

AFTERMATH

=====

LOADING INSTRUCTIONS

Type LOAD"" then ENTER.

The year is 2012 and tensions between the two superpowers are at their highest.

As Regional Air Defence Co-ordinator it is your duty to protect military bases in your area.

Each base consists of six domed billets and an Anti Missile complex. It is from here that you launch your anti missile missiles.

The attack is on.

You must destroy all incoming enemy missiles, aircraft and smart bombs, before they reach ground zero, but fire carefully as you have a limited number of A.B.M.s. Should a missile or smart bomb hit either a billet or control centre, it will be destroyed. Control centres are repaired after each attack wave, but biliits are unrepairable.

However, one billit is repaired once you have scored 10,000 points. Once all biliits have been destroyed, the game will end.

Will you be able to cope with the Aftermath of it all?

KEYS:

Q - UP

A - DOWN

O - LEFT

P - RIGHT

SPACE - FIRE

OR KEMPSTON JOYSTICK

KEYS REDEFINABLE

© Alternative Software Limited 1988

ALTERNATIVE SOFTWARE LIMITED

UNITS 3-6 BAILEYGATE

INDUSTRIAL ESTATE

PONTEFRACT

WEST YORKSHIRE WF82LN

TELEX 557994 RR DIST G

TELEPHONE 0977 797777