

SENTINEL I

Loading Instructions:

Tape:

- turn off 810 disk drive and 850 interface
- insert cassette into programme recorder
- remove all cartridges
- depress play button on recorder
- hold down start key on computer while turning computer on
- press return key on computer

Disk:

- turn disk drive on, wait for busy light to turn off
- insert disk
- remove all cartridges, then power up Atari 800/400 (16K minimum)

Games Instructions

- space bar freezes play, any other key continues games
- Atari key stops game
- press start key to begin
- on initial game you receive three ships

Object of Game

- flying over the cities and mountains you must destroy the aliens as they invade your planet
- you are allotted a certain amount of energy (energy level is indicated below scoring line)
- you may only refuel when your energy level is in red zone
- refuelling area is located between the two cities in a green tower, on a flat top mountain
- to refuel, fly through the green tower, only if energy level is in red zone
- you will receive bonus ships at the following point levels 10,000; 20,000; 40,000; 80,000

Scoring points

Light Green Alien	24
Orange Alien	75
Dark Blue Alien	200
Red Alien	115
Light Blue Alien	90
Green Alien	135
Turquoise Alien	120