

PENETRATOR

LOADING INSTRUCTIONS

1. Turn on the disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Insert the PENETRATOR disk in the disk drive and close the door.
4. When the word READY appears on the screen, type: **LOAD """,8,1** and press **RETURN**. The program will load automatically.

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.

MANEUVERING 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.

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 when completed will automatically promote you to a higher stage.

EDITING THE LANDSCAPE Using this option, you can change the predetermined landscape and can then insert missiles and radar stations.

To move the cursor freely without changing the existing landscape, press the **spacebar** in combination with one of the following keys. If you press any of the following keys by themselves, the landscape will change:

<Z>	Moves cursor down	<Q>	Moves cursor up
<I>	Moves cursor left	<P>	Moves cursor right
<R>	Places radar station	<M>	Places missiles
<S>	To save a landscape, place a blank disk in the drive and select Option S.		

NOTE: Be sure to save created landscapes on a separate disk from your **PENETRATOR** disk. This could result in damage to your disk.

LOADING A LANDSCAPE Place your save disk (see Option S above) in the drive and type **L**.

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