BLOCKADE RUNNER...A 3-D space adventure

You have a commander’s eye view of the galaxy in realistic 3-D as you guide your fleet of 4 merchant space freighters to Earth with vital supplies. Hostile aliens have sighted you and forced you into a dangerous asteroid belt. The skilled commander will avoid the asteroids, destroy Robot mines and alien ships, contend with fuel shortages, and prevent the deflector shields from over-heating.

SETTING UP

Set up your ColecoVision™ or Adam™ according to your owner’s manual using controller 1, 2, or both. Insert game, and RESET. The # key pauses the action; press "0" to resume play.

A TRUE TWO-PLAYER GAME WITH SELF-ADJUSTING LEVELS

The command can be shared by 3 players in BLOCKADE RUNNER. One person controls the ship’s speed and direction using the side-buttons and joystick, while the other fires missiles using the keypad of the second controller. Players cooperate and join forces as a team; they do not have to alternate as they do in other video games.

BLOCKADE RUNNER will also self-adjust to the skill level of the player! The more adept the commander, the more difficult the game. And the further the ship travels into the asteroid belt, the greater the effect of collisions with rocks.

SURVIVAL DATA

Each freighter is protected with a deflector shield that converts the kinetic energy of asteroid collisions and space explosions into heat. If the shield is allowed to reach the critical temperature, the ship will self-destruct. The shield cools slowly with time and by contact with ice crystals which appear at random (your sonar will alert you). The ice also replenishes the limited nuclear fusion fuel that powers the ship.

KNOW THY ENEMY

If bars appear near the sights, you are approaching the edge of the asteroid belt. The ship is about to leave the “Trajectory Corridor” and since there are more rocks to avoid in this area, it is advisable to return mines and alien ships, when possible. Heat-seeking Robot mines have been planted within the belt. You must attack immediately as they soon explode. To protect yourself, place the mine in your line of fire. The missile will actually track the mine even if it does not remain in the crosshairs!

You should survive these dangers, alien ships will emerge and fire circular plasma blasts at your freighter. Since these weapons heat your shield by 30%, it is wise to steer clear of them. The alien ships must be damaged 3 times with missiles before they are obliterated.

SCORING

You gain: for each unit of distance travelled
5 points for each refueling with ice crystals
100 Points for destroying a Robot mine
2500 Points for destroying an alien ship
5000 Points for reaching home planet
You lose: for each second of time elapsed
50 Points for each collision with an asteroid
250 Points for every Robot mine explosion
1000 Points for each freighter lost

DESIGNER’S CORNER

Interphase is searching for assembly language programmers who have designed their own games. We offer financial rewards for any work we publish. Send us your program or game concept for evaluation along with your name, address, and phone number to: Designer’s Corner, c/o Interphase Technologies Inc., 6391-F Westminster Hwy., Richmond, B.C., Canada, V7C 4V4.

Warranty

Interphase Technologies Inc. reserves the right to discontinue manufacture of this product, and the purchaser shall have no claim against the manufacturer for such discontinuance.

This warranty gives you specific legal rights. You may have other rights which vary from state to state. Should you have an issue relating to your product, contact the nearest Interphase Technology center or your dealer directly.

GARANTIE

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Pour tout remplacement, veuillez contacter Interphase Technologies Inc., 6391-F Westminster Highway, Richmond, B.C., Canada, V7C 4V4. Vous aurez également besoin de présenter votre reçu ou la facture de votre achat.

VAISSEAU ENNEMI

Mine robotisée
Astéroïdes
Tableau de bord
Cristaux de glace
Planète de destination
Terre
Lune