

Caution: Landing too quickly will destroy the module.

OPERATION TERMINATE!

As Master Controller for the destruction of the space station, you must familiarize yourself now with an entirely new set of controls. (Diagram 2)

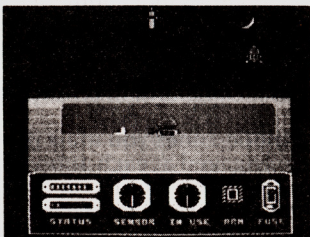


DIAGRAM 2

(From left to right)

- Status (Upper)—robot supply monitor
- Status (Lower)—weapons systems terminated
- Sensor—defense directional aid (desired position of user joystick)
- In Use—defense control monitor (actual position of user joystick)
- Arm—self-destruct indicator
- Fuse—robot fuse

Upon landing, a fleet of remote control robots exit the ship. Your robots are programmed with various functions for defense, including a self-destruct mode. Joystick forward will release a robot. You must guide each robot around the station, avoiding obstacles until it can connect with a weapons system and self-destruct.

Note: The joystick button activates the self-destruct. Press the button only when the Arm indicator is flashing.

There are eight joystick positions for controlling defense mechanisms on your robots. Use the sensor on the control panel as a guide. Successful extermination of the weapons system will lead the final robot to the power system, at which point the space station will self-destruct.

"We have unshakable faith in you, captain. Onward to success!"

CREDITS

Original concept and design by John Van Ryzin

Letters by Barry Marx

Instructions by Louisa Leary

X-15 Alpha Mission™

INSTRUCTIONS

The security of a nation is in grave danger! A highly sophisticated terrorist group has put an armed space station into orbit. The terrorists have threatened to annihilate American cities if the government does not pay them a huge ransom.

You have been selected by the NSA to pilot the X-15 spaceplane into orbit and destroy the aggressor's space station. This mission must not fail. The United States will not tolerate terrorism in any form. Good luck, Captain.

Commodore 64™/128™



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YOUR MISSION

The X-15 is an aviological phenomenon capable of supersonic combat maneuvers at altitudes from ground level to deep space. Your NSA contact has instructed you to fly to the space station and deploy a fleet of remote control robots onto the station's surface. These robots will destroy the enemy's weapons system and consequently, the station itself.

LOADING INSTRUCTIONS

CASSETTE

Make sure that all peripheral equipment such as disk drives and printers are disconnected.

Press down the SHIFT key. Without releasing the SHIFT, press down the RUN/STOP key, release the RUN/STOP key and then the SHIFT key.

Your TV will read "Press play on tape." Please follow these instructions. When the title screen appears, please press the STOP on your cassette recorder.

DISK

Please make sure that all peripheral equipment such as cassette players and printers are disconnected, and that only your disk drive is connected.

TO LOAD YOUR DISK: Insert disk label side up. Turn computer and disk drive on. Type LOAD "*" 8,1 and press RETURN.

(At any point during the game press RESTORE to begin again)

Note: The presence of a cartridge may interfere with the loading process.

INSTRUMENTATION

X-15 Alpha Mission™ consists of six challenging levels of gameplay. During the first four levels, your display shows you the X-15's hi-tech cockpit (Diagram I) consisting of a computer-generated combat window and the following instrumentation: (clockwise from top)

- Classified Frequency Radio—transmits top-priority instructions from tower.
- Early Detection Radar—horizontal enemy position relative to X-15
- Early Detection Radar—vertical enemy position

- Range Detection Enunciator—indicates enemy aircraft in firing range.
- Hit Gauge—number of enemy ships terminated
- Fuel Gauge—remaining fuel
- Artificial Horizon—indicates X-15's position in relation to horizon
- Mach Gauge—air speed measured in speed-of-sound multiplies
- Damage Gauge—percentage of damage sustained by X-15
- N.T.C. Grid (Navigational Tracking Computer)—course heading
- Altimeter—current altitude

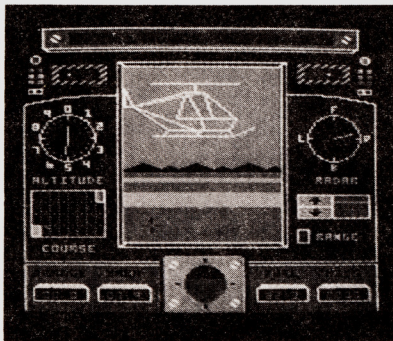


DIAGRAM 1

TAKING OFF

Press the joystick button to proceed. The NSA has issued instructions and a secret access code which you will need to remember for use later in the game. Initiate take off by matching the computer calculated thrust on the instrument display. The joystick button moves you to the right, and pulling back on the joystick moves you to the left.

DESTINATION—SPACE STATION

You, the pilot, must remain airborne throughout the next three levels of the mission in order to reach the space station. The joystick handle controls your aim as well as your heading and altitude. During combat, use the joystick to aim your missiles,

but be alert—move directly to the edges of the window and you will alter your course as displayed on the N.T.C. Grid. With the crosshair at the edge of the window, gain altitude by moving the handle forward and lower altitude by pulling back. The fire button on the joystick is for releasing missiles.

Note: This section assumes that "Shift lock" on the keyboard is released. If "Shift lock" is depressed, forward and backward on the joystick have opposite effects from those explained in these instructions, to better simulate the stick control of an airplane.

There are three altitude zones you must pass through. Once boosters are engaged at each atmospheric boundary, you must increase altitude in order to break through to the next zone. Each zone has a unique aircraft you must defend yourself against—helicopters, jets and killer satellites. Reaching the space station safely requires shooting down enemy aircraft, avoiding enemy fire and navigating the ship to its final destination. (On the N.T.C., the green block is your take off position and the red block is your destination.) "Stay alert, Captain. If you do not take an efficient route to the course target you may run out of fuel and crash."

A FEW HINTS FOR X-15 PILOTS

- 1) Always correct your course after you've steered away from an oncoming shot.
- 2) Avoid cruise missiles by increasing or decreasing altitude.

Congratulations! You have reached the space station. Once in sight, you must centre the station in your combat window and align the crosshairs to its centre. Here you are prompted to enter the secret access code. Did you remember? Use your joystick to select it.

EXCURSION MODULE LANDING

The terrorists have strategically placed the space station in the path of a deadly asteroid belt which must be passed through in order to land the module on the station's surface. Joystick forward decreases speed and releasing the joystick will increase speed. Left and right controls are for dodging asteroids.