

CLLOUDSTRIKE

A product for Commodore 64 computers

Since the year 1995, specially trained individuals have been teleported to distant planets. These very important persons have been studying the cultures of strange civilizations of faraway planets. It has been found that there are, indeed, men on Mars. But, they are of a violent and treacherous nature. For many years they have scouted the Earth in vehicles known only as Unidentified Flying Objects ... craft that only a few humans had actually seen, and the ensuing stories of such ships were scoffed at. Now those UFO's are held in dread. If they land, with the strange and murderous men aboard, it could mean a blood bath which would circle the globe. Contact has just been made, and with the help of telepathy experts, a message came through ... YOUR "EARTH" WILL BE OURS ... SURRENDER! It is up to you, as Defense Minister, to direct protection fleets into their midst with the hope of scaring off those dreaded Martians, or destroying them all. Race with the wind! Dodge enemy rays! Capture the men from Mars!

TO LOAD:

- 1) Turn on Commodore 64 computer and disk drive
- 2) Insert disk into disk drive and close disk drive door
- 3) Type the following: Load"***",8. Press RETURN
- 4) When loading is complete, computer will reply with READY
- 5) Type RUN and press RETURN. Program will begin
- 6) Insert joystick into Port 2

TO PLAY

You are in command of a defense fleet in space. You must avoid being rammed by red or black fighter satellites, and avoid being captured by yellow hunter satellites. Capture as many of the Men from Mars as possible by positioning your ship under them as they descend. If you have trouble capturing the enemy, first shoot them out of the sky for additional points. After grabbing eight of the enemy men you move up to the next skill level (the game then gets tougher ... faster action and higher scores).

TO SCORE:

Shooting enemy men	10 points
Shooting black satellites	250 points
Shooting red satellites	500 points
Shooting Yellow satellites	1,000 points
Capturing enemy men from Mars	1,000 points
(Capturing 8 men advances you to the next skill level).	
Each time your ship is caught or rammed you lose one life. The game ends when all lives are lost.	

REQUIRES: Commodore 64 Computer, Disk Drive & Joystick

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