

LASER ZONE

Computer Software

© LLAMASOFT 1982

LLAMASOFT !!



LASERZONE INSTRUCTIONS

It is a dark time for the Terran federation. The evil Empire of Irata and the devilish Warfiends of Zzyzax have combined forces to attack Terran outposts throughout known space.

The attack consists of the vile Iratain Skull ships and the extremely nasty Bugships of Zzyzax.

To counter this horrifying onslaught, the Terrans have constructed the Laser Zones — upon which two computer-controlled plasma cannons deal instant death to the swarming alien hordes with relentless accuracy.

"Fine", you say. "Let the computers destroy our enemies while we stay safe on Earth".

Unfortunately, you just happened to be on Laser Zone 106-A when the computer failed.

Even worse, hordes of Iratain and Zzyzaxian ships have just materialised and are converging on your zone.

So now you must manually co-ordinate two very powerful plasma cannon, each capable of destroying your enemies — or each other. You must make the two cannons weave a web of plasma impenetrable to the enemy.

Be warned. You wont find it easy.....

THE CONTROLS

The controls of Laser Zone are quite complex, and must be mastered absolutely to play effectively.

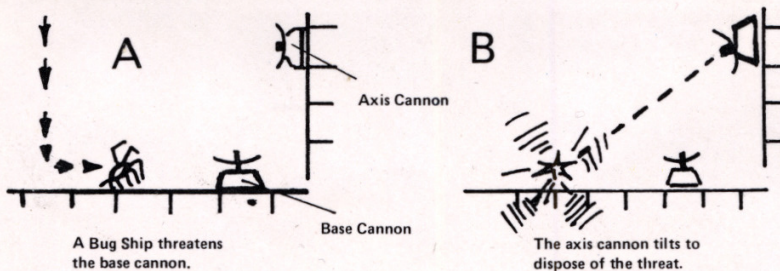
1) Plasma cannon movement: Moving the joystick up and down causes the vertically mounted cannon to move. Moving the stick left and right causes the horizontally mounted cannon to move. Using the diagonals causes both cannons to move — unless you are firing — see below.

FIRING

Pressing the FIRE button unleashes plasma bolts towards your enemy. Each cannon can fire in two-bolt bursts.

DIAGONAL FIRE

Diagonal firing is the key to masterful Laser Zone play. Holding down the FIRE button and pressing the joystick in a South-Westerly direction causes the vertically mounted (or "AXIS") cannon to fire diagon-



ally, onto the track of the horizontal (or "BASE") cannon. Likewise, pressing FIRE and pushing the stick - to the North East causes the base cannon to fire diagonally towards the the track of the axis cannon. Releasing the fire button releases any diagonally-firing cannon to normal mode.

The importance of this manoeuvre cannot be over-stressed. An enemy landing on the Base track will march towards the Base cannon and can only be destroyed by an Electro bolt (see below) - or by a well aimed burst from the Axis cannon. Likewise, aliens attacking the Axis cannon can be destroyed by the Base cannon. But be warned: a badly-aimed diagonal burst may destroy the cannon you aim to protect! Don't shoot yourself!

ELECTRO BOLTS

Your Laser Zone is capable of discharging a limited number of Electro Bolts. Press the Commodore Logo key to fire the bolts.

These bolts destroy all Skull - and Bugships in your zone. Use them sparingly - supplies are limited! Your store of Electro Bolts is displayed on the right of the screen.

ATTACK WAVES

Attacks come in waves of a specific number of alien ships. Keep an eye on your THRESHOLD gauge. When it hits zero, the attack wave is over. At the end of a wave you receive bonus points — and if you have fewer than 4 Electro bolts, an extra Electro — before beginning the next wave!

LATER WAVES

In later waves you will be attacked by RHOMIKONS, RABBITRONS, COSMIC CATS, ELECTROCUTED SPIDERS, MANIAC MICE and VIRALOIDSI!

IRATAIN DEATH SATELLITE

This can appear after the first Zone is cleared. It drifts randomly and unleashes lethal energy bolts towards both bases: it possesses Neutronium deflector shields. Fire repeatedly at it and eventually the Neutronium will de-stabilise — you will see it change colour as it does.

SCORING

Points are awarded as follows

Skull ship or Bugship etc.	100–800 pts
Iratrain Death Satellite	1000 pts
Clearing a wave	Bonus plus 1 extra electro
The highest score to date is displayed at top right.	

GAME PLAY OPTIONS

There are four

- 1) **SOLO/COMPETITIVE.** Select **COMPETITIVE** for competition between two players or teams. Player 1 controls Primary Zone, player 2 controls Secondary Zone, taking alternate turns.
- 2) **INDIVIDUAL/TEAM** In individual play, each player controls both cannon. In team games, two players can operate a single zone. Two joysticks are required for team play. The front stick controls the Base cannon and the rear stick controls the Axis cannon.
- 3) **LEVEL** There are 20 levels. The first 9 are selectable.
- 4) **STICKS** Set to 1 if you only have a single stick and want to have competitive play. Pass the stick back and fourth between players. If set to 2, each player can have his own stick.

TRAINING MODE

Press T to enter Training Mode. You can practise moving and firing without actually being attacked. To leave this mode press **SHIFT — P**.

PAUSE MODE

During the action press **SHIFT — P**. The screen will freeze. To re-start the game waggle the Joystick.

PLAY HINTS

- 1) Learn diagonal fire! It is your key to success.
- 2) Use **ELECTRO** sparingly. Use it, if you can see it will push you over Threshold — you'll get a new Electro at the end of the wave.
- 3) Blast 'em when you see 'em. If you let them land you'll need fancy shooting, or an Electro, to get out of trouble.
- 4) The Iratrain Death Satellite fires on alternate sides. Attack the side that has most recently fired. Keep at it for a useful 1000 points.
- 5) Don't panic and have fun!

The game and name **LASER ZONE** and all associated software, code, listings, audio effects, graphics, illustrations and text are the exclusive copyright of Llamasoft and may not be copied, transmitted, transferred, reproduced, hired, lent, distributed, stored or modified in any form without the express written permission of **LLAMASOFT SOFTWARE**, 49 Mount Pleasant, Tadley, England.

LLAMASOFT!! Computer Software

©LLAMASOFT 1982

LASER ZONE

SUITABLE FOR THE
commodore 