

# CRILLION DEFENDER

Thank you for your purchase of CRILLION DEFENDER. Like all Greene-Bytes software, this game was developed with quality in mind. We thoroughly play test each game to insure that all bugs have been found and exterminated and that the game offers the maximum in excitement and playability. If you find a bug, tell us about it. We'll fix it and send you a new copy.

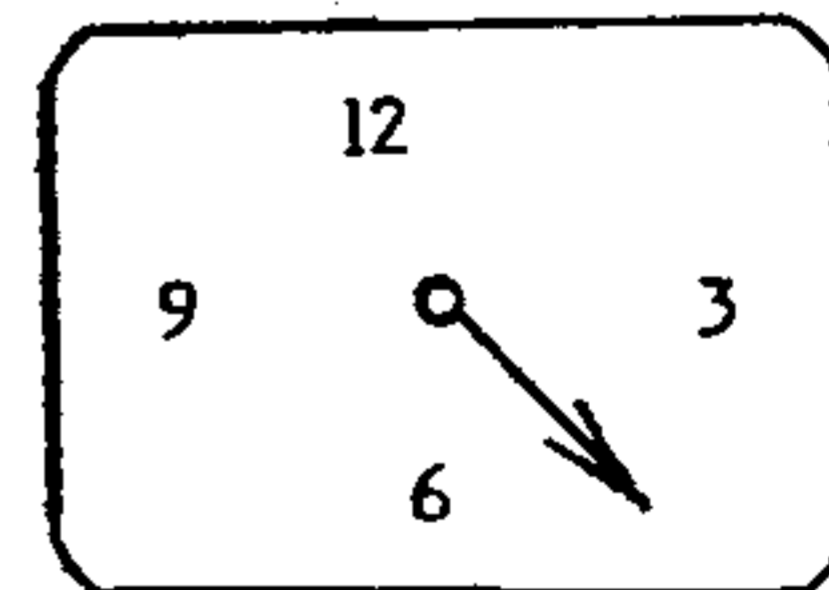
## DESCRIPTION

CRILLION DEFENDER is an exciting space wars game which combines strategy and fast-paced combat action. The setting is the Crillion star sector in the year 3001. For nearly two centuries, the Crillion Federation has been protected by a negative-ion energy barrier which has prevented passage of all unwanted space ships. A decade ago however, an alien technology developed a hyper-drive which allows passage through the barrier. Three alien empires (the Delvon, Qling, and Theil) have joined together and launched an all out war to destroy Crill. You are in command of a warp-drive Crillion starship. Your mission is to defend the Crillion Federation.

## HOW TO PLAY

Your cassette contains both a key and a joystick version of CRILLION DEFENDER. During the combat phase of the game you must use joystick number 1 if you have read in the "J" side of the tape or the keys if you have read in the "K" side. In the key version use the arrow keys (S,D,E,X) to control your ship and the Q key to fire. In the joystick version release the alpha-lock after you have entered your name.

After shipboard computer startup, you will be asked your name and rank. Your rank determines the level of difficulty of the game. You can choose from three ranks: cadet, commander, and admiral (select cadet level the first time). You will then be asked for a course and warp factor to leave Crillion orbit. Course is determined by "clock directions". Imagine a clock on the screen with 12 directly up, 3 to the right, 6 on the bottom, and 9 to the left.



In between numbers and decimal fractions may be used, for example 4.5. Warp factor determines your speed in the direction that you have selected. Any warp factor may be selected but warp factors above 6 will reduce your shield strength and warp factors above 9 overload your engines and might cause them to blow up. After your first choice of course and warp factor, your ship will leave Crillion orbit and pass the warp barrier.

A star sector map will appear showing you the location of your ship (▲), the planet Crill (\*), star bases (⊕), outposts (○), and any invading aliens (•). Aliens may appear from either side; one at a time or in waves. A tone will be heard with the movement of alien ships as well as yours. The higher the pitch the faster the ship is moving. Plot your course and speed to intercept the

aliens. To change course, press the key and hold it momentarily. You can also use this to stop the action and plan your strategy. If you accidentally enter a letter, simply press enter and then re-enter your course. Then enter your warp factor. Aliens will hyper-warp through the ion barrier and then plot courses towards one of their targets. They will usually attempt to avoid you. When you intercept them a combat phase will begin with a red alert.

During the combat phase, the alien ship will be warping towards you, making his attack run. This game uses a thruster type control system for added realism. Engaging a thruster makes your ship begin to rotate and it continues to rotate until you reverse thrust. You must not only bring the alien into the gunsight but match your speed to his if he is to stay there long enough for you to fire. Use your joystick #1 or arrow keys to control your ships thrusters. Your combat computer will signal and momentarily lock on when your ion torpedoes are on target. Be ready to fire, you may not have another chance. You may temporarily break off combat by veering away but your enemy will return, perhaps at even closer range.

The alien hyper-drive allows them to become invisible to your ships visual sensors during both the combat and the star map phase. Your ion radiation sensor (a moving dash along the screen bottom) will however still indicate an alien presence. Alien commanders use this trick sometimes, be prepared. Escape from a combat phase is possible by engaging full warp drive (warp factor 15). Press key "V" to do this. It will however drain your shields and may blow your engines. When you have destroyed an alien, the ship's computer returns to the star sector map so you can plan your next move.

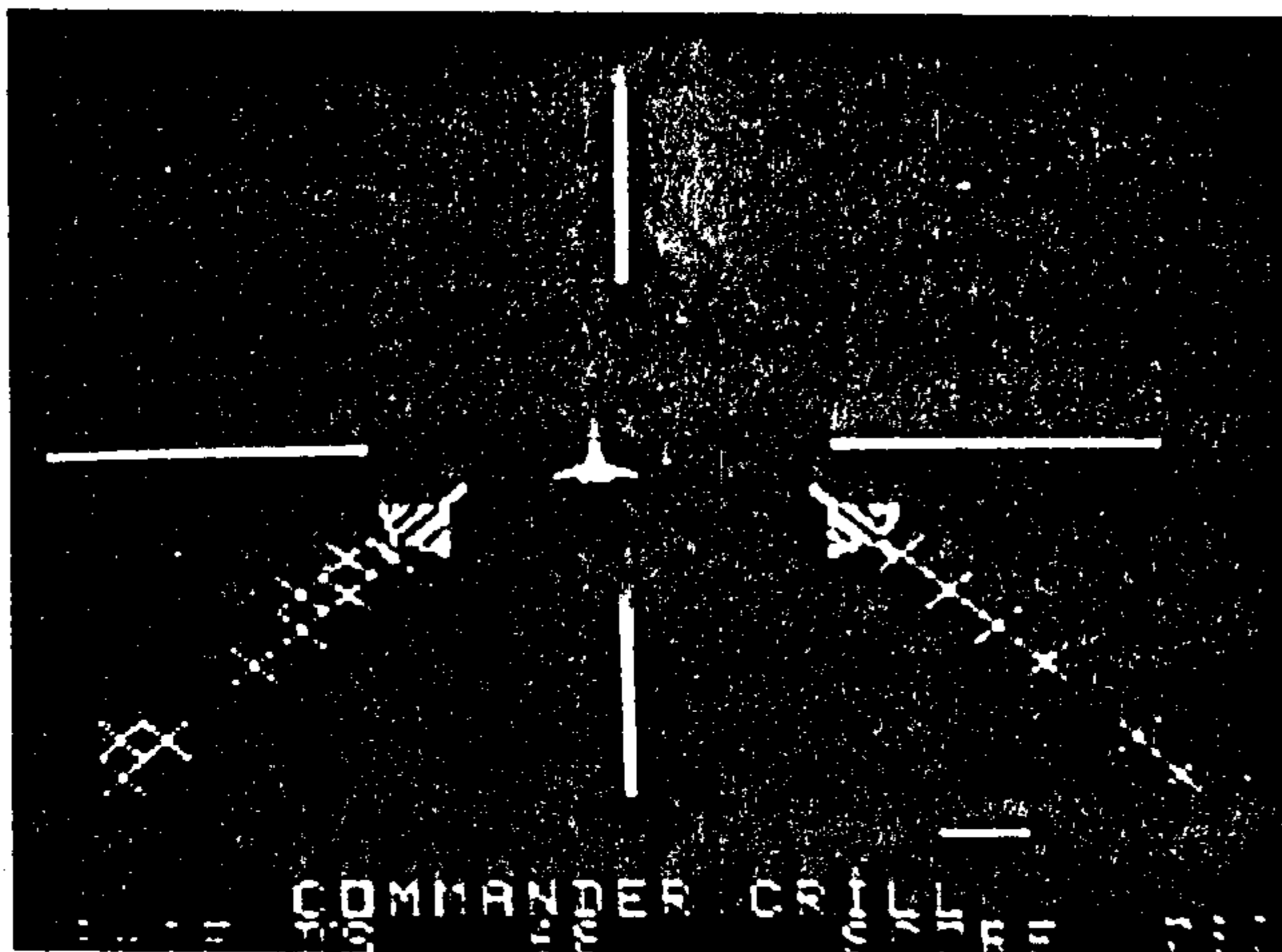
## WINNING

To win you must survive, protect Crill and destroy all invading aliens. You will face 4 aliens at cadet level, 6 at commander, and 8 at admiral. Scoring is based on the type of aliens you destroy: 100 or 200 points for Delvons, 300 points for Qlings, and 400 points for Theils. You lose 200 points for each base and 50 points for each outpost that is destroyed. You also lose points as well as shield strength when you are hit by alien photon weapons. Higher scores are possible at the higher play levels because more aliens are faced.

## TIPS

- Protect Crill at all costs.
- Strategy is important. Plan your intercepts picking aliens that will reach your bases and outposts first.
- Use high warp factors when the situation is serious but reserve warp factors above 9 for truly critical situations.
- Matching your speed to the aliens when intercepting will slow his attack run giving you more time to fire.
- Don't try the admiral level unless you really feel ready!

There are many other interesting and sometimes deadly surprises waiting for you in the Crillion star sector. Type RUN to start.....



CRILLION DEFENDER.....TI EXTENDED BASIC

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- Strategy and fast combat action
- Highest quality graphics and sound
- Three dimensional combat effects
- Graphics of planet and warp drive launch from orbit
- Star map with aliens, energy barrier, Crill, bases and outposts
- Unique alien ship types with cloaking abilities
- Web spinning Theil hyperdrive ships
- Starship shields to protect you
- Alien breakup and explosion
- Course and warp speed control
- Realistic thruster control during combat
- Combat computer which signals and locks on target
- Both a survival and high score game
- Three skill levels
- Pause feature
- Joystick and key versions on same tape
- Computer quality cassette with case

There are many interesting and sometimes deadly surprises waiting for you in the Crillion Star sector.

.....TI 99/4A Cassette: \$12.95