

**Programmed By Eric Knopp
Game Art Drawn With E-Z Draw
Assembly Language (48K)**

**Requires An Apple II Or Apple II+ Computer
Boots Directly With Either 13 Or 16 Sector Controller**

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ORBITRON

By Eric Knopp · A Product of Sirius Software



Instructions For Play

Alone in an orbiting space station, you are attacked by alien drones which place killer satellites in orbit around your station. You must destroy the satellites before they make one orbit or they will crash through your meteor shields and destroy your station. You only have five stations between you and annihilation. Be sure to destroy satellites and drones together or the drones will leave before you can destroy them all. After the drones the alien mother ship fixes a satellite just outside your shields . . . although you cannot destroy the ship you must destroy the satellite. But don't let your guard down when the mother ship leaves . . . watch out for those meteors!

To Begin The Game:

Insert the ORBITRON diskette in drive #1 and boot as you normally would (do not use a "BASICS" diskette). After a few seconds the logo will appear. Press the \langle space \rangle bar to start. Use the keys "1" and "2" to move your firing cursor and the \langle space \rangle bar to fire. You may restart the game at any point by typing CTRL R followed by the level (1 - 7) you want to restart at (the score is reset to 0 when you do). Typing CTRL S toggles the sound on/off. Pressing the \langle ESC \rangle key allows you to pause during the game, and pressing it again allows you to continue.

Scoring:

There are seven levels of difficulty, and at the completion of each level, 100 bonus points are awarded for each station that remains. The number of stations is indicated at the top of the screen and they will "click" off one at a time as they tally your bonus. The game will continue as long as you have stations remaining. Remember, the object of the game is to score as many points as you possibly can, not just to survive. Strategy is important!

Point Schedule:



100 Points Killer Satellites



300 Points Drones



1500 Points Meteors



100 Points . . Stations Remaining

Important:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after the attempt to reboot the game is still not running, then you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all our products individually prior to shipment; however, a duplicate of the game is on the backside just in case.)

Sirius Software Replacement Policy: Sirius Software will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A. please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.