

INSTRUCTIONS FOR MISSILE COMMAND

To load the game from tape press:
SHIFT & RUN/STOP together.

Instructions for play:

JOYSTICK CONTROL ONLY

You are the commander of a missile base on the planet Eetalamer. Your mission is to destroy all incoming enemy I.G.L. missiles and save your cities from destruction. Guide your sights to block the paths of the incoming missiles and press fire to launch a missile which, when detonated, will trap the enemy in the fire ball and destroy it.

Due to the recent galactic wars, you have a limited number of missiles. Each time an enemy I.G.L.M. reaches your base you lose ten missiles.

The enemy also have planes and satellites which you can destroy for extra points.

At the end of each screen you will gain bonuses for cities and missiles left. An extra city is awarded every 10,000 points.

WRITTEN BY A. CHALLIS
MACHINE CODE.

PRODUCED BY RICHARD PAUL JONES

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INTERCEPTOR
MICRO'S Lindon House, The Green, Tadley, Hants.

INTERCEPTOR
SOFTWARE
PRESENTS

MISSILE COMMAND

SUITABLE FOR THE
commodore 64

INTERCEPTOR
MICRO'S © 1982

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