

ALIANTS

a planet that suited their needs precisely, and one that gave such little resistance.

In their overconfidence, they simply began refitting the factories to produce their new ships, and ignored the possibility that these "simple beings" might have outposts off the planet itself. They started their usual scheme of producing ships and weapons in the factories, and set up on the planet the liquid memory tanks that had allowed the ALIANT race to progress at an accelerated rate. Every 100 years these memory tanks produced a new set of fully developed members of their race, totally trained, educated and ready to conquer and work. (See the prelude for more details)

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That overconfidence was the only crack in the armor of the ALIANT plans, for most of the planetary government of Earth had been off-planet on a mission to review the mining sites out in the Asteroid belt a month before, and they were still there when the attack began.

Powerless to return and resist it, the leaders of Earth used one of the largest mining stations in the asteroid belt as a base of operations, and proceeded to plan the recapture of their home planet while waiting for the opportunity to arise.

That wait took 99 years.

In 2301 A.D., an ALIANT deep-space message was intercepted by the Earth asteroid base known as Valley Forge. When decoded, it was found to contain the coordinates of where and when the ALIANT shipment of Power Crystals would enter the Solar System. The Power Crystals were the last step in making the new ships functional. Once received and installed, the ALIANTS could never be stopped. The 100 year incubation of the new ALIANTS in the liquid memory tanks was almost over. The new ALIANTS would man the ships and begin the further conquest of the Galaxy.

The time to retaliate was NOW! The Valley Forge commanders knew that their only hope was to STOP THAT CRYSTAL SHIP! There was only one vulnerable point, the exact time when the ship appeared out of warp. To capture it would take pin-point shooting in order to disable the ship without blowing it up. The Earth Force commandos, as they called themselves, could then use the Power Crystals to launch their OWN attack!

It would require extraordinary courage and skill to capture that ship. The Earth Force leaders sent out the call to every pilot to come to Valley Forge and try to qualify for the most desperate mission in the history of the human race.

That's where YOU come in!

As one of the finest pilots in the asteroid belt, you accept the call, and set your ship's course for Valley Forge.

As you approach Valley Forge, after having absorbed the information in the Prelude on the way, you are checked by ID scan and given permission to enter the base. This is not easy. Valley Forge is quite large for an asteroid, and to enter, you have to overcome the gravitational turbulence caused by the force fields holding in the atmosphere.

To do this, you must concentrate on keeping your joystick sensor centered in your viewscreen. Veer too far off, either up, down, left, or right and you will crash your ship. You will see different screens as you make your approach and attempt a landing.

KEEP THE SENSOR IN THE CENTER OF THE SCREEN!



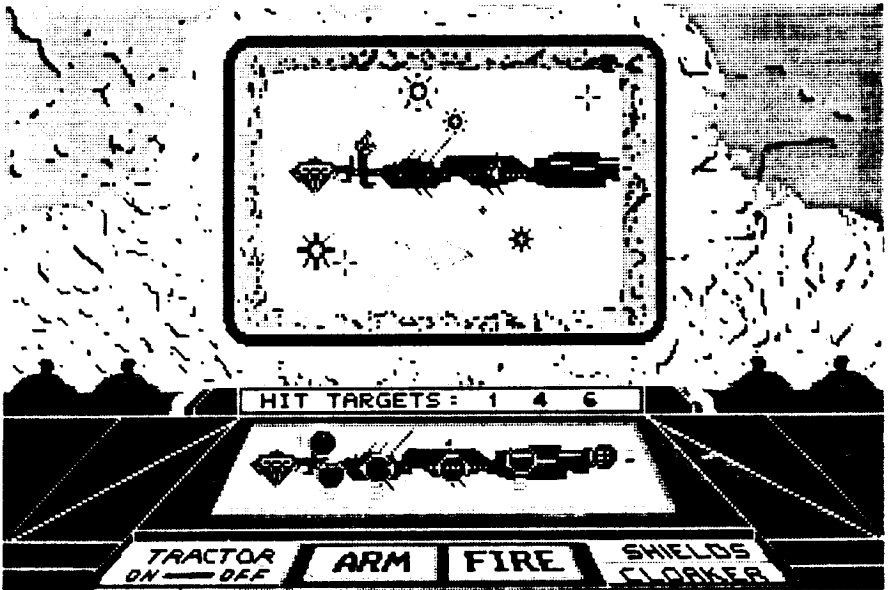
If you do this successfully, (and believe me, you will know it if you don't), you are greeted by the base commander, and shown to the briefing room where the other pilots are gathered.

In the briefing room, you are told about the threat and are shown the Simulator. The Simulator has been constructed to be as close as possible to what the pilot will see when the ALIANT Crystal ship comes out of warp. Your computers will tell you where the most vulnerable points on the enemy ship are. Your task is to

attack only those points. If you hit them successfully, the computers predict you will disable the ship.

There will probably be 3 weak spots, and you will only have 5 shots to use to hit them with. YOU MUST HIT AT LEAST 2 OF THE 3 WEAK SPOTS. Track the ALIANT ship with your sensor, and fire when you have one of the spots in your sights. You'll need to "lead" it a bit because you are firing from a long distance, and are seeing through the computer's magnification view.

The Earth Force figures that the enemy ship will be able to fire back, even though it is a carrier and not a formal warship. The Simulator will be showing the enemy firing back, so you must not waste time. Take too many hits and YOU are disabled!



If you fail, you will have to come back to Valley Forge at another time, land your ship, and try again to qualify. Only the pilot who scores high enough in the Simulator will go out on the mission itself.

If you are that pilot, you will be promoted to Captain and sent off to capture the Crystal Ship with all of Earth's hopes with you. With luck, the Earth Force scientists will have anticipated accurately the situation you will face, but you'll never know unless you get to go out on the mission itself.

If you do, and succeed in capturing the Crystal Ship, you will be promoted again and will be requested to marshall Earth's forces in the attempt to regain Humanity's home ground.

Should this happen, you will be given a code word to use when entering the LEXINGTON, the Earth Force command ship, and a special disk containing instructions on conducting training maneuvers with the new Earth Force ships powered by the ALIANT crystals. BE SURE TO ENTER THE CODE WORD CORRECTLY WHEN YOU ENTER THE LEXINGTON!

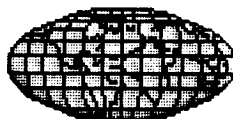
These orders show you how to communicate with your other ships from the War Room Battle Grid. On the bottom of the screen, you will see the list of ships under your command.

WAR ROOM BATTLE GRID

	0	1	2	3	4	5	6	7	8	9
A					●	*		♁		
B		♁	♁	♁	♁	♁		♁		♁
C										
D	♁		♁				♁			
E										
F			♁					♁		
G			♁							♁
H		♁		♁					♁	♁
I	♁				♁	♁				
J					●					



VALLEY FORGE



EARTH FORCE

GO FORWARD SCREEN

DEPLOYMENT:

LEXINGTON
CONCORD
BUNKERHILL

I 6
H 2

LA FAVETTE
BETSY ROSS
WASHINGTON
JEFFERSON

GO TO MAIN DECK

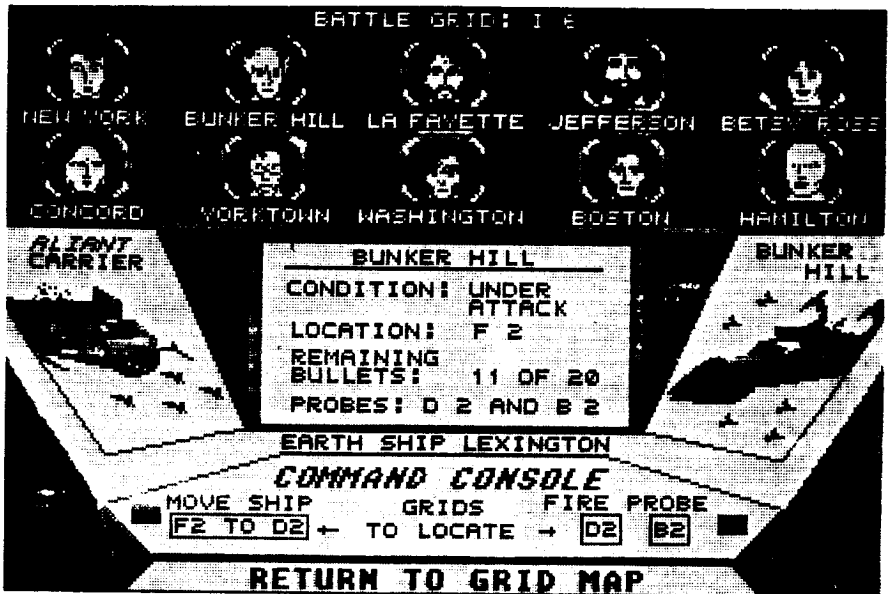
G 9
H 9
H 0
H 8

BOSTON
YORKTOWN
NEW YORK
HAMILTON

HIG
JMAW

Use the <RETURN> key to move through the list of ships (on C64, use the up and down arrows). When you want to give orders to one of your commanders, move to the one you wish to speak with and press the <SPACE> bar. Your communications screen will then appear.

When fighting a battle in the War Room Grid, any Earthship that encounters an enemy and wins will remain in that sector until given new instructions.



There, your computer will tell you the location and status of the ship you selected, along with its remaining Bullet fighters and probes. Each ship has a number of fighters with it and all contain 2 probes. The Bullets accompany each Carrier wherever it goes, and the number of Bullets remaining determines each commander's strength.

When you enter the Main Deck display, the Carrier you have selected is awaiting orders. On the C64, the coordinates are highlighted, on the ST they are not. Enter the coordinates for the chosen destination. When they are correct, press the <RETURN> key. Then, Probe 1 is awaiting orders. Type in the coordinates and hit <RETURN>. Then, Probe 2 is ready for orders. Hit <RETURN> to enter new orders or keep the existing ones. Now, the Carrier is awaiting orders again. You may change your orders as much as you wish in this display by hitting [RETURN] until the Carrier or the Probes are going where you want them. When you have no more orders for that ship or its probes, hit the <SPACE BAR> to return to the Battle Grid.

Probes are the only source you have of knowing where the enemy might be. Your ships are highlighted on the grid, but the ALIANT's are not. You will only know for sure where they lie if they enter one of the sectors scanned by one of your Probes.

Your goal is to capture and occupy the 4 sectors that surround the Earth, seen at the top of the Grid. These are numbered A3, B4, B5, and A6. Once you have secured those sectors, and ONLY then, can you launch your attack on the ALIANT leader in orbit around the Earth itself.

If the ALIANTS do the same thing by surrounding Valley Forge before you surround the Earth, the Earth force is cut off from supplies and information, and Valley Forge will be destroyed. This is the end of humanity, my friend. Given that advantage, the ALIANTS will mercilessly exterminate all remaining humans. THIS time, they won't leave anyone around to foil their plans.

Your command ship, the LEXINGTON, remains in orbit around Valley Forge until the Earth Force has occupied the sectors around the Earth (A3 B4 B5 A6). Only then will the LEXINGTON join the fray, for only the LEXINGTON has Pulsar blasts AND Heat Seekers. These will be needed to defeat the ALIANT flagship.

Once the sectors surrounding the Earth have been occupied and Valley Forge is still surviving, you can begin the attack on the ALIANT emperor. The number of carriers and Bullet fighters remaining determines your battle strength. From the command console of the Lexington, you will use your joystick Fire Button to send pulsar blasts. Once you have made several hits on the Emperor, you can then fire your Heat Seekers by using the Space Bar. The more you hit the Emperor's ship, the slower he will move.

As for the Lexington itself, it will report your available battle strength to you by a bar indicator on the bottom of the screen. When it turns completely red, you are done for. So is all hope for the Planet Earth. Need I say more?

Obviously, to stack the cards for the final battle in your favor, you want to keep your losses to a minimum, arriving in Earth orbit with the strongest force you can muster. The amount of strength you have at the end of the final Battle, (assuming you win, which is a big assumption), as well as your performance in the Simulator and Capture Mission, will determine what your final rank when the Earth is liberated and Peace is restored to the planet.

To play ALIANTS: the Desperate Battle for Earth, all the way to its conclusion requires you to have many skills. You have to have guts just to attempt it, and to do well, you must show excellent timing, accuracy, coordination, and a well-developed tactical sense of battle. Not very many of us have all these traits.

DO YOU HAVE WHAT IT TAKES?

P.S. This transmission comes to you from the headquarters of StarSoft Development Laboratories in Orlando, Florida, an area which is one of the Star Wars research capitals of the world. We very much wish that things like this never happen to our planet. WE hope that you, like us, are constantly thinking of ways to KEEP them from happening.

LOADING INSTRUCTIONS

ATARI ST

Put disk that says ALIANTS on it into Drive A. Turn on computer, click left mouse button twice on ALIANT.PRG. Game will load, you may watch Prelude or once drumbeat begins you can hit <RETURN> and the game will begin. Joystick required.

C-64/128

Turn on your computer, turn on monitor and disk drive. Place disk face up (Label with ALIANTS on it up) in drive.

Type: LOAD "*",8,1 When READY prompt appears type RUN. You must be in the C-64 mode on your 128 for ALIANTS to work. You may watch the prelude or once drumbeat begins you can hit <RETURN> and game will begin. Joystick required. (Note: ALIANTS contains its own quick load routine, but still works with most fast-load cartridges. Most screens load in 8.5 seconds but two scenes take 22.5 seconds normally, slightly less with a fast-load cartridge.)

ATARI 400/800/XL/XE 48K DISK

Remove all cartridges. If your computer has built-in basic, hold down <OPTION> key while loading.

Place disk in drive one (ALIANTS label side up). Turn machine off, then on again. Game will load and run automatically. You may watch prelude, or once drumbeat begins you can hit <RETURN> and game will begin. Joystick required.

APPLE

Place disk in drive 1. Switch machine off, then on again.

Follow the instructions that appear on screen.

You may watch the prelude, or once the drumbeat begins you can hit <RETURN> and the game will begin. Joystick required.

IBM

one drive MSDOS machines

Requires one double sided drive, MSDOS (PC DOS) 2.0 or higher.

- 1) Remove any cartridges if machine is so equipped.
- 2) Boot your master MSDOS or PC DOS diskette in drive A.
- 3) You must have IBM or compatible color graphics adaptor.
- 4) You must set your column width to 40. Type: CO_40
- 5) Type: B:

6) You will be prompted to swap disks, put your ALIANT labeled disk face up into your drive when asked for your drive B disk, and put your master DOS disk into drive when asked for your drive A disk.

- 7) Type: START to begin playing.

Two drive machines

Requires two double sided drives with MSDOS (PCDOS) 2.0 or higher.

- 1) Follow directions 1 and 2 and 4 and 5 above.
 - 2) Insert your ALIANTS disk in drive B.
 - 3) Follow step 6 above.
- Joystick or keyboard.

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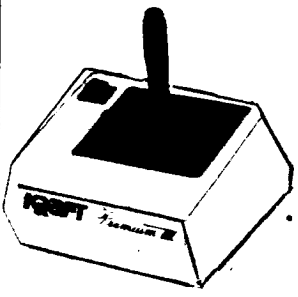
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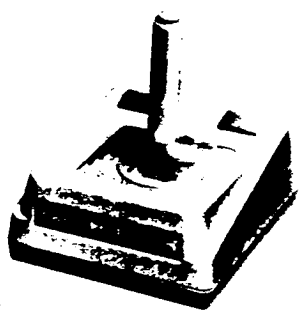
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