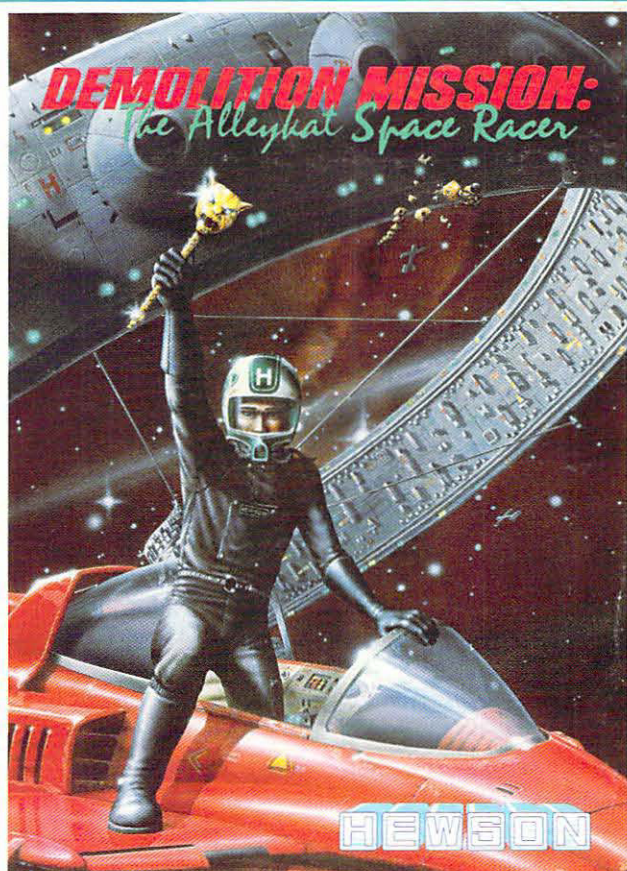




**THUNDER
MOUNTAIN**

Commodore
64™/128™
Joystick required



Adventure Game — Teens/Adults

Demolition Mission

The Alleykat Space Racer

by Andrew Braybrook

Let the space race begin! Climb into your super-powered Space Racer and prepare to race in any of the eight orbiting Space Stadia. Go for sheer speed in the time trials. Test your mettle in the demolition derby. How much can you take in the endurance race?

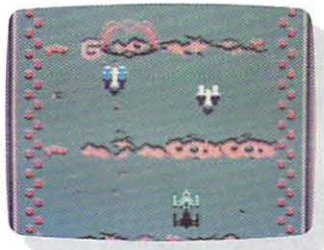
Maneuver your craft over treacherous landscapes. Careen past the cavorting Katerkiller. Girate around the Gravo-craft. In time, perhaps you too can join the best Space Racer pilots in the finale.

Features

- Incredible arcade-quality graphics, music and sound effects
- Fast-paced joystick action
- Eight different race types to choose from
- A total of 32 tracks, each over 20 smooth-scrolling screens long
- One- or two-player options
- Special features incorporated for C128's

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P.O. Box 1167
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0 50047 85314 5
ISBN 0-87085-314-7



DEMOLITION MISSION: *The Alleykat Space Racer*

GETTING STARTED

What You Need

- Commodore 64™ or 128™ (in 64 mode) computer
- Single disk drive
- Monitor or TV (color recommended)
- One or two joysticks

Loading Instructions

1. Plug your joystick(s) into either game port.
2. Turn on your monitor or TV, the disk drive, and then your computer.
(Note to C128 users: Run *Demolition Mission* in 64 mode.)
3. Carefully slide the *Demolition Mission* disk, label side up, into your disk drive and close the drive door or latch.
4. Type **LOAD"*,8,1** and press **RETURN**.
5. Press the joystick fire button to begin.

Game Options

During the title sequence, the "option display line" will appear if you press a function key to select one of the options listed below. The option display line consists of a symbol for each player selected, a symbol for each joystick, a strobo-square that flashes when the strobos are turned on, a music volume bar, and either three circles to indicate color display or a half-filled circle to indicate monochrome display. Use the function keys to make changes in these selections as described below:

- f1** - One player, one joystick, either port
- f2** - Two players sharing one joystick, either port
- f3** - Two players, two joysticks
- f4** - Toggle strobos on/off
- f5** - Increase music volume
- f6** - Decrease music volume
- f7** - Color display
- f8** - Monochrome display

During game play, you can pause the game by pressing the **RUN/STOP** key. After pausing, resume the game by pressing **RUN/STOP** or the fire button. To abandon the game altogether, press **CLR/HOME** after pressing **RUN/STOP**.

PLAYING THE GAME

Game Sequence

After loading the game, press the fire button to open the racing season. You will be presented with a list of races, separated into months. Scroll the list up or down by pushing the joystick forward or pulling it back. You can select only those races that you can afford to enter. Your current account balance is shown at the top of the screen. You begin with no money, but the first five races are free to enter.

When you have scrolled the race you want to enter to the select-race line, press the fire button to begin. The Alleykat Space Racer, supplied by the race organizers, is dropped into position and launched. The tortuous landscape, the computer-controlled Gravo-craft and the dreaded Katerkiller stand between you and the finish line.

When the race is over, you are awarded points for Gravo-craft kills and any bonus points earned for that particular race type. If you complete the race successfully, you receive an extra bonus and the prize money. Then, you may select your next race. The season will continue until you race in the *Demolition Mission* finale or you cannot afford to enter any more races.

The Alleykat Space Racer

Your vehicle is supplied by the racing organization to ensure that all pilots race with identical craft. Push the joystick to the left or right to steer the Space Racer. To climb, pull the joystick back. Push the joystick forward to dive. You can adjust the craft's speed by holding down the fire button and pushing the joystick forward to accelerate or pulling it back to slow down. If you slow down below minimum speed, the craft will loop-the-loop. Use this maneuver to increase your altitude temporarily to climb above other vehicles. To fire your craft's nose-mounted gun, press the fire button.

Your craft has two flight modes—speed and combat. To change modes, hold the fire button down and push the joystick to the left or right. In speed mode, the craft is fast and highly maneuverable. In combat mode, two extra wing-mounted guns unfold and fire every time that you release the fire button. Combat mode makes your craft slower and less maneuverable. Also, looping takes longer because the guns are repacked before the craft loops.

The Races

Every race of the season is different. Because at least two races are staged every month and only one race may be selected per month, it is advisable to study the race information carefully to help you decide which race to enter. To view information about the races, move the joystick to the left or right on the race selection screen. You'll find the following kinds of information:

Stadium:	One of the eight orbiting Space Wheels
Fee:	The cost of entering the race
Type:	Special bonus type of race (see "Special Bonus Points")
Scape:	The type of terrain encountered
Density:	The degree to which the landscape is cluttered. The terrain may be fairly clear, or full of obstacles
Laps:	The number of laps to complete to win the prize money
Prize:	The prize money for successful completion

Special Bonus Points

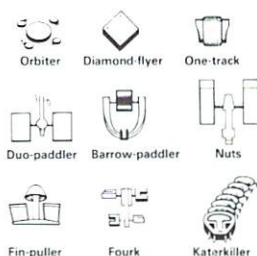
The race type shows the activity that will give bonus points at the end of the race. These bonus points will be awarded whether you complete the race or not. Race types are as follows:

Time trial:	Bonus increased for high speed racing
Speed trial:	Bonus reduced for low speed racing
Demolition:	Bonus increased for landscape destruction
Dodg'em:	Bonus reduced for landscape destruction
Endurance:	Bonus awarded for time spent on track
Survival:	Extra bonus awarded for Gravo-craft kills
Random:	Mystery bonus awarded
Slalom:	Bonus awarded for flying under landscape

Race Completion Points

When the race is over, points are awarded for Gravo-craft kills as follows:

Orbiter:	500 points
One-track:	300 points
Diamond-flyer:	400 points
Barrow-paddler:	200 points
Duo-paddler:	250 points
Four:	100 points
Fin-puller:	100 points
Nuts:	250 points
Katerkiller:	2500 points



You must hit these craft several times with your shots in order to destroy them, although they can also be damaged in collisions with the landscape. The Katerkiller loses one segment for each hit. If you complete the race successfully, these race completion points are awarded, followed by the prize money.

Landscaping

Eight different types of landscape are used to build the tracks around the inner surface of the space-wheels. These range from the fragile "Shatter-rock" to the tough "Hardwall." Their susceptibility to impact varies, so a single shot may not destroy a segment of the tougher landscapes.

You can fly over, under or through the landscape. If shots pass through the landscape, then the Space Racer can follow, but beware that the wing guns in combat mode make the Space Racer wider.

Space Racer Energy

The Space Racer can absorb a number of shots or collisions with the landscape. The Space Racer flashes when energy is low. Collisions with Gravo-craft will take an equivalent energy from the Space Racer as that of the Gravo-craft involved. However, collisions with the Katerkiller are always fatal. Replenish the Space Racer's energy by flying low over the "E" symbols on the ground. Maximum energy of the Space Racer is variable and depends upon your performance in the previous race Special Bonus.

Bonus Money

Some races have special bonus money symbols, represented by a "G" on the ground. Fly low over the "G" to pick up extra money.

Two-player Cooperation

When two players compete for the *Demolition Mission* trophy, they play as a team, with one combined money account. They must select races together, and pay double the normal fee. Each player then races the track in turn, with each having a chance to win the prize money. If both players complete the race, then each wins the prize money.

C128 Special Operation

Demolition Mission automatically will detect a C128 and use the double speed CPU to provide extra bullets and longer Katerkillers.

Credits

Demolition Mission designed and programmed by Andrew Braybrook.
Music composed and programmed by Steve Turner. Game design advice from test pilots Robert Orchard, Andi Marsden and Richard Harvey.