

 DATAMOST

The Tail of Beta Lyrae™

By Philip Price

Original Music by Gary Gilbertson



Commander:

A nomadic race of ALIENS has taken over the mining settlements on the tail of the double star Beta Lyrae. Your mission, as a Wing Commander, is to destroy the Alien surface installations and force their retreat from the planetoids within The Tail of Beta Lyrae!

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Beta Lyrae is a double star in the Milky Way. The tail of this stellar twin is the result of escaping gas and dust from the violent gravitational interaction of the twin bodies. Moving out in an ever widening spiral, this gas and dust combines with the remnants of the system's inner planets which, due to unstable orbits, had exploded eons before. The result being an outer tail teeming with planetoids of various sizes.

It was the planetoids of the spiral tail that commanded the initial attention of *Galaxy Control*. Early exploration found these objects to contain massive deposits of a large variety of heavy metals. Mining settlements and Colonial Outposts sprang up overnight. For generations the colonists mined the tail and entertained life from many systems.

Now, a nomadic race of aliens has come upon the scene, determined to have the tail for themselves. The early days of their occupation were marked with continuous attacks on the galactic colonists. The present situation is indeed serious. The tail is in the hands of the aliens and the colonists are being terminated on sight.

As a *Galactic Wing Commander* assigned to the Beta Quadrant, you are part of a force committed to the destruction of the alien war machine and the eventual return of the tail to the colonists. The mission will take your wing over the mountainous terrain, through caverns, natural and man-made, and over city settlements. Ultimately your pilot skills will increase and the computer will have the time to locate and direct you to the caverns housing the alien power generators. With their power source at your mercy, the aliens will have no alternative but to vacate the occupied area. Upon exiting the power caverns, you'll witness and have an opportunity to destroy as much of the retreating fleet as possible. After your great victory you'll break orbit and your computer will plot a course to the nearest alien presence. This journey will carry your wing through near space and the small debris of the tail itself. You'll have to navigate safely through this area. Be careful . . . it would be a shame for such an accomplished *Wing Commander* to perish under non-combat conditions.

INFORMATION ON GAME PLAY:

Remove any cartridges prior to loading Beta Lyrae disk.

Insert disk into Drive 1 — Turn on computer.

Joystick Ports 1 - 4	Controls Wings (players) 1 - 4
Joystick	Controls thrust and altitude of ship in play
Fire Button	Begins play — fires weaponry
System Reset	Reboots game program
Option Key	Sets number of ships in each wing (5 or 7)
Select Key	Sets number of wings (players)
Start Key	Begins Play (Also may be used to bypass scenario during game load)
Numbers 1-6	Sets Difficulty
Press any letter	Stops play action — Press any other to resume

Table of **KNOWN** Hazards and Alien Installations



COMMUNICATION
ANTENNA
25 Points



ALIEN VESSEL
697-700 Points



PLASMA CANNON
200 Points



ALIEN COMMAND CENTER
400-440 Points



ALIEN MINER
111 Points



ALIEN BARRICADES
Indestructible



LASER
275 Points



BACKBITER MISSILE
330-350 Points



ASTEROIDS
1-3 Points
Some Indestructible



ALIEN POWER GENERATOR
222 Points



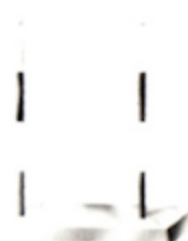
SCANNER
50 Points



ATTACK MISSILE
60-75 Points



ALIEN OUTPOST
300 Points



E.C.M. SYSTEM
25 Points

IMPORTANT:
TEN POINTS ARE LOST
EACH TIME YOUR PARTICLE
BEAM WEAPON SYSTEM IS FIRED



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