



**Piccadilly
Software
Inc.**

**Warp
Destroyer**

INSTRUCTIONS

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1. Boot the Warp Destroyer diskette. Leave the diskette in the disk drive, as the high scores will be recorded back onto the diskette.
2. When Warp Destroyer is finished loading on the screen will appear choices of play.

(P)addles
(K)eyboard
(J)oystick

Press P,K, or J and Warp Destroyer will then begin in its demo mode.

3. To exit the demo mode press any key.
4. Indicate whether the game will be played by 1 or 2 players and Warp Destroyer will begin.
5. Good Luck - remember that each level of Warp Destroyer will become more difficult than the previous level.

Warp Destroyer Hints

1. Subspace
 - Keep the small cross lined up within your crosshairs
2. Mines
 - Destroy as many as possible
 - Shields will not protect you from mine collisions
3. Probes
 - Missiles can be shot down, but the shields will not protect you from collision
 - Use shields to protect yourself when a supercritical probe self destructs
 - Supercritical probes have flashing domes.
4. Zalbian Base
 - Fire through the base shields spreading shots evenly over the base.
 - Press RETURN to detonate the shots that have landed on the Zalbian Base.

SHIP MOVEMENT

Game Paddles

Paddle 0 - move left and right

Paddle 1 - move up and down

Button 0 - fire a shot

Button 1 - shields

Joystick

Normal left, right, up, down movement

Button 0 - Fire a shot

Button 1 - shields

Keyboard

A - move up

Z - move down

→ - right

← - left

Space bar - Fire a shot

Q - shields

Game Options

Esc Key - stop game, hit any key to continue

CTRL S - turn sound off/on

X Key - switch horizontal movement (joystick or paddle)

Y Key - switch vertical movement (joystick or paddle)

Warp Destroyer

It is the year 3526 and your lifetime enemies the Zalbians have broken the Neutrality Pact of 3103. The Zalbians have seized a number of your colonized planets, and have established a base on each planet. You must recapture each of your 12 planets from your arch enemies.

This mission will not be easy. After traveling through subspace to reach each planet, you will be confronted by mines, fighters, and probes before you reach the Zalbian base. You must then destroy the base and begin the journey to the next planetary system.

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