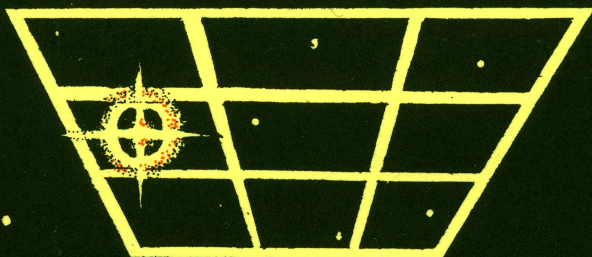


STAR DANCE

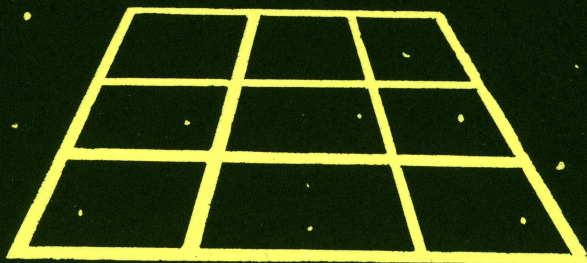
\$ 24.95

by
Gustavo A.
Fernandez

Easy and hard modes



Plays from
keyboard or
joystick



Requires 48K Apple II or Plus

Disk II

DOS 3.2 or 3.3

TURNPAGE '81

USA UNITED
SOFTWARE
OF
AMERICA
750 3RD Avenue.
New York NY 10017

STAR DANCE

REQUIRES: 48K Apple II or Apple II Plus or Apple /// (Emulator Mode) Disk II,
DOS 3.2 or 3.3

Optional: Joystick

Star Dance is a fast-paced action game of split second decisions. One wrong move will cost valuable time. The object is to score as many points as possible before time runs out by either catching the bouncing stars in one of the nine cells on the grid or by blasting them with your nova. Bonus time makes it possible for an experienced player to continue the game on "extended" play. Stars will always be bouncing between two 3 x 3 grids. You can open up one cell of the grid at a time with either the joystick or keyboard. Any star that falls in an open cell is caught and a point is scored. You can also shoot a nova through an open cell. If a nova hits a star, both explode in a blue flash and a point is scored. If your nova fails to hit a star you must catch it through an open cell before you can fire another nova. Time starts at 3000 units and decreases. Scoring 40 points will award a 50 point bonus. Scoring 200 earned points (non-bonus) awards extra time. Caution! Time runs out faster as you receive more points.

PLAYING THE GAME:

Boot your disk as per your DOS manual. The attract screen will be displayed. Hit "K" for Keyboard mode. Hit "E" or "H" for Easy or Hard Joystick mode.

KEYBOARD MODE:

Use the following keys to open cells:

U I O

J K L

M, .

Use the Space key to fire a nova. Open one cell to close the other cells. Hit Return to close all cells.

JOYSTICK MODE:

Point to the cell you wish to open (e.g. bring the joystick to the lower left if you want to open the cell that the "M" key would open in keyboard mode.) If your joystick appears to operate incorrectly, i.e. when pushing up you go down and pushing down you go up, hit the "R" key to reverse the Y-axis of the joystick. Use button 0 to fire a nova. In Easy joystick mode holding Button 1 down will keep the cells open as you move the joystick. In Hard mode you must release button 1 before you can change cells.

In either Keyboard or Joystick mode:

- | | |
|-----------|---|
| G | "Spins out" the grids - an added challenge. You must close the cells before this will work. |
| 1-9 | Numeric keys select number of stars in play. Default is 3. |
| CoNTRoL S | Toggles Sound on and off |
| ESCAPE | Pause; hit any key to continue |
| RESET | Reboot disk and run new program |

HINTS:

Aim carefully with your nova. A miss will cost time. Simultaneously fire a nova and move to another cell for another shot. A good player can fire a nova and move to another cell and catch a star **EVEN BEFORE THE NOVA EXPLODES!**
Have fun!

STAR DANCE

Part No. 02013401

Recording: Side: One

by GUSTAVO A. FERNANDEZ
UNITED SOFTWARE OF AMERICA

750 THIRD AVE, NY. 10017

© 1981

48K APPLE

MEMOREX
MEMOR'EXC
MEMOR'EXCE
MEMOR'EXCEL
MEMOR'EXCELL
MEMOR'EXCELLE
MEMOR'EXCELLEN
MEMOR'EXCELLENC
MEMOR'EXCELLENCE