NIGHTSTRIKE™

ATARI 400/800/XL Series Version

An electric hush falls over the gathering darkness of evening only to be suddenly shattered by the scream of sirens — the enemy in a last desperate offensive, has targeted population centers for saturation bombing attacks. The defense of the city rests solely upon your mobile anti-aircraft tank units.

As unit commander, you must direct and position your tanks to destroy incoming enemy bombers while avoiding low-level bombers and rocket bombs which seek to destroy your defense positions.

As each successive wave of attackers is repulsed, another wave is launched. With each successive level, the deepening twilight renders the attackers harder to see — necessitating the use of flares to backlight targets at higher levels.

Your tanks are controlled by joystick: push left or right to control movement across the screen and aim your cannon. Press the firing button to fire. A number of armaments are available:

FLAK SHELLS: Pulling back on the joystick will load a flak shell. Once fired, they must be detonated by pressing the firing button once more before they go off the screen. By exploding the flak at the right altitude, any bomber within the radius of the shrapnel will be destroyed. There are a limited number of flak shells available per tank, and they are replenished at each new level. Ships destroyed by flak shells are NOT credited to the player in the determination of level bonus.

FLARES: Pushing up the joystick will load a flare. As with flak, they are detonated by pressing the firing button a second time. Only two flak or flare shells can be used simultaneously. Flares are necessary at higher levels when the enemy bombers fade into the twilight. (Once either a flare or a flak shell is loaded, it must be fired.)

20 mm ANTI-AIRCRAFT ROUNDS: These are fired automatically whenever a flare or flak shell is not selected. Your supply is unlimited, however, you are rewarded for accuracy so don't get carried away.

LEVELS: There are eight levels of difficulty. To advance to the next level, all high altitude bombers must be destroyed. An indication of the number of remaining high bombers is the number of bombers passing in each wave — i.e. when there are less than four remaining in a level, that number of planes will fly by (1 to 3).

BONUS: A point bonus is awarded at the end of each level. It is calculated from the number of shots fired and the number of 20 mm cannon hits. Remember bombers destroyed by flak do not count towards the bonus. One additional tank is awarded at 10,000 points.

SELECT and OPTION Keys: Use these keys before starting the game to choose 1 or 2 player games and the initial level of difficulty.

BREAK Key: Press once to freeze play, once again to resume.

GAME OVER and RESTART: When "game over" is displayed on the screen, press **START** to play again. While the NIGHT STRIKE! title is displayed, **SELECT** or **OPTION** keys may be used to change level or player number.

SYSTEM RESET: Will restart the game at any time.

START: To begin, press the **START** key. Good luck and good shooting!

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