XENON RAID 32K Cassette/Disk

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OVERVIEW

Your mission is to protect Earth's most advanced military equipment from destruction by the infamous galactic pirates, the XENONS.

You are piloting your warrior scout ship ahead of the main convoy, on the look-out for enemy ships.

You have a limited amount of fuel and must destroy all the XENONS in each wave, or wait for their fuel, indicated at the top of the screen, before your refuelling drone appears.

You must collect all your fuel supplies as time ticks away, centralise your craft and prepare to gently dock with your scout ship before the next XENON wave arrives!

You are rewarded with one extra ship and fuel for each successful docking.

You will however lose one ship and gain no fuel if the drone crashes into your ship! After destroying 120 XENONS, your missiles are slowed by a warp cannon activated by the XENONS.

Loading Instructions - Cassette

Empty Cartridge Slot
Switch on computer whilst holding down the start key.
Press play and then press return.

Loading Instructions - Diskette

Insert diskette in drive.
Switch on computer. Disk will load automatically.

Select progressive option with joystick button.
Select speed and difficulty option by moving joystick right and then left.
Push joystick forward to start game.
Push select key at anytime to re-select options.

To achieve the docking and refuelling stage on difficulty level one, you must destroy 9 XENONS or wait for the XENONS fuel to run out!

On refuelling, try to collect all the fuel pods available but keep an eye on the docking time limit!

After losing all your scout ships, you may use START key to continue play!

The space bar will pause the game at any time, and the S key will restart the game.

Watch out, after killing 120 XENONS your missile speed will be drastically reduced!

You should now be ready to play XENON RAID, a superbly designed fast-action machine code game for one player. To be kind, we allow you five scout ships to fight your battles.....GOOD LUCK!

DIFFICULTY LEVEL	NO. OF SHOTS PER BLOCK OF FUEL	NO. OF KILLS BEFORE DOCKING	NO. OF KILLS BEFORE MISSILE RESUMES NORMAL SPEED.
1	5	9	12
2	4	12	15
3	3	15	18
4	3	18	21
5	3	24	27

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