Play

Maneuver your SW475 Starfighter over the scrolling landscape of the planet Orac. As you progress
further into the game the landscape becomes more and more hostile. Enemy defences group together
to attack you in lethal waves. When you destroy the aliens they will occasionally yield a yellow star.
Collect weapons for your starfighter by flying over the star. The current available weapon is highlighted
at the bottom of the screen. You deploy your indicated weapon by pressing the spacebar. Each
additional star you collect adds to the weapons capability of your SW475 Starfighter.

The weapons are offered in the following order:

1. **SPEED** *(can be chosen up to a maximum of 5 times).*

2. **SHOT** *(reverts you to your original fire power status).*

3. **SIDE** *(gives you fire power eminating from the sides of your craft).*

4. **WING** *(enhances the size of your ship and its firing range; can be chosen up to a maximum of 3 times).*

5. **BOMB** *(lets you target explosions in front of your ship).*

6. **LAZER** *(projects a beam in front of your craft).*

7. **H. MISS** *(Homing Missiles; gives you multi-directional missiles which home-in on all visible targets).*

8. **SHIELD** *(gives you invulnerability from all shots fired at you for a limited time).*
    The time is affected by the number of hits that are inflicted.

Status and Scoring

Your score and number of spacecraft are displayed at the top of the screen. Points are scored for each alien object destroyed; you are awarded between 100 to 1,000 points depending on the difficulty of the alien target. Extra spacecraft are awarded at 50,000 and every 70,000 points thereafter.

Enter your name into the *"Hall of Fame"* by moving the joystick left or right to the appropriate letter. Press the fire button to select the letter.

Hints and Tips

- Learn which aliens yield stars so that you know which are the more valuable ones to hit.

- Keep moving at all times as some alien bullets home-in on you; to keep still means certain death.

- Use your shield wisely; some sections of the game can be difficult to complete without this capability.

- Expanding your ship, with the wings, may improve your firing capabilities but also increases your own target area.

- Increase your speed as early as possible to give added maneuverability.

- Speed increases proportionally each time you select the speed weapon.

Keep your head down and your shield up.

! Good Luck !

Commodore 64/128