DEFENCE FORCE



DEFENCE FORCE—Pilot your space-craft through hostile alien territory, fight off the enemy coming at you from both sides.

48K

TANSOFT

INSTRUCTIONS

The program is recorded twice fast on side 1 and twice fast on side two.
Type: **CLOAD''''** to load the program.
A header screen will be displayed while the game is loading followed by the game itself, which will auto-run when it has been loaded.

Welcome to the exciting world of ORIC SOFTWARE. Please read the following information carefully to ensure optimum results from your ORIC SOFTWARE.

LOADING YOUR ORIC

1 Ensure that cassette is fully rewound and observe the loading speed stated on the tape F for fast S for slow.

2 Make certain that your connections are correct, set your cassette player's Tone or Treble control to maximum and your volume control to ¾.

3 Enter on the keyboard:
CLOAD "name of game" and press Return key.

If you do not know the name of the program then just enter CLOAD''''
N.B. If the program has been recorded at slow speed you will need to add ,S after the closing quotes.

4 Press the play button on your cassette player.

5 The top of the screen will say 'Searching'. This will change to 'Loading' when the correct program is found.

6 Whilst the program is being read in, you should be able to hear the sound from the Oric very faintly. The program will run itself on completion of loading.

7 If the 'Searching' does not change to 'Loading' then you may not have the playback volume loud enough. If you get 'File Error–Load Aborted' printed then you may be too loud. If when the program has been loaded part of it is corrupted then the volume may not be loud enough.

8 The Oric cassette interface runs at a faster rate than most. For best results be sure to clean your tape heads regularly.

If you have any difficulty obtaining or loading our products, please write to our Head Office. Our address is on the back of this pack.

If you find this tape to be faulty, please return it to the point of purchase for replacement.

We have a 24hr. ordering service on Teversham (02205) 2261.

Le vieux Manuel

The Controls

Up and Down – Keep the middle finger of your left hand on 'A' and the index finger on 'Z'.
Left and Right thrust – Keep the middle finger of you right hand on ',' and the index finger on '.'. Pressing '.' causes your craft to accelerate to the right.
To reverse thrust – just press the thrust button for the opposite direction. If you find it more comfortable, alternative controls are 5,T for up and down, [,] for left and right.

Firing

The user craft has been designed to be as powerful as possible. To make it easy to fire many laser flares in succession, the craft is such that it fires once, in the direction in which it is pointing, every time you press any button (including UP/DOWN, LEFT or RIGHT) or take your finger off any button. It is thus good tactics, as one moves up or down, to continually take the finger off the key and immediately press it again. With practice, you should be able to fill a large proportion of the screen in front of you with laser flares.

Shields

In moments of great danger (for instance, if you are being attacked by a gang of strakers or have a couple of wraiths on your tail), you can make use of a shield. Press RETURN or the SPACE BAR and the sky will go blue as an energy vortex makes your ship immune to the enemy and their bombs. The effects of a shield last for approximately 6 seconds in early waves, but in later waves will last for a much shorter time. Just before the shield stops the sky will go red as a warning. You are given one extra shield at the start of each wave, up to a maximum of ten. Do not squander your shields: part of the secret of the game is knowing just when to use them.

The Humans

These are what you are trying to protect. Humans usually sit peacefully at the bottom of the screen but certain beings called VULTURAE are out to get them. If you see this happening, kill the vultura quickly, before it reaches the top of the screen with the human and mutates into an assassin. If all the humans are captured, the game will transfer to the astral plain: the entire enemy will turn into wraiths.

The Star Map

This shows the whole situation in miniature: on the star map the small dots are the invaders and the large dot is you.

The Score

You gain points for destroying invaders and for humans left alive at the end of each wave.

Lives

You commence with 3 lives and gain an extra on every ten thousand points.

Le Vieux Nuel

The Enemy

There are 16 different types of beings attacking you. A large part of the enjoyment of playing the game is learning about each type from scratch; so only a few important points will be mentioned here: Kill VULTURAE quickly for the safety of the humans; if you spend too long on a single wave, you will be attacked by a sinister invader, known as a WRAITH. If you continue to stick around, further SKULLS will appear at shorter and shorter intervals. PODS are liable to explode into swarms of STRAKERS on being destroyed. On high level waves you will encounter SHADOWS which are invisible – you can determine their positions from the star map and from the point from which the bombs appear. By far the nastiest invader is the CYBOTROID – you will see why when you reach wave 20!

Hall of Fame

This remembers the scores gained in a particular session of play. If you are the person whose name was last entered into the high score, then, instead of typing out your name again, just press DEL. This will store the same name as was stored previously.

Suicide

If you find that you are doing very badly and would like to finish the game, just press the ZERO button.

Optionals

As well as the standard game two other options are available:–

The Silent Game is simply DEFENCE FORCE with the sound removed: if you play the silent version you will find that there are certain points where all action stops; there is no need to worry about this – it is only to perform a non-existent sound effect.

The Beginner's Game has the same waves as Defence Force but with none of the enemy fire. Also the game runs more slowly. Do not play this version unless you are an absolute beginner – it becomes tedious and you only gain one hundredth of the score you are entitled to.

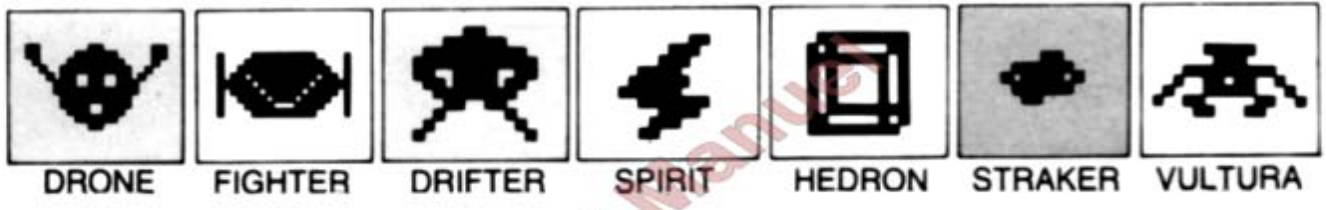
Loading the Program

Just enter CLOAD" RETURN. It will take about six minutes to load. It will let you know when it is ready.

Keyboard

It is important to note that, because of the way the keyboard circuitry is designed, if you press two buttons simultaneously both will be read by the program. This is why the firing is as it is. Please remember this when you wish to use a shield.

Le vieux Manuel


DRONE
FIGHTER
DRIFTER
SPIRIT
HEDRON
STRAKER
VULTURA
WRAITH
SPORE
ASSASSIN
RUNNER
CYCLOID
SHADOW
QUANTUM
CYBOTROID