NAUTILUS

The 7th fleet is engaged in the top secret mission, code named Akreon, the shipping of our first star drive engine to it's final destination. Presently the 7th fleet is moored just off the coast of Scorpion, a small island in route.

You are the commander of the atomic powered attack sub, Nautilus. Your mission is to protect the fleet during it's stay in the harbor. The watch is proceeding smoothly, when suddenly you are startled to attention by a general alarm. You hurry to your battle station where the radio officer gives you the report of a UFO coming in fast.

You watch the radar screen in puzzlement. The object grows in size as it nears. It's shape resembles a bird, no..NO it's more like a bat of tremendous size! Then as it begins to move menacingly back and forth above the fleet you suddenly realize with a sinking feeling, your worst fear, there is no doubt, it's Exitor. The devilish alien battle star commander is bent on destroying the star drive engine to stop mankind from exploring the galaxy and reaching the stars beyond.

Thank goodness the Nautilus is equipped with the latest, most powerful, particle beam weapon devised by man. Your beam accellerator shoots out highly charged sub atomic particles in a narrow accurate beam. You order the beam generator up to full power and prepare for action.

Exitor carefully piloted the huge bat-like battle star into a sweeping pattern well above the 7th fleet and released one of his well armed battle drones. This should be enough to sink the fleet and destroy the star drive engine.

The drone pod descended to an altitude in range of the ships. The pod popped open and the drone made an attack run hitting one of the ships. Exitor smiled in vengeful satisfaction. All was going well, but now before his very eyes, the sea seems to swell and light up as your particle beam breaks through and rises swiftly to it's target. In a wink of an eye the battle drone is gone! Exitor immediately releases another drone and quickly arms the battle star's photon lazers.

The battle lines are now only too clear. You must destroy the drones before they sink the fleet and evade Exitor's lazers at the same time. An awesome feat and it won't be easy. Are you up to it? To win you will need to mount a historic assault on the alien.

Normally, a picture this detailed in 3-dimension would require more memory than is available in the Astrocade program section. We have utilized a special arcade feature called mass screen memory. There is almost 4K of memory available in this way. The game operation is contained in the 1.8K program memory section, while the machine graphic utilize specially encoded memory sections. By using all three in a unique way this game, with expanded graphics and smooth flowing motion, is possible. It is equivalent to about 6K of memory.

3-D TIC TAC TOE - Another of L & M's 3 dimensional display games with three levels of game play. Players can win in any of the 3 dimensions. The computer will check all moves for validity, indicate the winner and light up the winning 3 squares. Beautifully presented in 4 colors.

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