

BETA FIGHTER

Artworx

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INTRODUCTION:

BETA FIGHTER is a one or two player action game which takes place on a desolate area of the Martian highlands. The menacing Kreloids are passing overhead in their dastardly mission to terrify the mining settlement at Strytis Minor. It is your mission to destroy as many Kreloid ships as possible. Points are awarded for each hit. The game is over when ten Kreloid ships successfully pass beyond your defenses.

LOADING INSTRUCTIONS:

BETA FIGHTER requires joysticks, BASIC cartridge and a minimum of 16K RAM (24K for the disk version). To load the cassette version, fully rewind the tape, type 'CLOAD' and press the RETURN key on the computer. The computer will "beep" once. Depress the PLAY key on the program recorder and then press RETURN on the computer. After loading, type 'RUN' for program execution. Note that BETA FIGHTER is recorded on both sides of the cassette. If you have difficulty loading one side, try loading the other.

For the disk version of the program, insert the disk into the disk drive, turn off the computer and then turn it on again. The program will load and run automatically. The disk file name is 'BETA'.

GAME PLAY:

To start the game, press the START key on the computer. You will see Kreloid ships passing across the screen from left to right. When you depress the trigger button on your joystick, a projectile will be released from your mobile launching platform. You will not be able to reload and fire until the projectile clears the screen area.

There are three basic Krellian ship movements, and the scoring is based on the difficulty factor in hitting the ships (10 - 50 points per hit). A fourth ship movement occurs when a Bonus Ship appears. This ship can be identified by its speed and different color. Hitting the Bonus Ship will add 100 points to your score. Due to the difficulty in hitting the Bonus Ship you will only get one shot at it; a miss will not be counted in your miss total.

Two mobile launching platforms are visible at all times. In one player operation, you control either joystick #1 or #2. For two player operation, both joysticks are used. To help differentiate between platforms, one platform will "blink" (including its projectile), the other will not. Scoring is kept automatically for one or two players.

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