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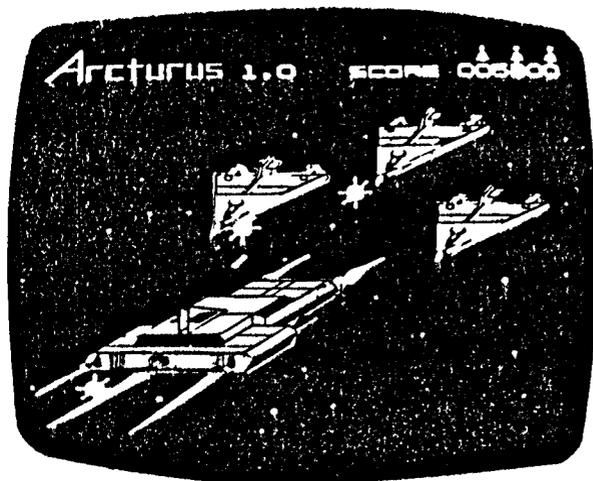
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Colin Hinson

In the village of Blunham, Bedfordshire, UK.

ARCTURUS

for TI 99/4A Home Computers



Exceltec, Inc.

PO Box 54380
Lubbock Tx 79453
(806) 794-8104

Zaxxon like 3 D graphics The most sophisticated graphics found in any game developed for the home computer Six screen levels emerge as you successfully pilot your ship deep into the home computer Six screen levels emerge as you successfully pilot your ship deep into enemy territory Earn points by shooting enemy ships and safely navigating your way over under and through the buildings arches and tunnels which are generated by the largest cartridge memory in any home computer game

ARCTURUS

Programmer: Bill Bics

Fight your way through the open universe in order to enter into the enemy command post. Evade and engage enemy interceptors, tracer missiles, and laser tanks as you negotiate the cluttered cityscape of the enemy command post. Your ship may be controlled either from the keyboard or from joysticks.

Using the Solid State Cartridge

This cartridge can be used with the TI-99/4A or 99/4 Home Computer.

Notes: Be sure that the cartridge is free of static electricity before inserting it into the computer. (See "Caring for the Cartridge.")

1. Turn the computer OFF, then insert the cartridge into the port on the right of the console, without any other devices between it and the computer.
2. Switch the computer to ON, and press any key for the master selection. To select ARCTURUS, press the appropriate key (either 2 or 3, depending on the model of the computer).

Notes: To remove the cartridge, first turn the console OFF, then disconnect the cartridge. If you have any problem while inserting the cartridge, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty."

Special Keystrokes

E, S, D, X	Move player
Y, Q	Launch Missiles
I	Accelerate
H	Decelerate
P, T	Pause
FCIN 8 (REDO)	Starts new game with same skill level
FCIN 9 (BACK)	Returns to level selection display
FCIN = (QUIT)	Returns to master title screen

Introduction

Enemy forces have captured the Arcturan High Command Center. The Arcturan Space Force sends you to penetrate enemy defenses, navigate across the surface, and destroy the command center. In the process you score points by:

- *shooting down enemy interceptors
- *destroying surface equipment
- *docking at docking complexes

Beginning the Game

After you select Arcturus the title screen appears. To choose the level of difficulty, press 1, 2, or 3

Once a level of difficulty is selected, the game starts. Your spaceship is in the lower left-hand corner of the screen, and fires diagonally upwards. Hostile ships approach from the upper right-hand corner of the screen. Your score and remaining players are displayed at the top of the screen.

If you want a pause, press P or T. The game will stop indefinitely. Press any key to resume play. At any time you may start a new game with the same skill level by pressing REDO, or you can select a new skill level by pressing BACK.

Controlling Your Move

The player ship moves horizontally and vertically, and fires diagonally upwards. (While in open space, it can only move horizontally.) To move the ship, press one of the arrow keys or use Joystick 1. In the trench, there is a shadow beneath the ship which is used to judge the ship's position relative to the bottom of the trench. To launch a missile, press Q or Y, or FIRE on a joystick. Note that it is possible for buildings in the trench to block the shot. To alter the speed at which your spaceship moves through the trench, press I to accelerate and J to decelerate, or Up and Down on Joystick 2. (If you are using joysticks, be sure the ALPHA LOCK is released.)

Playing the Game

The object of the game is to score as many points as possible while destroying enemy craft and progressing to higher levels.

The game is divided into three parts. In the first part, you fly across space and fight enemy interceptors and mines on your way to the command center. Then, in the second part, you make your way across the surface in a trench. At the end of the trench, you attempt to destroy the command center by shooting the small, moving porthole.

Enemy Craft and Scoring

Shape	Name	Value
	Interceptor	200
	Tank	50
	Mine	200
	Missile	80
	Tracer	0
	Fuel Canister	100
	Radar Dish	100

At the end of each sector, there is a docking bay. To dock, position your ship in the center and top of the trench. You receive 1000 points for successfully docking.

An additional ship is awarded for every 5000 points scored. Only nine ships can be displayed at once, so any in excess of nine will not be shown.

End of the Game

The game is over when no ships are left. Press REDO for a new game with the same skill level, or BACK to select a new skill level, or QUIT to return to the master title screen.

EXCELTEC CONSUMER SERVICE FACILITIES

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