

ARCADIA

Your command is the starship ARCADIA. The most sophisticated space technology ever devised is under your control, including the mind shattering Ion Thrust drive, and the awesome power of dual Plasma Disruptor guns. This makes you the most powerful individual in the galaxy... and in some quarters the most hated. The Atarian nation has been steadily and inexorably extending its empire; quietly engulfing smaller, more vulnerable planets. It is now in a position of immense power, and poised to make a bid to enslave the entire galaxy.

The only force capable of repelling the Atarian hordes is under your command; the starship ARCADIA. Every fibre of your body quivers with tension as you prepare to repel the initial thrust of the Atarian battle fleet.

PLAYING ARCADIA The spaceship ARCADIA has been specially equipped with dual Plasma Disruptor guns and an Ion Thrust Drive in order to combat the deadly menace of the many alien races of the Atarian Empire. Your mission as commander of the ARCADIA is quite simple - to destroy as many of the enemy as possible. Intelligence reports indicate that the Atarian fleets will attack in formation and are often quite suicidal in their methods. They will attack the ARCADIA in waves, each wave lasting a set period of time before it breaks off the attack. If you manage to destroy the entire fleet within this time another fleet will attack you. If an alien race fails to destroy the ARCADIA during this period a different race will resume the attack.

GOOD LUCK.

Please turn over.



..the name
of the game



IMAGINE
SOFTWARE

ARCADIA

VIC
20

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20 Hatfield Crescent, Condell Park,
NSW 2200 have the sole and exclusive
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THE STATUS LINES The top row shows from left to right: The number of spaceships available to you. The highest score so far. The second status line shows from left to right: The time left before the end of the current attack wave. The number of alien levels you have survived. The score so far. You start with six lives and gain an extra one every time you survive 4 attack levels.

SCORES The score for each alien destroyed is the number of the current level.

HOW TO CONTROL THE SPACE SHIP There are a large number of keys which may be used. You should choose the combination with which you feel most comfortable.

LEFT The keys to move left are all on the lowest keyboard row. Beginning with SHIFT every alternate key may be used, i.e. SHIFT, X, V, N, etc.

RIGHT The remaining keys on the bottom row may be used to move right, i.e. Z, C, B, M, etc.

THRUST Any of the keys on the second row starting at A may be used to move upwards.

FIRE Any of the keys on the second row may be used to fire your disruptor bolts, i.e. Q, W, E, R, T, etc.

If you have joysticks available you may plug them onto the connector on the right side of computer. Any standard switch type will work including the ATARI ones. When using the joystick pushing left or right will move the spaceship in that direction. Push forward for thrust. The fire button will fire the Plasma Distributors. You may also press the button when the screen says "PRESS ANY KEY." ARCADIA is just one of a range of exciting and original games for your VIC-20. Please see the IMAGINE advertisements in a recent computer magazine for further details.

LOADING Connect the cassette recorder to your VIC-20 and switch the computer on. Place the cassette into your tape recorder with the printed side facing upwards. Rewind the tape to the beginning. There is only one way to load ARCADIA. Whilst holding down

either of the two shift keys press the key marked "RUN/STOP". The message "PRESS PLAY ON TAPE" should appear on the screen. Press "PLAY" on the cassette recorder. The computer should print the word "SEARCHING". If you do not see this message switch off the computer and try again. If loading is successful a message will appear on the screen within 30 seconds. The process is entirely automatic from there on. Strange characters will appear on the screen after about a minute. This is part of the normal loading process. ARCADIA works on the basic unexpanded VIC-20, requiring no memory expansion or peripherals except the standard Commodore cassette recorder.