

LASER 2001

HOME COMPUTER



HOW TO LOAD AND RUN YOUR TAPE PROGRAMME

1. You may use any type of cassette tape player/recorder. With your Computer you will find a connection cord which has one stereo plug on one end and two mono plugs on the other end. Connect the red mono plug to the EAR socket of your tape player.
2. Connect the black mono plug to the MIC socket of your tape player.
3. Connect the stereo plug to the TAPE socket of your Computer.
4. Turn the VOLUME CONTROL of your tape player to about 3/4 of maximum. Or use the setting which you have found to be most reliable for programme loading.
5. Insert cassette into tape player and REWIND.
6. Type CRUN on your computer keyboard and terminate by a RETRUN key.
7. Press the PLAY button on your cassette tape player.
8. Wait until your programme has been loaded into your computer.
9. Have fun!

Sonic Invader

You command the BATTLE WAGONS!

Your mission is to command a squad of formidable BATTLE WAGONS . . . groundbased, highly mobile fortresses that are Earth's last defence against the dreaded SONIC INVADER from a far solar system.

Your enemy has never been beaten!

The ruthless SONIC INVADER with his tight for formation of deadly MASQUE fighters has attacked thousands of planets all across the galaxy and never tasted defeat. Only you can save the earth.

Strategy and tactics

Your powerful BATTLE WAGONS bristle with deadly missiles and you can have the satisfaction of watching and hearing the hated enemy craft explode and disintegrate, but remember . . . they are attacking with a proven force that has never known defeat. Their bombing patterns are specially calculated to destroy any defence, so be careful.

Your squadron contains only 4 BATTLE WAGONS and you can only use them one at a time. Once they are hit, the earth is lost.

The temporary shelter defence

You have three temporary energy screens beneath which you can hide . . . but only for a short time. Enemy bombs will destroy them and find you if you stay too long.

Time is also your enemy

As the enemy's horrible MASQUE fighters come closer and closer, their sonic waves disintegrate the the last buildings of earth. So don't wait too long, or else all will be lost.

The enemy's dirty tricks

If you do manage to penetrate the enemy's formation of MASQUE FIGHTERS and shoot them all down, don't expect the cunning Sonic Invader

to surrender. Not a chance. The diabolical alien will manufacture a whole new formation of MASQUE FIGHTERS for you to defend against. So don't rest for a second.

Also, in some types of BATTLES, the sneaky enemy will use his high technology to make his MASQUE fighters disappear. Be on the lookout for any dirty trick. The SONIC INVADER doesn't play fair!

READY!

- 1) Press RESET button on main control unit.
- 2) Choose BATTLE = 1-16 by pressing the FIRE buttons on joystick.
- 3) Start game by pressing joystick to any direction.

AIM!

Push JOYSTICK left or right to control movement of BATTLE WAGON. Evade enemy bombs and line up enemy craft for annihilation!

FIRE!

Press FIRE buttons on joystick to blow enemy craft to pieces.

CHOOSE YOUR TYPE OF BATTLE!

The successful commander is always the one who fights only in the manner he wants to. There are 16 possible way to fight this despicable enemy. Choose one:

BATTLE # 1 (Single player)

You alone must defend the earth. But the SONIC INVADER is too confident. He does not realize your incredible military skill and is not alert.

BATTLE # 2 (Two players)

You team up with a friend and complete for military honors. But never forget that the true enemy is the inhuman SONIC INVADER.

BATTLE # 3 (Two players)

You team up with a friend and co-operate, not interested in individual honors, only in stopping the dreaded SONIC INVADER.

BATTLE # 4 (Four players)

Two teams of two compete for military honors here, but the true enemy, the SONIC INVADER is after only one thing. The total destruction of all of you.

BATTLE # 5 (Single player)

The crafty SONIC INVADER pulls one of his dirty tricks here, turning his fighters invisible periodically.

BATTLE # 6 (Two players)

Two people compete for military honors but the real enemy, the dastardly SONIC INVADER, makes his fighters invisible at times.

BATTLE # 7 (Two players)

Team up with a friend and co-operate, but be careful. The sneaky SONIC INVADER knows of your combined skill and tries to win by making his fighters invisible every once in a while.

BATTLE # 8 (Four players)

While two teams of two compete against one another, the rotten SONIC INVADER tries to cheat, making his fighters pop in and out of sight.

BATTLE # 9 (Single player)

Getting desperate now, the evil SONIC INVADER keeps all his fighters in sight, but uses his special supersonic squad which move much faster.

BATTLE # 10 (2 players)

Team up with a friend for the competition, but keep your eye on the dirty SONIC INVADER. He will use his fastest visible ships here.

BATTLE # 11 (2 players)

Team up with a friend and co-operate. You will need the skill of both to keep up with the fastest moving visible fighters the horrible SONIC INVADER can attack you with.

BATTLE # 12 (Four players)

Two teams of two can compete here, but all must bear in mind that the crazed SONIC INVADER will use his very fastest visible fighters.

BATTLE # 13 (Single player)

The dirty, rotten SONIC INVADER really starts playing unfairly here. Desperate to win he uses his fastest fighters and makes them pop in and out of sight.

BATTLE # 14 (2 players)

Compete in a friendly way with someone else, but beware! The desperate SONIC INVADER will use fast and sometimes invisible fighters.

BATTLE # 15 (2 players)

Team ^{UP} with a friend and fight together. You'll need all your combined skill to defeat the unprincipled SONIC INVADER as he attacks with his very fastest ships, which pop in and out of sight, sneakily.

BATTLE # 16 (4 players)

Two teams of two can compete but every one must be aware of the danger. The mad SONIC INVADER will be attacking with his fastest fighters, which will often be invisible.

THE BODY COUNT!

You must fight 5 different types of SONIC INVADER craft. Each has a different score:

Level 6 ...	Command saucer ...	100 points
Level 5 ...	Red Masque fighters ...	10 points
Level 4 ...	Blue Masque fighters ...	20 points
Level 3 ...	Green Masque fighters ...	30 points
Level 2 ...	Yellow Masque fighters ...	40 points
Level 1 ...	Red Masque fighters ...	10 points

In case of loading difficulties: Use a cassette Head. Cleaner cartridge and follow loading procedure again. If difficulties persist, try a new cassette recorder.