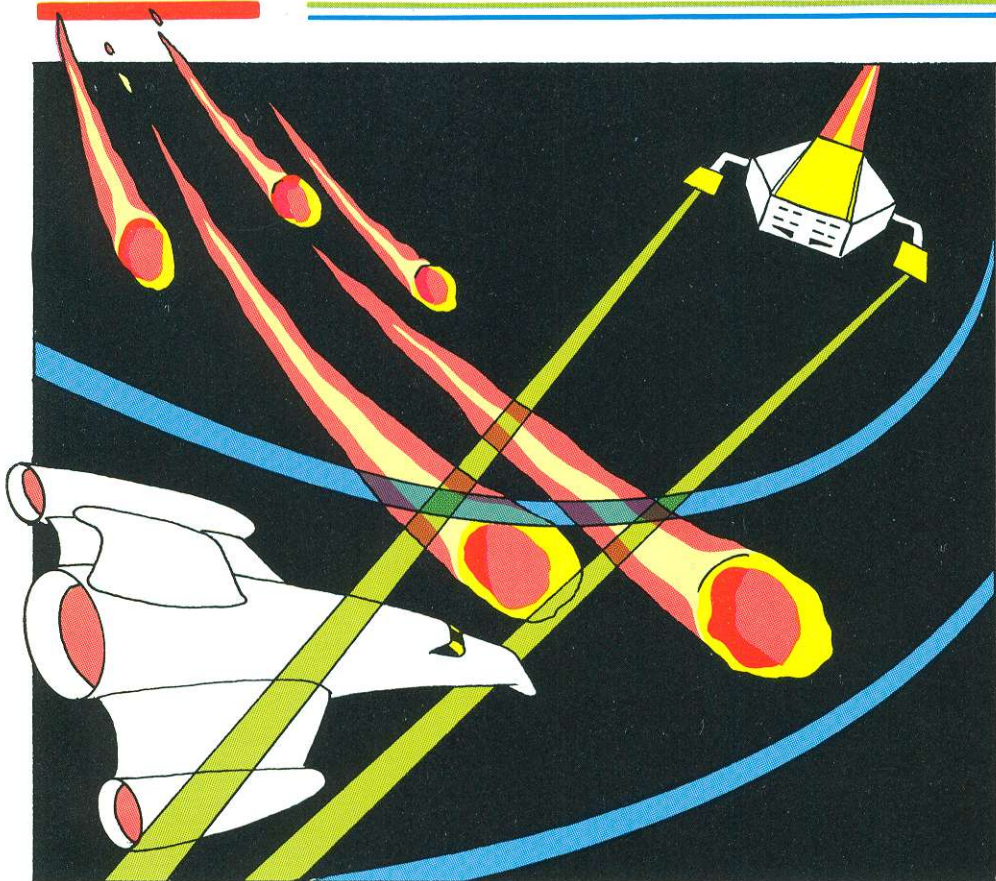# Piccadilly Software ™
Presents

Star Blaster

APPLE II/APPLE II PLUS
48K - Dos 3.3 or 3.2

game paddles · joystick

Written by Mark Kriegsman and Geoffrey Engelstein

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STARBLASTER

OBJECT

From the planet Drago has come an alien fighting force bent upon the destruction of Earth. Your mission is to repel the waves of attackers and ultimately destroy the Dragonian Annihilator.

STRATEGY

You must eliminate six types of protective strike forces with your own Earth Cruiser and then face the awesome power of the command ship. Eight levels of difficulty and complexity will test your skills to the limit.

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Starblaster

INSTRUCTIONS

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1. Boot the Starblaster diskette

2. When Starblaster is finished loading you will see the following set up options on the bottom of the screen.

<div align="center">

DEMO

PLAY

MODE

</div>

3. **(D)EMO** will allow you to play the game without being destroyed and without scoring any points.

   (P)LAY will take you into the Starblaster game.

   (M)ODE will allow you to choose the mode of play (game paddles or joystick).

4. Press (M)ODE to select game paddles or joystick, and then press (D) or (P) to begin Starblaster. If you select the game paddles, you may play with either paddle 0 or paddle 1.

5. You have three chances to reach and eliminate the seven different types of attackers.

6. Starblaster has eight levels of difficulty with each level becoming faster than, or more complex than, the prior level.

7. The joystick lever or the game paddle knob is used to control ship movement, and the button is used to fire.

8. You may turn the sound on/off by depressing the "S" key.

9. The ESC key has two functions:
   • Depressing the ESC key in the demo mode will exit the demo.

   • Depressing the ESC key in the play mode will freeze the action (in case you have to answer the telephone). Depressing any key will continue the action.

PLAY OPTIONS

MODE

<div align="center">

1 - Paddle Ø

2 - Joystick

3 - Paddle 1

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SCORING

Scoring and number of ships appears on top of your screen.

TYPE	WAVE/LEVEL
Mines - 15 points	First wave
Invaders - 50 points	Second wave
Comets - 20 points	Third wave
Force Field - 5 points per hit	Fourth wave
Guardians - 55-85 points	Fifth wave (different at higher levels)
Space Rocks - 50-75 points	Sixth wave
Neutron Bombs - 25-75 points	Seventh wave
Dragonian ANNIHILATOR 5000-12,500 points	Seventh wave

BONUS: Each time you complete a level of play, a bonus Earth Cruiser is added to your fleet.