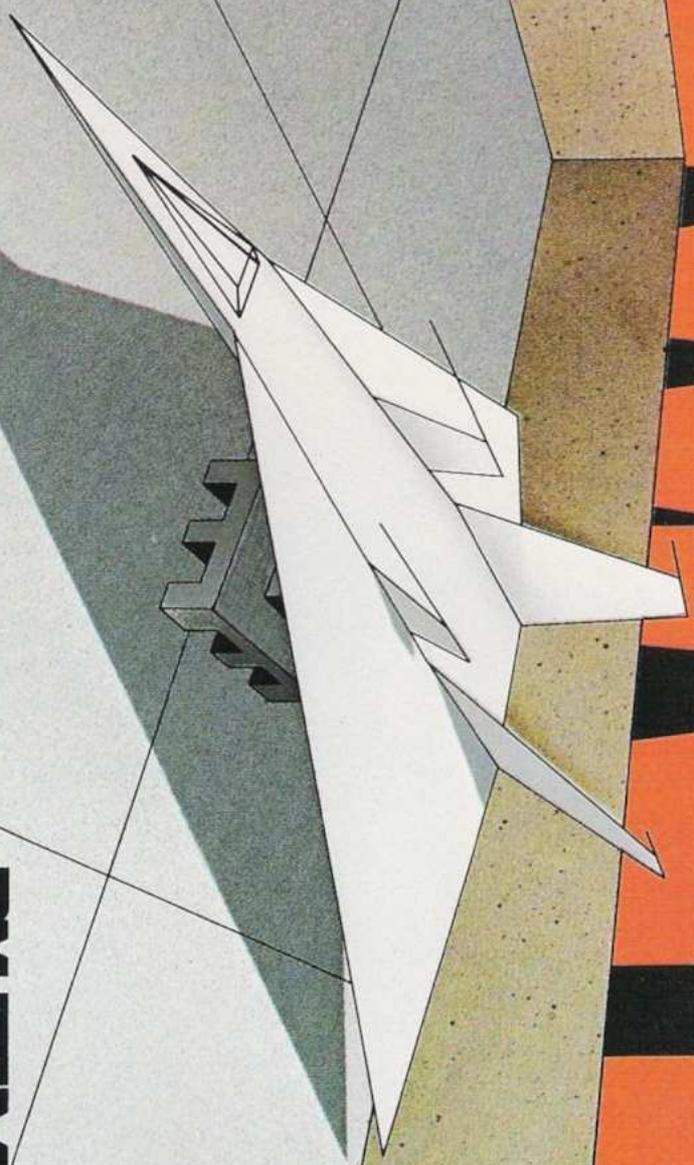
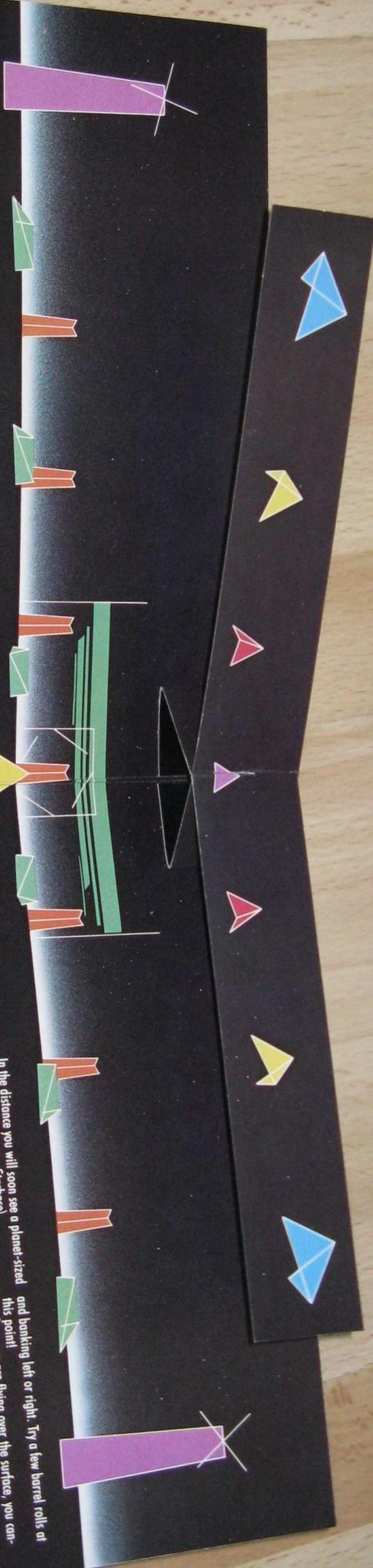


WARRIOR

TM



BY TIM HAYS



PREPARE TO LAUNCH!

RED ALERT! REPEAT, RED ALERT! ENEMY SPACE STATION APPROACHING! ALL PILOTS REPORT TO LAUNCH BAY! Turn your Mac on, insert the **MACWARS™** disk in your internal drive and make sure the Caps Lock key is *OFF*.

When you see the skill-level option screen, select your desired level of play. If you want a demonstration of the game, press the **D** key. The **DEMO** mode may also self-start. We recommend watching the **DEMO** made in order to understand what will happen.

Select your level of play by clicking on the **NOVICE**, **ADVANCED** or **EXPERT** buttons (or select 1-4 on the keyboard), then click the **START** button to begin the game. Keys 1 through 4 now adjust the volume and 0 (zero) turns the sound off.

Use your mouse to travel down the spaceport corridor, then turn right to enter the launch bay. Push your mouse forward to walk faster and pull back to walk slower. Moving the mouse to the left or to the right will turn you in that direction.

Press the **P** key to pause the game. Pressing the Backspace key resets the game, or quit by pressing **Q**.

When you enter the launch bay you will see your sleek spacecraft. Direct yourself to the pad directly under the cockpit ladder and face your spacecraft. When you have reached this pad, an automatic elevator will insert you into the cockpit and latch the canopy. The launch bay hatch then opens and you and your spacecraft are catapulted from the launch bay into outer space. After a short pause, you will be confronted by

an onslaught of enemy spacecraft.

When you have an enemy in your sights, fire your quad-angle laser cannon by pressing the mouse button. The enemy shots coming at you are designated by rotating X's. You lose a shield each time you are shot by an enemy, and when these shields are gone, the next hit on your ship will destroy you and end the game.

The speed of your spacecraft will increase the longer you play as well as the accuracy of the enemy shots.

In the distance you will soon see a planet-sized space station (the enemy Starbase). Shooting at the Starbase has no effect, as your spacecraft will automatically home in on the Starbase's northern surface defense system!

When you reach the enemy Starbase, a warning **WAVE 1** zooms by.

Fight your way through the onslaught of enemy shots coming towards you from the Starbase towers and the cunning robot drones (seven per group). Fly over the enemy surface defense system by pitching your mouse forward or backward,

and banking left or right. Try a few barrel rolls at this point!

Once you are flying over the surface, you can not fly back out into space.

At the end of each attack wave, you'll see an "IRIS" opening and closing, indicating the end of that wave. You're awarded 75 points and an additional shield by flying through its center.

After you pass through the IRIS, you're given a warning of **WAVE 2** as another attack begins with additional surface targets.

There are 5 enemy waves in **LEVEL 1**, 10 in

LEVEL 2, 15 in LEVEL 3.

When you successfully navigate through all enemy waves, you will be confronted with a Trench, which is the entrance to the inner depths of the Starbase. You must fly into the tunnel entrance at the end of the trench. This will lead you through a surprise obstacle course on the way to the Starbase power generator.

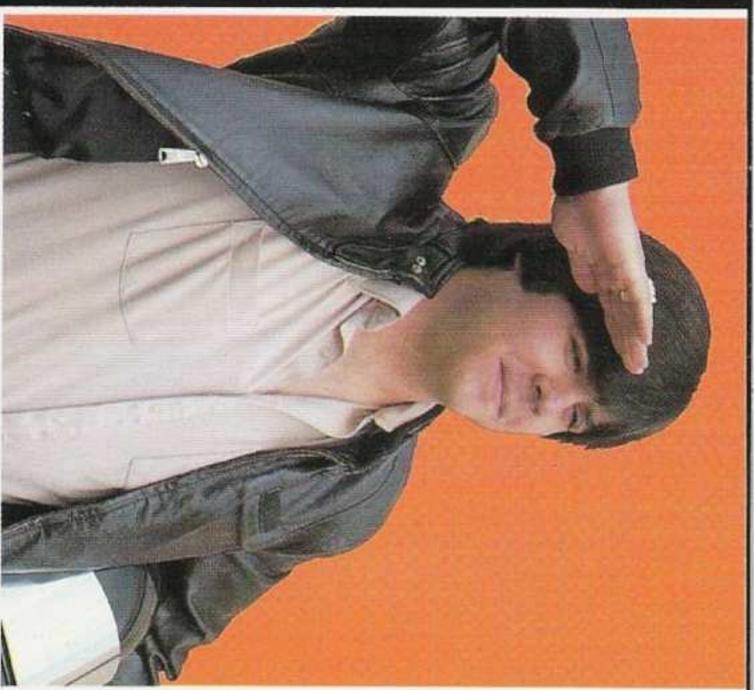
Inside the tunnels, avoid all power barriers and walls for additional points or lose a shield. If you miss any tunnel entrances you will leave the Starbase and be placed back in space to complete your mission.

You must destroy the main power generator with a direct hit for 1000 point bonus and exit through the tunnel to claim a victory and avoid losing a shield.

Destruction of the Starbase will be observed through an aft view as you exit the last Starbase tunnel.

The game will end when your shields are gone and your spacecraft is destroyed.

You can select to **SAVE SCORES** or **RESTART GAME**. The **HIGH SCORES** displays the top 10 scores. If your score falls within this range, it will



Tim Hays has produced for Miles Computing classics such as HARRIER STRIKE MISSION™ and MacAttack!™, which set new standards in the area of 3-D software.



be saved but only if you type in your name and -
click- **OK**.

If you wish to erase your file of scores on the disk, do the following: reboot (start-up) your Macintosh from another disk, insert the MacWars disk and remove the file scores by dragging it into the trash and ejecting the disk.

SCORING

-  Each enemy shot deflected 2 points
-  Rear towers, small ground targets destroyed 3 points
-  Each front tower destroyed 5 points
-  Each ground craft destroyed 5 points
-  Each enemy spacecraft destroyed 6 points
-  Passing through front gate of defense system 15 points
-  Passing through rear gate of defense system (IRIS) 75 points
-  Destroying Starbase power generator 1000 points



MACWARS™ is from Miles Computing, Inc. Makers of MAC THE KNIFE™, HARRIER STRIKE MISSION™, MACATTACK!™ and FUSILLADE™. The program was written by TIM HAYS. The documentation was written by THOM HENNEFFER. The package design was by KURT A. WAHLNER. ©1985 Miles Computing, Inc. All rights reserved. This Manual and the information provided herein is copyrighted material. No part of this manual may be duplicated or reproduced in any form whatsoever without the expressed written consent of the publisher. The disk provided herein may not be reproduced or duplicated in any form. Copyright violators will be prosecuted to the full extent of the law. Miles Computing, the Miles Computing logo, MacWars™ and the MacWars logo are trademarks of Miles Computing, Inc. Macintosh is a trademark licensed to Apple Computer, Inc.

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