SEARCH AND DESTROY

AIR RAID

SONAR REPORT SUB IN QUAD. 1

1	2	3	4	5	6	7	8	9	10
11	12	13	14		16	17	18	19	20
21	22		24	25	26	27	28		30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46		48	49	50
51		53	54	55	56	57	58	59	60

WARNING A I R R A I D

SEARCH AND DESTROY

Dr. Oppenheimer, a nuclear physicist in our research and development lab, has suffered a mental breakdown. He has gotten control of our experimental nuclear sub, Dolphin, which has the capability to destroy the world. Your mission is to man the battleship Falcon and search sectors 1 thru 60. Unfortunately, for the safety of the world, you must destroy the Dolphin using depth charges. Be careful, we have information that Dr. Oppenheimer has mined the area and also has full use of powerful lasers capable of destroying the Falcon. Using the keyboard, enter the sector number which you wish to depth charge (NOTE: Put zero (0) first when enter nos. 1-9), then press "go" to fire. You cannot enter a sector which has been eliminated by either laser beam or depth charge.
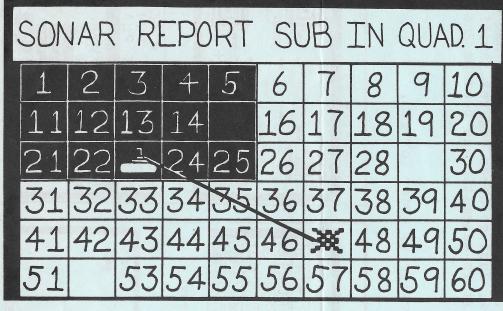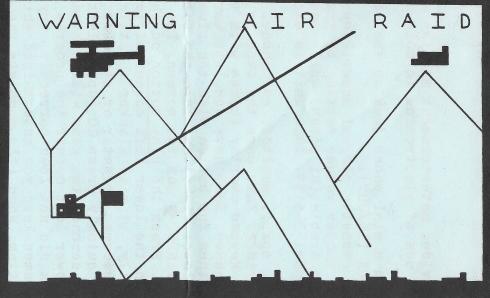
AIR RAID

"Air Raid" is for players of all ages and skills. Load the game into the computer and run. The computer will ask you which difficulty level you want, enter using the keypad (1 is the easiest, 9 the hardest). The computer will then ask your choice of air plane or helicopter (0=airplane and 1=helicopter). Knob control #1 allows you to aim your gun, trigger #1 fires the gun. The object is to protect the city below from the enemy air craft which is firing upon it. The enemy air craft will make five passes over the city during each game. You must destroy the air craft as quickly as possible, thus allowing the enemy a minimum amount of time to fire upon the city. When using levels 1 through 5, 50 pts. is deducted from your score each time the city is fired upon, 100 pts. is deducted from your score each time the city is fired upon when using levels 6-9. Two types of guns are used to play the game, level 1-5 uses a type which allows the player to hit the air craft easier than when using levels 6-9. The harder the level you choose the faster the aircraft will fly and the more times it will fire upon the city. Possible score, your score, difficulty used, type of aircraft used and your rating are all displayed at the end of each game. Ratings: Expert, Sharpshooter, Marksman, Amateur, Beginner - Press any key for a replay.

PROGRAM NOTICE

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All Pre Game Entries Via Knob & Trig. #1