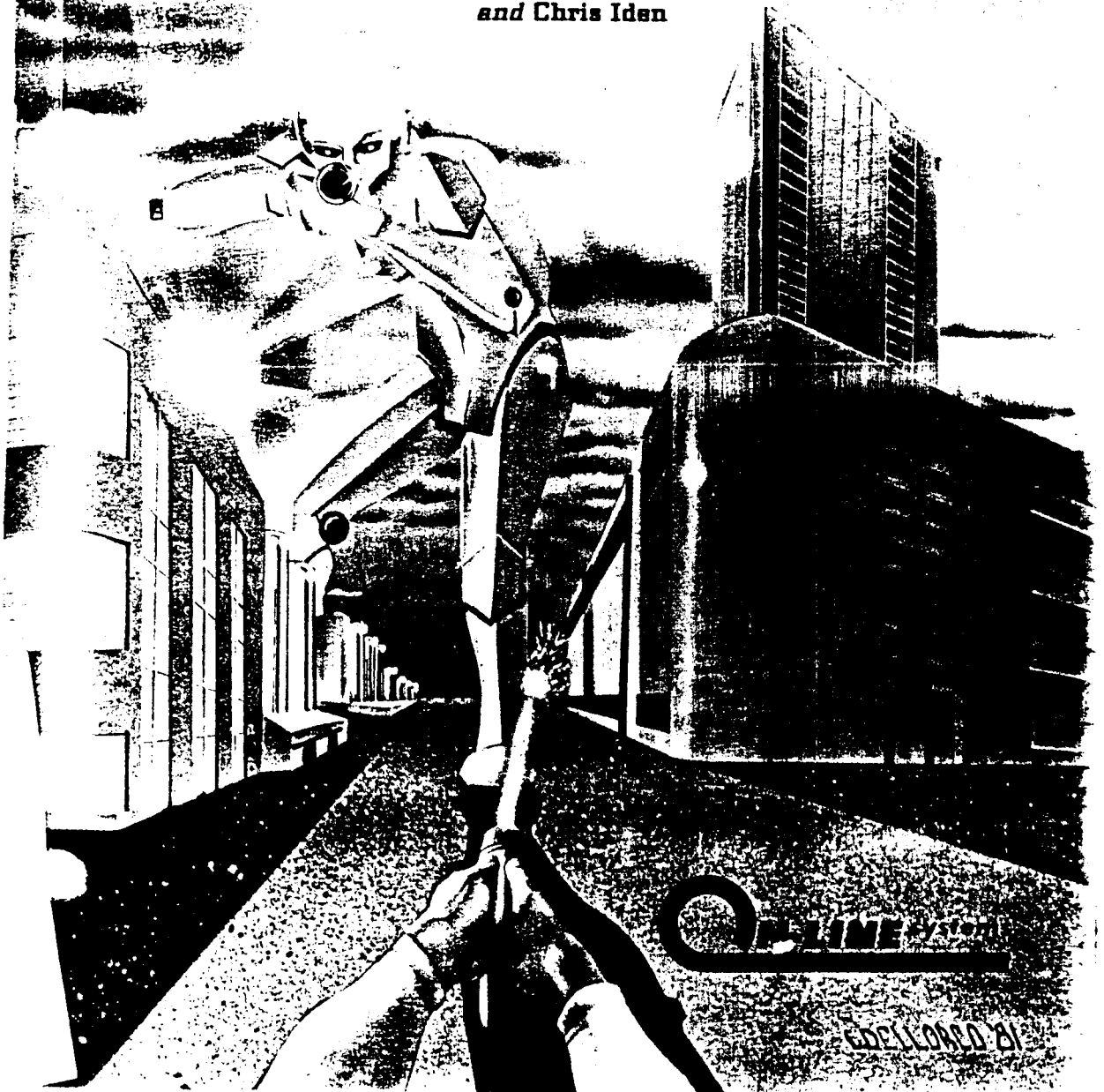


CROSSFIRE

by Jay Sullivan
and Chris Iden

\$29.95

16K Cassette
Atari 400/800
Machine Language



© 1985 Atari

To Boot Your Game. . .

1. Remove cartridge.
2. Load cassette into recorder and press play.
3. Power up system with 'start' key down.
4. After the signal (1 beep) press 'return' key.

KEYBOARD CONTROL

TO BEGIN PLAY: Press any key.

TO CONTROL YOUR SHIP

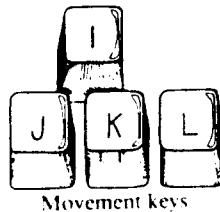
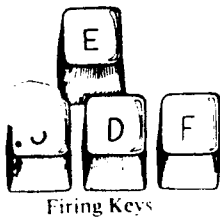
Movement of your ship is controlled by the following Keyboard pyramid.

- I will move the laser ship UP.
- J will move the laser ship LEFT.
- K will move the laser ship DOWN.
- L will move the laser ship RIGHT.

TO FIRE MISSILES

MISSILES are controlled by the following Keyboard pyramid.

- E will fire missiles UP.
- S will fire missiles LEFT.
- D will fire missiles DOWN.
- F will fire missiles RIGHT.



JOYSTICK CONTROL

TO BEGIN PLAY: Move the Joystick in any direction or press firing button.

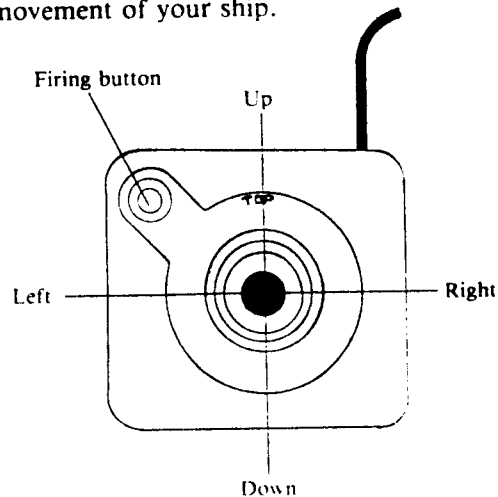
TO CONTROL YOUR SHIP

Simply push the joystick in the direction that you want to move. Centering (releasing) the joystick stops movement.

TO FIRE MISSILES

To fire missiles in the direction you are going, simply depress the fire button. To fire in any other direction than the direction of movement, depress the fire button and move the joystick into the desired direction of fire.

NOTE: Be careful not to center the joystick while directing your fire as it will stop movement of your ship.




ABOUT YOUR MISSION

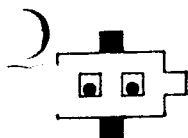
EXTRA SHIPS

Every five thousand points you will receive an extra ship.

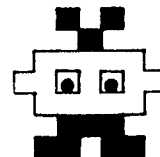
EXTRA POINTS

Every twelve missiles a  will appear on screen. To receive extra points, run your ship over this shape. You have six shots to run over the shape before it disappears.

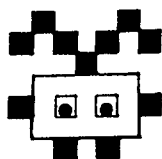
POINT VALUES



10 points



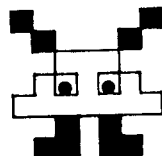
80 points



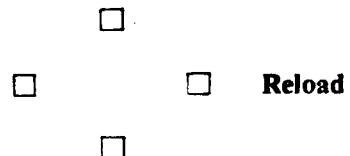
20 points



100,200,400,800 points



40 points



Reload

At the beginning of each ship you will be given 35 missiles. When you are down to your last 10 missiles, you will be alerted by a plinking sound. To reload, run over



for each screen you clear, you will receive 5 less missiles per ship, until you reach the minimum of 15 missiles.

To Pause Action, Press [P]. Press [P] again to resume play.

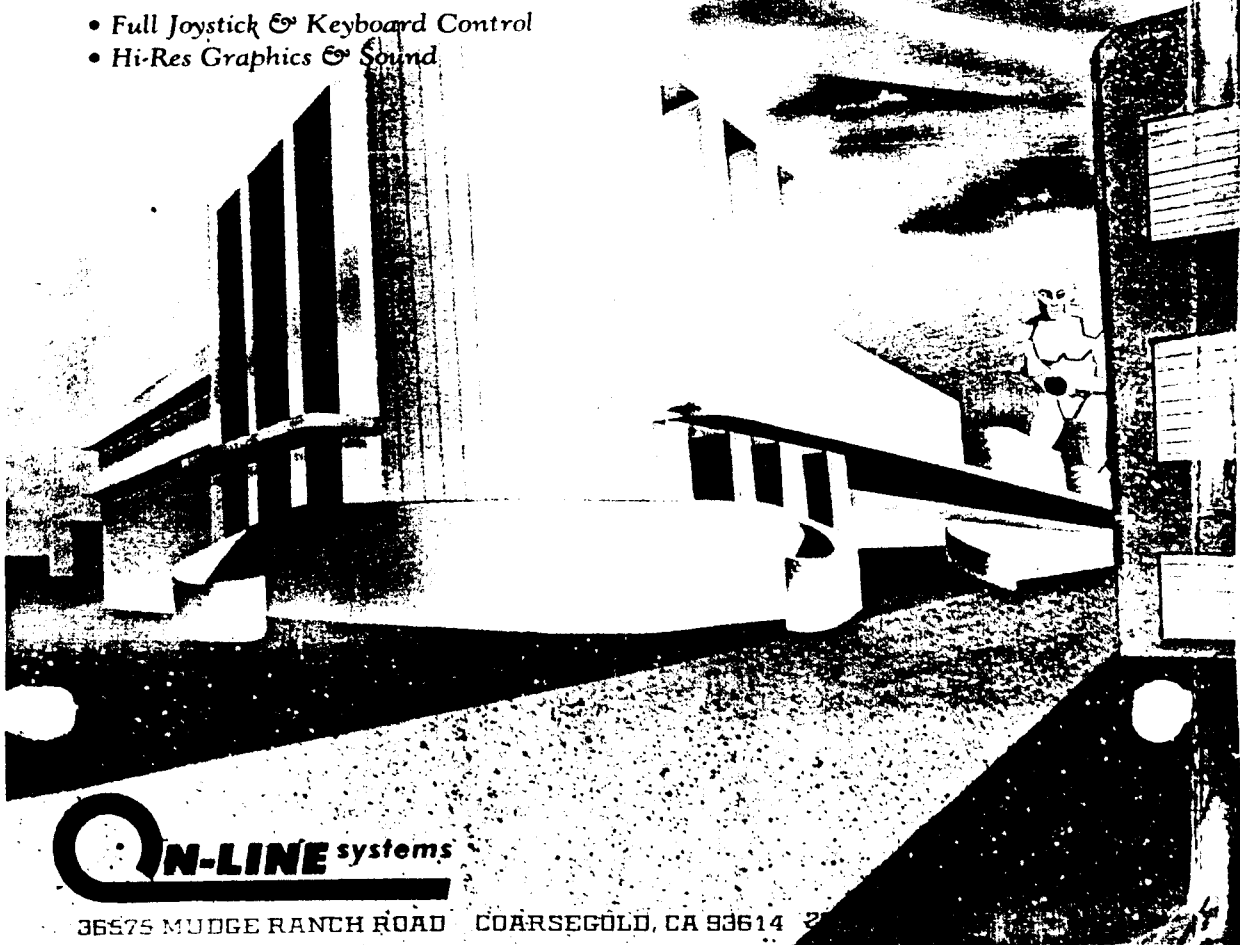
CROSS FIRE

by Sally
and

They have landed and are taking over the city. Streets are filled with fire and death. They walk across town, destroying everything in their path. The city has been evacuated and your regiment has retreated leaving you alone in the middle of the city surrounded by aliens.

The aliens have you surrounded, and laser shots fly all directions. Your movements are confined but you haven't lost your freedom of movement. You will have to concentrate on where the shots are coming from and where you're going because if you don't you'll get caught in the **CROSS FIRE**.

- Full Joystick & Keyboard Control
- Hi-Res Graphics & Sound



Q-N-LINE systems

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