

STEALTHI™

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INSTRUCTIONS

For the Commodore 64 and Atari Home Computers

GETTING STARTED (Commodore 64)

Turn on your disk drive and then your computer. After the disk drive busy light goes off, insert your disk and close the drive door. Type **LOAD"STEALTH",8** and press **RETURN**. When your computer responds **READY**, type **RUN** and press **RETURN**. The program will continue to load.

After loading, a title page will appear and you will hear the game's theme song. This will be followed by a demo that shows the game action and option screen. Press the **F5** key to take you immediately to the option screen from the action scene of the demo, and then use the same key to select your beginning level. (You can select level 1 through 3.) Press the **F1** key or your joystick button to begin the game.

You can skip the demo and move directly to the option screen immediately after booting by pressing **F1** or your joystick button as soon as the title screen appears. If you want to return to the demo from the option screen, press **F3**.

Make sure caps lock is off before beginning game play.

GETTING STARTED (Atari)

To load the game, complete the following steps:

1. Turn on your television set or monitor.
2. Turn on your disk drive.
3. When the "busy light" goes out, insert the program disk and close the drive door.
4. Remove any cartridges from your computer.
5. Turn on your computer. **STEALTH** will begin loading.

NOTE: With the **ATARI 600XL** and **ATARI 800XL** you'll have to hold the **OPTION** key when you turn on the computer.

After loading, a title page will appear and you will hear the game's theme song. This will be followed by a demo that shows the game action and option screen. Press the **OPTION** key to take you immediately to the option screen from the action scene of the demo, and then use the same key to select your beginning level. (You can select level 1 through 3.) Press the **START** key or your joystick button to begin the game.

You can skip the demo and move directly to the option screen immediately after booting by pressing the **START** key or your joystick button as soon as the title screen appears. If you want to return to the demo from the option screen, press the **SELECT** key.

You can restart a game in progress by pressing the **SELECT** and **OPTION** keys simultaneously.

CONTROLS

The game is joystick controlled. The joystick should be in port #2 for the Commodore 64 or port #1 for the Atari.

Push your joystick forward to accelerate, and pull it back to slow down. Push it to the right or left to fly in those respective directions. Press the joystick button to fire.

THE GAME

The object of the game is to reach and destroy the Dark Tower.

One shot will destroy the Tower at level 1. Each successive level will require an additional shot. The Tower will flash each time it is hit.

The game has five levels. You can make three attempts in each level to reach and destroy the Tower.

If you want to pause the action during game play, press the Space Bar. To resume play, press the Space Bar again. You will not be charged for the time the game is stopped.

ENEMY FORCES

Radar Towers track incoming forces and, at levels 3, 4, and 5, will trigger a heat-sensing missile if not destroyed. Value: 100 points.

Bunkers are a major defense with deadly and accurate firepower. Value: 200 points. (Note: Keep your eyes open for a change in some bunkers at level 5.)

Scout Planes attack viciously and deliberately. Value: 300 points.

Tanks are elusive and dangerous. Value: 400 points.

Missiles require quick action, so keep your eyes open. Value: 500 points.

Fighter Planes have no regard for their own safety, or yours. Value: 500 points.

NATURAL FORCES

Dormant Volcanoes are ominous and must be avoided at all cost.

Active Volcanoes spew molten lava and so are even more deadly.

ENERGY CONSIDERATIONS

Positive Energy Fields (yellow) increase the energy level in your ship's system.

Negative Energy Fields (red) cause loss of energy to your ship's system.

Your ship's energy capacity is 3000 energy units. You pay a "price" of 10 energy units for each shot you fire from your guns.

SCORING

The rating screen displays all-time high ratings as well as your last game rating. Your rating will be calculated based on high score and low time. You receive a bonus for the level you attempt and for the fighters left at the end of each game.

RECORDING AND VIEWING HIGH SCORES

If your score at the end of the game is one of the top ten, a high score screen will appear. Use your joystick to move through the letters of the alphabet and press your joystick button to select your initials. If you make an error, move through the letters until you see the b/s (for backspace) and then press your joystick button to remove the error. After entering your last initial, your high score will be saved to disk, and the game will begin again.

You can view the high score screen any time while in the demo by pressing the Space Bar. Press the Space Bar again to return to the demo.



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