* * * G A L A C T I C   W A R R I O R * * *

from EVRYWARE

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Welcome to another quality game from EVRYWARE. Joe Gargiulo's
GALACTIC WARRIOR is a fast action arcade type game that will
challenge your skill as you battle your way through space on a
mission to save the galaxy.

BACKGROUND --

The deadly Evils have weakened the Galactic Empire's outer
defenses. Their attacks have been made from a powerful space
station which serves as a base for their star cruisers. Some
have seen the space station but none have returned with informa-
tion on it. It is believed that a hit to the space station's
central reactor is the only chance of stopping it. You are the
best warrior in the galaxy and the last hope for the Galactic
Empire. You have been given the most powerful ship and the
approximate location of the enemy space station. Your mission
as the GALACTIC WARRIOR is to stop the impending attack and
destroy the Evils.

TO GET STARTED --

GALACTIC WARRIOR is on a Dual Format (HDOS - CP/M) disk. DO NOT
use this disk to play GALACTIC WARRIOR as you may destroy the
other files on the disk. First you should copy, onecopy, or pip
WARRIOR.ABS (HDOS) or WARRIOR.COM (CP/M) and WARRIOR.DAT to one
of your (bootable) disks. Next, use the GALACTIC WARRIOR
demonstration mode to get a feel for the action. The demonstra-
tion mode is started by typing 'WARRIOR -D'. In the demo, the
computer plays itself through part of the game, then it restarts
to the begining again. To exit the demo mode, hit the ' ESC '
key. You can now play GALACTIC WARRIOR by typing ' WARRIOR '.

CONTROLS --

Your ship is equipped with a powerful force field which will
shield you from all enemy weapons. The force field draws an
enormous amount of energy from your power source so you can only
use it five times. Your ship is also armed with deep space
missiles and a powerful short range laser. The onboard computer
can track only two missiles at a time, so use precise aiming.
Your short range laser is fast and will vaporize enemy ships on
impact.

Left and right horizontal movement is controlled with the '4',
'5', and '6' keys on the keypad. The '4' key moves the ship to
the left, the '5' key stops the ship and the '6' key moves the
ship to the right. All of the control keys are summerized
below.

CONTROL	KEY	FUNCTION
WEAPONS/DEFENSE	Q	FORCE FIELD
	W	LASER
	E	MISSILE
SHIP MOVEMENT	4	LEFT --|
	5	STOP --|--- KEYPAD
	6	RIGHT --|
MISC	ESC	EXIT GAME OR EXIT DEMO MODE
	R	RESET RECORD SCORE ON DISK (when "play again?" displayed)

HOW TO PLAY --

The game begins when your onboard computer warns you that a
squadron of enemy scouts is approaching. They enter from the
top of the screen and your ship emerges from the bottom. The
bottom line on the screen displays your score, the current
attack phase, your force field energy remaining, and the high
score of the session. The scouts are lightly armed and usually
put up little resistance.

Next, if you survive, the first wave of star cruisers will
approach in attack formation. The attack group is lead by a
command ship which is heavily armed and very mobile. Your ship
was designed with the best armor in the galaxy, so it can
withstand two direct hits. On the third hit, your ship will
explode and the remains scattered evryware.

Your mission is to battle your way through the deadly star
cruisers and destroy their heavily armored space station. You
must break through the space station hull and hit the central
reactor. Only a direct hit will work.

SCORING --

Points are scored when you hit the enemy star cruisers. The bottom line on the screen displays the current score on the left and the session score on the right. The record score (all time high) is stored on disk and displayed at the end of the game. If you beat the record score, you can enter your name after you finish playing.   The record score can be reset by typing ' R ' when the " play again ? " message is displayed at the end of the game. Points are awarded according to the table below.

POINTS	FOR HITTING
1	STAR CRUISER IN FORMATION
5	ATTACKING STAR CRUISER
15	COMMAND SHIP
50	CENTRAL REACTOR

Your ship's fuselage is repaired (if it is damaged) when you reach 400 points, and every 200 points after that.

CONCLUSION --

Please don't copy GALACTIC WARRIOR for use on other computers - besides being illegal, it will discourage us from writing other programs and then we both lose. Drop us a line if you have any comments about GALACTIC WARRIOR or suggestions on any other software you would like to see.

In the planning stages are many more high quality games, simulations and other unique software to increase your enjoyment of your Heath system.

GALACTIC WARRIOR requires an H89 or H8/H19, HDOS or CP/M and 48K of memory.