

# SENTINEL

by Simon Smith  
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## LOADING INSTRUCTIONS

### Atari Disk Users:

Med Systems disk adventures are auto-boot disks. To load them turn off your Atari system, then turn on disk 1. After the busy light goes out, insert the disk in drive 1 and turn on the computer. The game will load and run automatically.

### Atari Tape Users:

The Atari cassette version is an autoboot cassette. To load the program:

1. Turn off your Atari system, remove all cartridges, and check to be sure that the tape recorder is properly connected.
2. Place the cassette into the recorder and rewind. Use side A of the cassette.
3. While holding down the START key on the computer, turn on your computer. You will hear a single BEEP.
4. Press PLAY on the tape recorder, then press RETURN on the computer. The program will load and run automatically.

Sentinel begins by giving you six cities and four surveillance satellites. The enemy (played by the computer) begins with four missile silos. Your goal is to destroy the silos while simultaneously defending your cities against the ICBMs they launch. You must also defend your cities against strategic bombers and strange intergalactic "Intruders."

Cities are located on the U.S. map. Silos are on the Europe/Asia side. To switch maps, simply press any key on the Atari keyboard (other than BREAK or "P"). To destroy a missile or a silo, you must hit it with a "Starflash," a blast of photon energy fired from your satellites. You fire a Starflash by positioning your sight with the joystick and pressing the fire button on the joystick. If a silo is launching a missile just as you fire on it, the missile will be blown up first and the silo will remain.

You have an unlimited amount of energy with which to produce Starflashes. You must, however, have at least one satellite in order to play. Thus, intruders are a dire threat to your safety. Intruders are generated at random times in the game and after a short period will destroy one satellite. You must blast them with a Starflash as soon as possible. Once they lock on to a satellite, there is no stopping them.

Periodically, bombers will take off from a position in Europe. They cruise around the world, crossing three screens (the U.S. twice, Europe once) before landing. If they pass directly over a city, their bombs will destroy that city. They can only be blasted on the U.S. map.

At the beginning of the game, the enemy has four silos. As the game progresses, more silos are added. There are twenty possible silo positions, and the silos are placed randomly in those positions.

You are awarded points for hitting missiles, silos, bombers, or intruders. At the end of a wave, you are awarded points for the number of cities you have left. Every 10,000 points awards you a bonus city. These bonuses are remembered by the computer, so that if you already have six cities, your bonus city will be given to you as soon as you lose one.

To begin the game, press the START key. Be sure a joystick is plugged into Controller Jack 1. You will then be asked for one or two players. Both players must use the same joystick. At any time, you may pause the game by pressing the "P" key. The game will freeze until "P" is hit again. Hitting the BREAK key or the RESET key at any point will return you to the high score screen. To clear high scores from the disk, hold down the OPTION key while the disk is booting.

	Points	
Missile	50	Silo 150
City	200	Bomber 1000
Intruder	2000	

### Limited Lifetime Warranty

The programs are protected to prevent unauthorized copying. We guarantee these programs to load. If you have trouble, we will replace the program if you return it within 30 days of purchase to Med Systems or the dealer from which you bought it. At any time, you may return the program for replacement if you send Med Systems the original media and a \$5.00 replacement fee.