

LLAMASOFT SOFTWARE

ANDES ATTACK INSTRUCTIONS

LOADING THE PROGRAM

Ensure that an 8K or 16K expander is fitted to the VIC. Turn on the machine, and press 'shift'. Whilst holding down 'shift', tap the run/stop key. You should see "press play on tape" appear on the screen. Press the play key on your cassette recorder and from then on the loading of Andes Attack is automatic. After a few seconds the display will change to show strange coloured characters. This is OK, and after a new seconds more the Llamasoft logo will appear. This stays on the screen until the loading is over, when the game will run and you should see the message "Andes Attack by Jeff Minter — Fire to Begin". Andes Attack is ready.

SETTING SKILL LEVELS

The game has ten levels, numbered 0-9; pressing the function key F1 sets the level of play. The simplest level is 0 with just 8 Landers, ranging to level nine, with many more types of UFO.

GAME PLAY

As a star Warrior of the Galactic Fleet, your mission is to protect Llamas in the Andes who are under-merciless attack by the Alien Xygar Life Forms which use their advanced technology to mutate captured Llamas into Cybernetic Death Machines. During your defence, you will come under attack by many different space craft. The Galactic Fleet Warbook classifies these as follows:

UFO 1

These are small, Fission-powered spacecraft which hunt systematically for a Llama. Once they see one, they descend to the surface to abduct it. They ascend to the outer atmosphere where they will, if not shot first, mutate the Llama, forming a UFO 2.

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UFO 2

These are Mutated UFO 1's, also Fission-powered, they are suicide weapons. Their only task is to shoot or collide with your ship: Advice - Shoot on Sight!!

UFO 3

These fusion-powered Cybernetic devices float around in the atmosphere laying small, cross-shaped star mines which are lethal to your ship.

UFO 4

The UFO 4's are another suicide weapon, small and manoeuvrable, and fusion powered. They do not fire, but home-in on your ship.

UFO 5

UFO 5's float in the atmosphere apparently harmlessly. They are held aloft by Fusion Drive, being unmanned, but act as communication satellites for the enemy. Therefore, it is general policy to shoot them. Once shot, however, beware of the Mines that each one releases.

MINES

Mines are the deadliest weapons so far created by Xygar Technology. With their hulls of pure neutronium and their Fusion Drives, these tiny robot devices are invulnerable to any fleet attack; your only advice is to steer clear of them. They fly around in pairs and tend to cluster together, hence the fleet's nickname for them "Mines". Beware of them, for they look harmless, but are responsible for the death of many fleet pilots.

Your ship is a type V2-CK1/8 Starfighter. It is controlled by a single 'Atari' type control stick. Your ship operates on the Ramscoop principle, using the atmosphere of Earth as part of its fuel. Thus it must always be in motion, and can never completely stop. Pushing the stick up/down causes your starfighter to go up or down. If you are moving leftwards and you push the stick to the left, you will apply extra thrust and accelerate your ship. If you push the stick in the opposite direction, you will turn around.

WEAPONRY

Your Starfighter is equipped with the following weapons:

****TURBOLASERS****

These are fired by pressing the red button on the joystick. Rapid-fire is available by repeated pressing of the button. Turbolasers lose power slightly when the Starfighter is engaged in a turning manoeuvre, and may occasionally be deflected by Forcefields on the UFO 1 and 2 type craft.

****FISSION DISRUPTORS****

These are fired by the F7 key on your command console. They operate by sending out a stream of Zeta-radiation, detonating the drive units of any Fission-drive spacecraft in your immediate vicinity. Their total effectiveness against UFO 1/2 type ships has earned them the affectionate fleet nickname of "SMART BOMB"

The Llamas are vulnerable to your lasers, so do be careful. If rescued from a UFO 1 craft, they descend to the planet's surface on antigravity belts. They are vulnerable to your fire as they descend, so watch it!

Well you know your mission, and your enemy! You will be shown pictures of them during final briefing. Good luck, Star Warrior, the defence of Earth is in your hands!!

BONUSES AND SCORING

Enemy ships score as follows:

UFO 1/2.	150pts
UFO 4.	200pts
UFO 3.	250pts
UFO 5.	1,000pts

Bonus of 150 pts per surviving Humanoid at the end of each wave.

Extra ship and smart bomb at each 10,000 pts.

You begin with 3 ships and smart bombs, and may earn up to nine ships and 5 smart bombs.

The game action may be halted during play by pressing the 'P' key. To restart, press 'P' again.

PROGRAM WRITTEN BY JEFF MINTER
LLAMASOFT! SOFTWARE
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