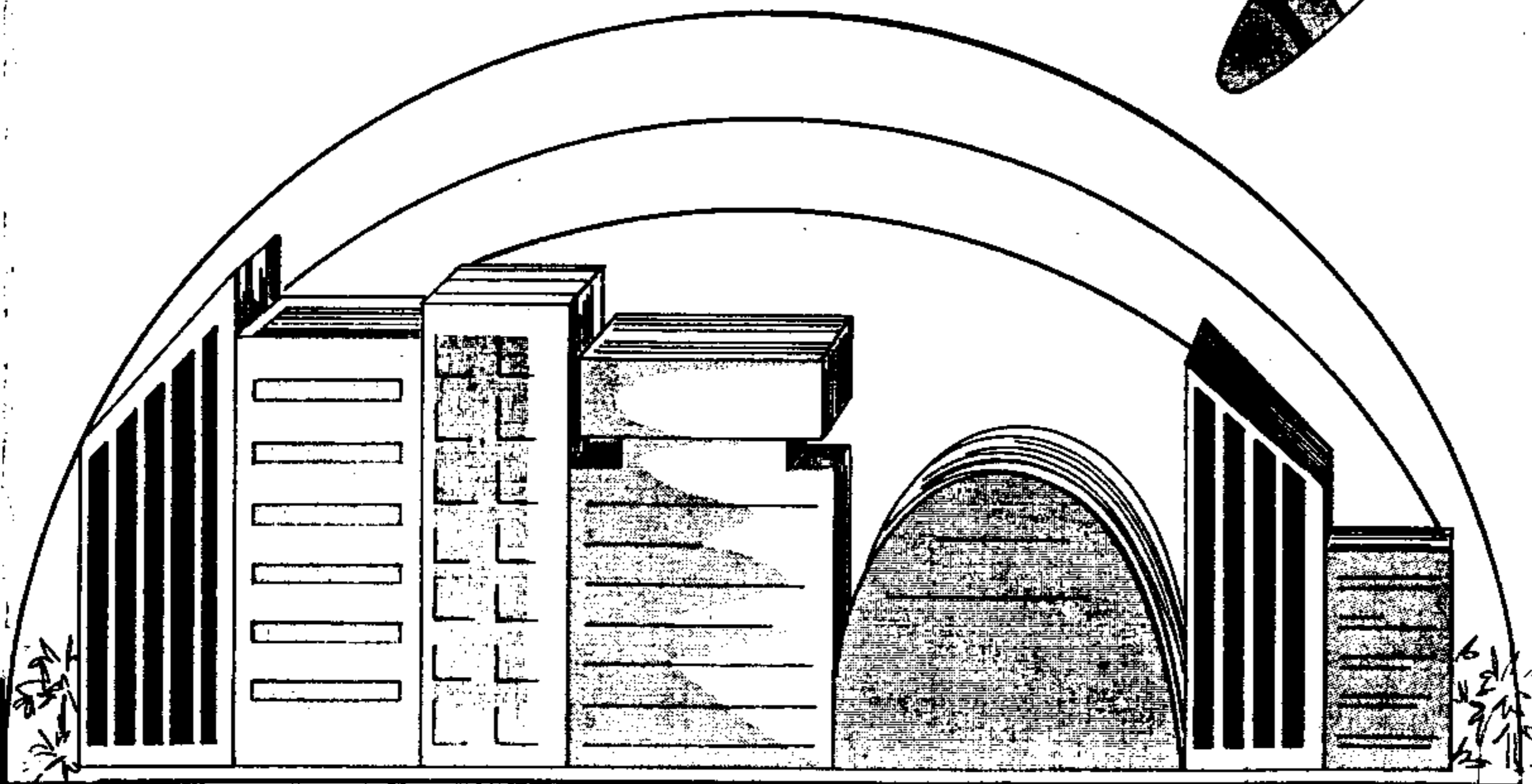
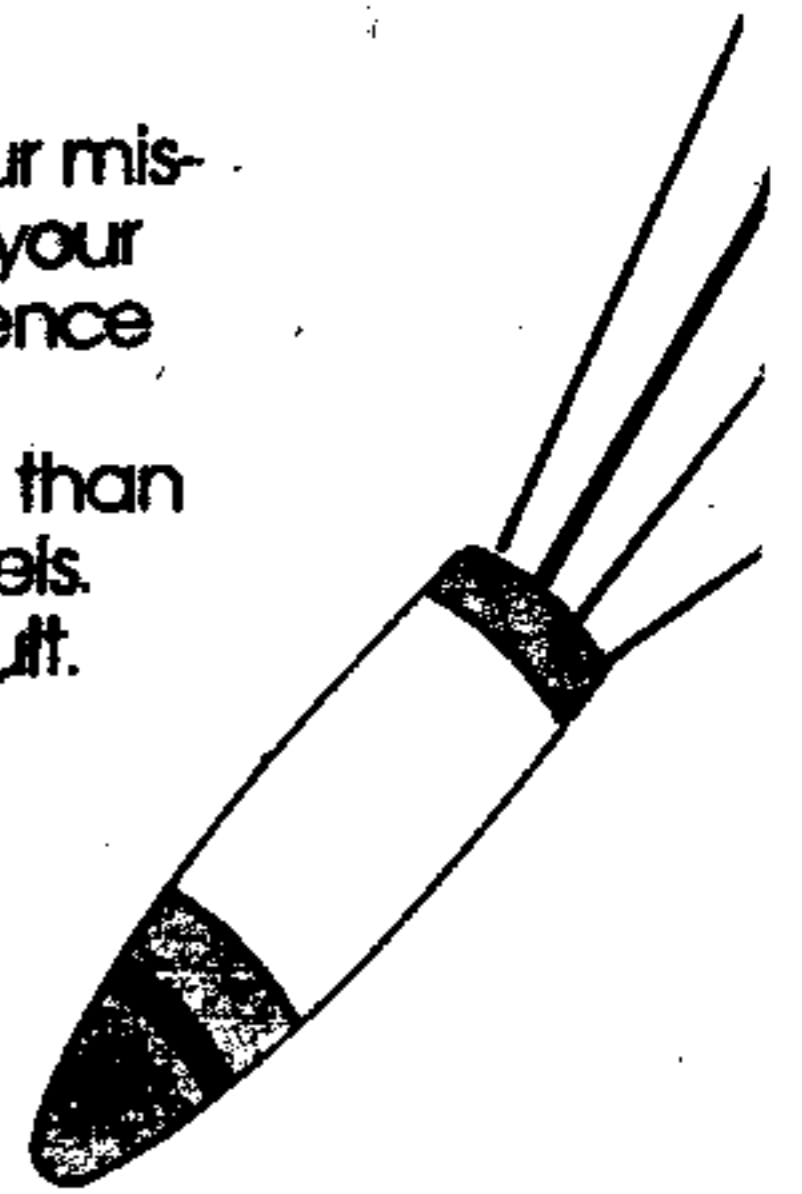


LASER SHIELD

Missiles are streaking through the sky towards your sector. Your mission is to fire your laser and destroy them before they demolish your four cities and laser installation. It takes quick reflexes and presence of mind to destroy the missiles.

There are three waves of missiles, each one harder to destroy than the previous one. This is an arcade style game, with two skill levels. This game has vivid graphics and sound effects. Ages 12 to adult.

BASIC LANGUAGE
TI 99/4 TI 99/4A



**AMERICAN SOFTWARE
DESIGN & DISTRIBUTION CO.
P.O. BOX 46
COTTAGE GROVE, MN 55016-0046**

LASER SHIELD

In **LASER SHIELD** you must try to save four cities and protect your laser base from incoming missiles. It is a game that requires quick reflexes and presence of mind. There are three waves of missiles so do not get too relaxed. Each wave of missiles is harder than the previous one. The third wave of missiles has a few multiple warheads. When you master the first game try the advanced game, but watch out, the missiles are going to come at you twice as fast.

Objective

The objective of the game is to survive the three waves of missiles with your laser base and at least one city left. The more cities you have left after each attack the more points you receive.

Order of Play

After the title page the game begins quickly so be alert.

Four cities will appear with the laser base in the middle. The numbers 1 to 9 will be displayed up the left side of the screen. These numbers tell you the altitude. The words **AREA** and **ALT** will be displayed below your laser base. These are where you enter your firing coordinates before firing your laser.

The enemy missiles will appear at the top of the screen and start to fall toward your cities and laser base. It is high time you start firing your laser to destroy the missiles!

Laser Fire

Your laser fires at a point determined by a coordinate system. The **AREA** coordinate measures a distance horizontally along the ground. You then need an altitude coordinate to tell your laser how high to fire.

Area "A" is directly above the city at the far left of the screen.

Area "B" is directly above the city to the right of city "A".

Area "C" is directly above your laser base.

Area "D" is directly above the city to the right of the laser base.

Area "E" is directly above the city to the far right of the screen.

The altitudes correspond to the numbers up the left side of the screen and vary from 1 to 9.

To fire your laser you must first push the two coordinates at which you want to fire. First, push an AREA (A through E). You do not have to press "ENTER" after entering these coordinates. Keep the AREA pushed until you see it register on the screen or hear a beep. Now, push the ALT (1-9). Once again do not press "ENTER." Keep the ALT pushed until you see it register on the screen or hear a beep. To fire the laser push the "F." Keep the "F" pressed until you see your shot on the screen.

You can fire as many shots at those coordinates as you like by pressing "F" for each shot. You can change one or both of your firing coordinates if you want to fire at a new location.

**NOTE FOR DISK VERSION: To load program use
OLD DSK1. LOAD
RUN**