

THRESHOLD™

COM 64 ROM/Disk Version

Earth is under attack. The rest of the fleet is out on maneuvers, so it's up to you and your five fighters to defend the home planet against a barrage of enemy ships that seems never-ending. Each squad of attackers has a dozen or more ships apiece, and there are 20 squads!

The odds seem very bad indeed, but your fighter pilots are fearless and well-trained. Your spaceships are equipped with Hyperdrive, making them faster than any enemy vessel. Each of your command could face a squad and defeat it alone. Just let the enemy come, you'll be ready!



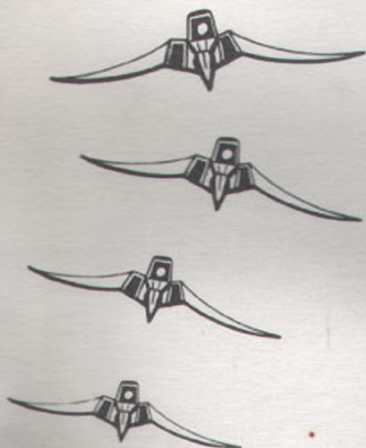
LOADING INSTRUCTIONS

ROM Cartridge

1. Turn off your computer.
2. Insert **Threshold** cartridge (face up) into the expansion slot to the right in the rear of your computer.
3. Turn on power to the computer and monitor.
4. Plug joystick into port #1.
5. When the banner (title) page appears, **PRESS** joystick button to start.

Disk

1. Label side up, insert disk in the disk drive.
2. Close the drive door.
3. When the screen says "Ready," **TYPE** **◀LOAD"THRESHOLD",8,1▶**, **PRESS** **◀RETURN▶**.
4. Plug joystick into port #1.
5. When the banner (title) page appears, **PRESS** joystick button to start.



CONTROLS

Joystick

Press button to start/restart game.

Move stick left or right to control movement of your ship.

Push down on stick for Hyperdrive:

To pause game press **◀F7▶**.

To fire, press button.



HOW TO PLAY THRESHOLD

Each squad of attackers fires missiles that you must dodge if you want to survive. There is also an occasional Kamikaze ship (if he crashes into you his ship will be destroyed, but so will yours).

For each of your five ships you have one brief period of Hyperdrive. You will be so fast that your enemies will appear to move in slow motion.

Watch your laser indicator. Your lasers will overheat and temporarily malfunction if they are fired continuously.

Fuel is costly, so you should defeat the enemy vessels as quickly as you can. After every four squads eliminated, the mother ship will come to refuel you; points are added to your score for leftover fuel.

If you can score 50,000 points, your mechanics will have had time to reassemble one of your destroyed ships. Every 100,000 points thereafter, another ship is added to your fleet.

A TACTICAL HINT: Some of the enemy squads are formidable indeed, but some can be outwitted. Watch for groups that fly in patterns—you are smarter than they are!