

C64

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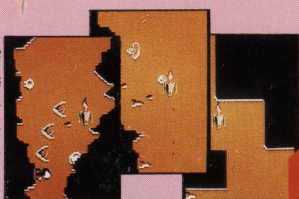
Your fighter must penetrate four defense rings, and blow up a neutron bomb cache — an almost impossible feat! Radar bases track your movements; the treacherous landscape conceals missile silos. ALSO: redesign the landscape of PENETRATOR and add missiles and radar bases to suit your abilities!

MADE IN U.K.

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Classification: Arcade
Level: Suitable for all ages
Average completion time: 5 minutes
Written in 100% machine language
Loading time: 2½ minutes
This program uses **PAV/ODA**



PENETRATOR



LOADING THE CASSETTE Prepare the computer and tape recorder as described in the Commodore 64 manual. Load and run by typing LOAD.

CONTROLS Use the following keys to control your fighter:

<Q>	Climb	<SPACE>	Fire missiles and drop bombs
<Z>	Dive	<RESTORE>	Aborts the mission (in training simulation mode only)
<P>	Accelerate		
<I>	Brake		

Minimum altitude is limited by the terrain of the landscape or cavern floor. Maximum altitude is limited by the fighter's capabilities or the cavern ceiling.

Prolonged braking results in a stall and consequently in crashing.

Hitting the <SPACE> bar quickly fires a single missile and drops a bomb. Pressing and holding the <SPACE> bar drops a single bomb and fires missiles continuously. Only two bombs are allowed in the air at one time.

MANOEUVRING Use acceleration and braking to position your fighter wisely. If you get too far to the right or left of the screen you will reduce your room to manoeuvre. In Stage 3, where you must zig-zag through narrow passages, stay as far to the right as you can. In Stage 4, enemy paratroopers lie in ambush. Lure them out. Then either brake heavily and shoot them, or apply full thrust while climbing to fly over them.

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STRATEGY Enemy defence control tracks your position with radar screens. The longer you are exposed to enemy radar, the more accurate is enemy defence: paratroopers and surface-to-air missiles (SAM). The danger level is shown on your console — when critical a RED ALERT flashes. Blow up the neutron bomb cache to disable enemy defence control.

OBJECTIVE In your fighter, penetrate deep into enemy territory to blow up the nuclear bomb cache. The mission is divided into four stages, each of which must be negotiated successfully before the next may be attempted.

When Stage 4 is completed, you may attempt to destroy the neutron bomb cache. Once the cache is destroyed, you repeat the game at a higher level.

SCORING

Ground missiles:	10 points
Flying missiles:	50 points
Radar bases:	100 points
Defending paratroopers:	100 points
Neutron bomb store:	1000 points for the first one 2000 points for the second one, etc.

TRAINING SIMULATION Mission Control Centre has built a flight simulator which enables you to train for the actual mission but with unlimited 'lives'. You can simulate any one of the four stages. Each stage successfully completed automatically promotes you to a higher stage.

CUSTOMISING PENETRATOR You may alter the landscape, and the number and positions of the missiles and radar bases.

The plus signs at the top and bottom of the screen indicate the limits for the cavern ceiling and ground profiles. The small flashing cursor is used to draw the profiles and to place enemy defenses.

The editing controls are:

<1>	selects Stage 1	<S>	save customised landscape
<2>	selects Stage 2	<Q>	raise cursor
<3>	selects Stage 3	<Z>	lower cursor
<4>	selects Stage 4	<I>	scroll landscape left
<T>	plot ceiling point	<P>	scroll landscape right
<M>	plot missile or paratrooper		plot ground point
<R>	plot radar screen	<RESTORE>	return to game mode

A previously plotted point or defense item is automatically replaced by plotting a new point or item at that horizontal position. Each time a ground or ceiling point is plotted, the landscape automatically scrolls left one character.

Missiles or radar stations must be superimposed on the landscape or else they will blow up during the game. Leave enough space for your fighter to actually get through! Shift the cavern to Stage 1 and the open landscape to Stage 3! Fill the cavern with missile silos!

PENETRATOR is copyright © 1982 by Beam Software. The program was written by Bruce Bayley, original music score written by Adrian Pertout.

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