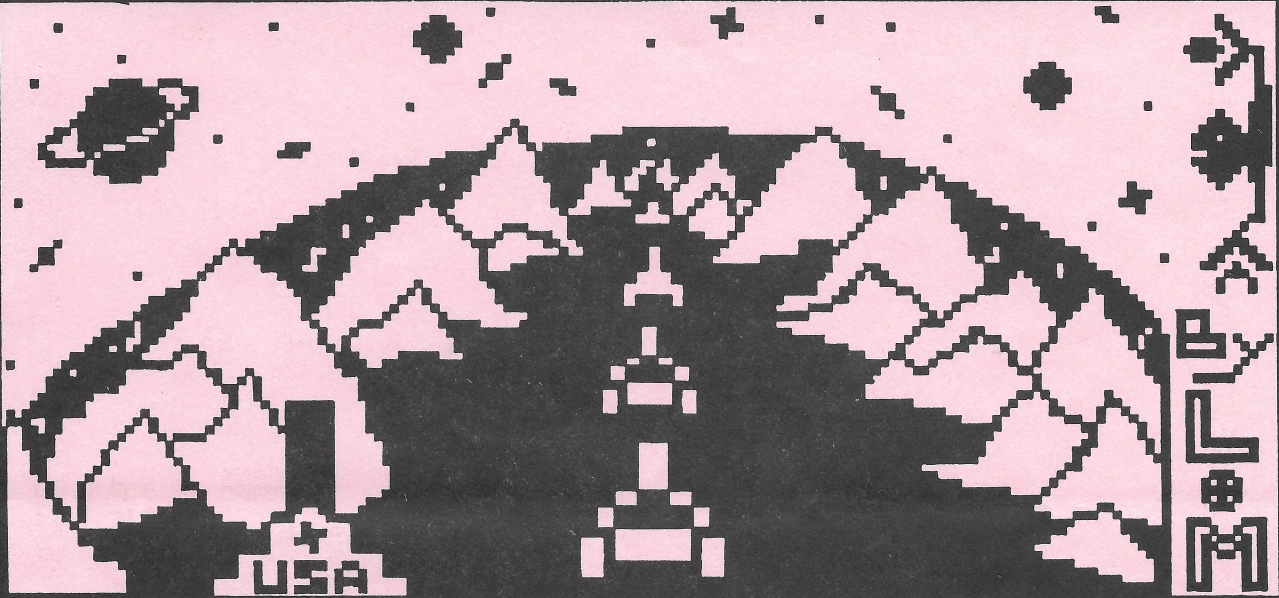# 3·DIMENSION

E=89*R=461*S=5000

ALIEN INVASION

Cassette #14   Alien Invasion & ~~Alien Invasion II~~ CLAIM JUMPER - Both for $15.95-for new basic

Star Fleet Command has put you at the controls of a pulse-pounding photon
cannon. Your orders are to stop the invasion of aliens war machines. It
takes a cool head and a steady hand. Only you stand in their way. Can
Earth be saved or will the aliens destroy your cannon and invade Earth?

Select a difficulty level 1-9. Level one is the easiest level, allowing
the slowest alien advancement. Each additional level allows the alien to
advance faster and make bonus landers harder to get. You get bonus landers
and 500 pts. should you score a hit in less than five tries. In levels
6-9 no bonus landers are possible. At the bottom of the screen you will
see an "E=,R=,S="; the "E" stands for your cannon elevation, which is
changed by moving joy stick #1 back or forward. The "R" stands for the
range of the alien lander. The "S" is your score. You will have a chance
to destroy 4 landers plus any bonus landers you can obtain. To win, your
score must be greater than 2000 pts. To use your cannon simply move joy
stick #1 until you reach the desired elevation then squeeze the trigger,
if you miss remember where the shell landed and change your elevation ac-
cordingly (higher E makes the shell land closer, lower E sends the shell
further out). Should your score fall below 2000 pts. the aliens will de-
stroy your cannon and over run the planet in a very unique finale.

Expanded graphics in 3 dimension. A unique feature of the New Astro Basic
allows screen memory to be saved to tape along with program memory. The
programming technique to utilize this feature is complex and time consum-
ing. Each picture that is to be turned on must be calculated and placed
into screen memory. The end result is a detailed screen picture which
otherwise would be impossible.

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