STARGUNNER

GUNNER 171-42

Telesys
FUN IN GAMES.

The Legend of StarGunner

Your footsteps echo quietly down the hallway and you notice, as you always do, the worn green linoleum beneath your feet. The linoleum of the Planetary Defense Command. You allow yourself a smile at that, because you are the first person from Earth, man or woman, to attain the rank of StarGunner.

You turn the corner, push open the door. The first of the operators notices you, makes the customary salute with its signalling tentacle, adds a gesture of greeting.

"Good evening, Gunner."

StarGunner. A person charged with guarding Yarthae, the hub of the galactic empire, the 25th Century Constantinople. If Yarthae were to be attacked, destroyed, the empire would be shattered. You are there to see that that does not happen. Ever. Once, more than 200 years ago, the outlaw Sphyzygi attempted such an attack. That attack was beaten back—barely.

You nod to the controller as you make your way to the landing bay shuttle. "Evening, Quoxatcl. Clean board?"
The signalling tentacle gives the half-shrug.
"Is it ever anything else?"

"No," you reply, as you climb into the shuttle pod. With a whoosh! of compressed air you are shot out to your ship. You climb into the cockpit, powering on the engines, sensors, and guns, even as the hatch lowers itself snugly over you. The fleet of StarGunner ships around you do the same. You press a series of buttons, see the uninterrupted banks of green lights telling you everything is functioning as it should.

No one was ever sure if the Sphyzygi were destroyed, or merely driven off. But the Galactic council decided to set up the fantastic (and fantastically costly) defenses anyway. No one was willing to take any chances. . .Yet 200 years is a long time—more than long enough for the threat of destruction and devastation to fade from memory, to become merely an oft-repeated tale, albeit a deadly and horrifying one. . .

You guide your ship to the takeoff shaft; the launch sequence takes over. You feel the mass accelerator push you back into the cushions as the magnetic rings flash by you, faster and faster until—space! Stars twinkling around you, the green hills of Yarthae below, rolling peacefully under your ship. You handle the controls lightly, surely, the ship responding to your every touch. You press the fire button once, to test the P-laser guns. Immediately the night is shattered by a brilliant green pulse of pure energy, streaking away from your ship with a thunderclap, fading in the distance. You glance at the shield indicators—all 5, green. Then you hear the voice of control in your ears.

"How's your status, Gunner?"

"Looks good. Everything functioning perfectly. Another smooth night, guys." You flip a switch and a radar display is projected in front of you. Glowing eerily, it seems to hang in midair just inside the cockpit window. A rapidly moving light breaks the screen's stillness.

"Wups. I've got something here. See it, control?"
"Yeah, Gunner, we've got it. Probably just some kid joysticking around. We'll get his frequency, and tell him to get out of here. Give him an escort, would you?"

"Sure, and you better tell him to watch it. This high up is restricted air space."

"Yeah." Your ship streaks toward an interception point, and you feel the hairs on the back of your neck start to rise.
Just routine stuff, you think. Nothing to worry about. Control crackles in your ears.

"Gunner, craft is not answering any signals, repeat, craft is not answering any signals. This is not a drill, repeat, this is not a drill!" Instantly you reach over and flick your defense screens on, switching your attack computer from standby to armed.

Use the Joystick Controller to move the StarGunner ship up, down, right and left. On "B" difficulty, your ship will point right or left when you move the Joystick. Use the red button on your controller to fire your P-laser gun in whatever direction your ship is facing. On "A" difficulty your ship only points and shoots right.

NOTE: The button must be pressed and released for each individual shot. There is no rapid fire!

When you shoot an alien it disintegrates into four pieces which fly off the screen at various angles. Be careful! As soon as you destroy one, another materializes to take its place, rapidly coming together from four different angles in a reverse of the alien's explosion. If you're occupying the space where the alien comes together. . .ZAP!!. . .you've had it! The game is played in a series of levels, each faster and more frantic than the last. Each level consists of these three waves.

Wave One—10 aliens, one at a time
Wave Two—20 aliens, two at a time
Wave Three—30 aliens, three at a time

When you complete the third wave, destroying 60 aliens, a new level begins, starting with Wave One again but much faster. There is no limit to the number of levels.

LOSING AND GAINING SHIPS

You begin the game with five ships. These can be destroyed in three ways:
By crashing head-on into an alien
(grazing the top is a "near miss," your ship won't be destroyed)
Having an alien form inside your ship
Having your ship hit by one of Bobo's bombs
You earn an extra ship for every 10,000 points. You may accumulate as many as 255 ships.(No one ever has!)

SCORING

You earn 100 points for every alien you destroy in Wave One, 200 points per alien in Wave Two and 300 points each in Wave Three. At the end of each wave you also earn bonus points which increase with each level you complete.

Level	Bonus per Wave	Total Bonus per Level
1	400	1,200
2	600	1,800
3	1,000	3,000
4	1,100	3,300
5	1,400	4,200
6	1,600	4,800
7	2,000	6,000
8	2,100	6,300

(increases continue in same manner through rest of game)

GAME VARIATIONS

Three starting speeds can be selected. There are also two games for smaller children. In these, the aliens and bombs move very slowly.

Game No.	Speed	No. of Players
1	Slow	One
2	Medium	One
3	Fast	One
4	Children's	One
5	Slow	Two
6	Medium	Two
7	Fast	Two
8	Children's	Two

THE INVASION BEGINS
The invasion is upon us!
A deadly alien squadron launches its attack and only you can stop it. You'll need split-second reflexes to keep the Yarthae Empire from total destruction. Take quick aim at the enemy.
Fire! Fire! Fire!
But beware, this is no ordinary adversary!
As quickly as you destroy the Sphyzygi, new ones materialize. And even as you fire on them, their droid Bobo aims a fusillade of bombs your way. Dodge them and blast the invaders from the sky.
The empire depends on your fast reactions and your keen eye.

OBJECT OF THE GAME
Stop the invasion of the Sphyzygi and score as many points as you can. You'll do this by avoiding bombs, and gunning down the alien saucers and creatures: the space buzzies and squeezers. But don't collide with them, or let them rematerialize at your location or you'll lose a ship.

GETTING READY TO PLAY
Play with one or two players using the Joystick Controllers. Always be sure the power is off before inserting or removing the StarGunner cartridge from your video game system. For a one-person game use the controller plugged into the LEFT CONTROLLER jack. Hold the controller so the red button is to your upper left.

DIFFICULTY SWITCH
Set the difficulty switch in the "B" position and the StarGunner's ship can fly and shoot both left and right. For a more difficult game, set the switch to "A." Now the ship can only point and shoot to the right
(it still flies both left and right).

TO BEGIN PLAY
There are a total of eight StarGunner™ games (see game variations for details). Game number is indicated in lower middle of screen. Push game select button or push Joystick forward to choose the game you wish to play. Press game reset or push red button on Joystick to begin game. To start a new game, simply push red Joystick button.

PLAYING THE GAME
Your mission is to destroy as many aliens as possible without losing your own ships. To destroy an alien you must score a direct hit. A hit to the top is futile.
You can't shoot Bobo or his bombs!

"Control, this is Gunner 171-42," you say, your voice becomes precise and formal. "Request E.T.A. and code reference check on incoming craft."

"Roger, Gunner. Incoming craft has no bounce back frequency. Patterns seems similar to that of. . ."

A tremendous blast lights half the sky, and your ship rolls in the shock wave. Suddenly there is no voice in your ear. Quickly you check the other frequencies—nothing. And then you realize on the entire radar screen there is only one StarGunner ship. Yours.

And now you know what that craft is. A Sphyzygi ship. They have come back. And all that lies between them and total conquest of Yarthae are you and your ship. You, and you alone, will repel the invasion force. You MUST.