UFO Invasion!

(One player)

Protect earth from a sinister invasion of mysterious unidentified flying objects!

1. The "**UFO Invasion!**" disk is self-booting and will automatically start the game.

2. You are now in command of one of Earth Federation's robot-controlled battle cruisers. It is displayed at the center of your screen. You initially have 3 battle cruisers in your arsenal.

3. Your ship is armed with a laser cannon and protected by an energized force field.

4. Press the left fire button to fire your laser cannon. It will fire in the direction indicated by the red dot in your force field. The red dot will rotate to aim in the direction your ship is traveling. You have an unlimited supply of ammunition.

5. Use the joystick to maneuver your ship on the screen. Move the joystick in the direction you wish your ship to travel.

6. You will encounter three types of UFO's. The first simply drifts randomly in space. A more sophisticated version seems to carry special equipment that enables two of them to link when sensors detect your spacecraft. The result is an infinitely more dangerous hunter-killer UFO with search and destroy capability. The third kind of UFO has been tentatively identified as a light-speed starship armed with computer-guided missiles.

7. All three types of UFO's will disintegrate if hit by your lasers or if they come in contact with your force field.

8. Your force field will be drained of energy when you fire your lasers or if it comes in contact with any UFO.

9. Your ship will travel at half-speed while your force field is recharging. Your recharging force field starts out black and becomes white when fully charged.

10. Your ship will disintegrate whenever your ship comes in contact with any UFO if your protective force field is not intact.

11. A new Earth Federation battle cruiser will automatically appear on the screen each time one of the fleet is destroyed until your reserves are depleted.

12. The UFO's are attacking in waves. If you defeat a wave prepare for the next.

13. **SCORING:**

1 POINT	DRIFTS RANDOMLY
3 POINTS	HUNTER-KILLER
10 POINTS	LIGHT-SPEED STARSHIP
50 POINTS	WAVE DEFEATED

14. The score of the current game is shown in the lower center of the screen.

15. The highest score in the game will be displayed at the end of the game. The high scoring player enters his or her name through the keyboard. The computer will accept any name up to ten letters. The score and player's name will remain on the screen until a higher score is achieved in succeeding games.

16. A new scoring cycle will start automatically after the high-score screen.