

ASTROPLANER
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CREATED BY JOHN KENEALLY

Zardon's interstellar armada has been detected approaching Earth. You need to maintain the industrial capacity by transporting mutants to the factory site before Zardon's mutant convertor kidnaps them to complete the mutation.

To load Astroplaner, type: LOAD "" (press enter)

Your mission is to transport mutants to the factory in your operating area, protecting them from the Zardon invaders. Your combat patrols are vital, defending the Earth's industrial base, ready for the day when we can finally eject these ruthless enemies from the solar System.

When loaded, the game will go into a demonstration mode. Press 'O' for instructions, and to select the various games options. Press 'P' to Start a game with the existing settings. Press O to freeze a game, space bar to restart.

The ship is equipped with Controls for drive, weapons, and teleport.

Controls: Up = L, or A; Down = Symbol Shift or Z; Left = A or K; Right = D or Enter; Fire = S or L or use a Kempston joystick Fire/Drive interlock option may be selected, which stops horizontal movement whilst firing.

To operate the ship's 'teleport', hover just above a mutant, press the up and down keys together, or press the joystick fire button twice in quick succession. Once the mutant is on board, it may be released by descending to ground level.

The mutants can be carried direct to the factory, or dropped elsewhere and left to walk the rest of the way to the factory.

There are four skill levels:- 1 = Rooky; 2 = Trainee; 3 = Experienced; 4 = Veteran.

You may also alter the ship's power distribution profile. Use 'F', 'R', and 'D' to select: Fire Rate, Repair Capability, and Drive Power, respectively. The Cursor keys 6 and 7 are used to alter the settings. Press 'Q' when adjustments are correct.

Points: Mutant Transporters = 80 points
 Yellow Stars = 20 points

Mine Layers = 150 points
Guided Missiles = 100 points

More than one hit may be needed to destroy a target.

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