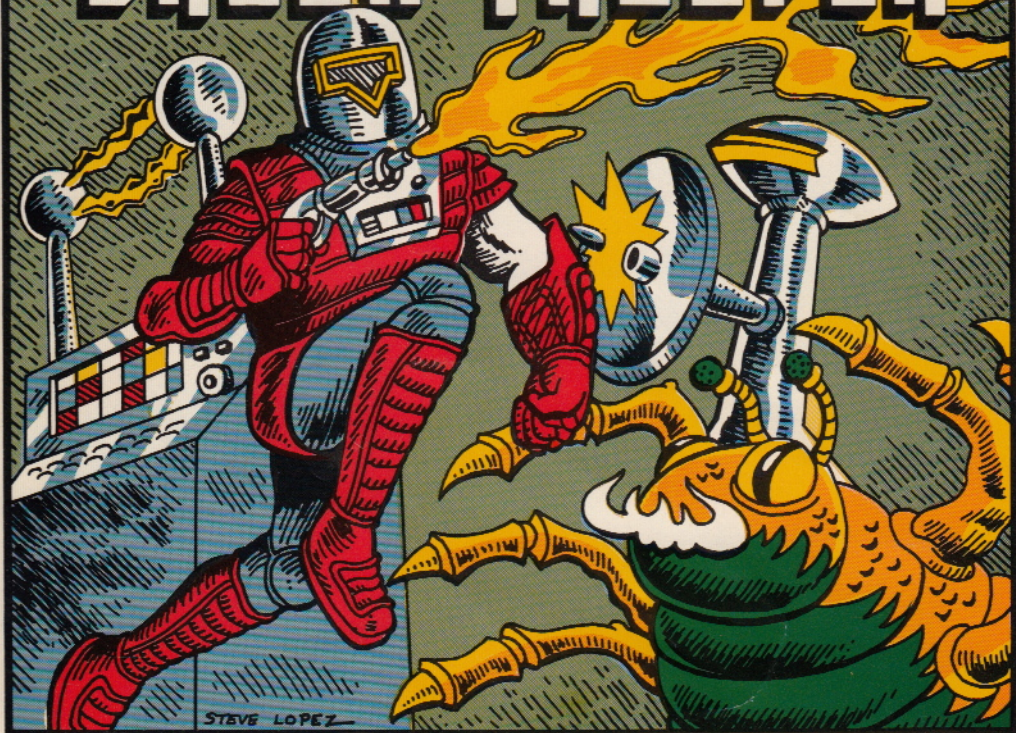


# SHOCK TROOPER



Mark Data Products

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# SHOCKTROOPER

A MARK DATA PRODUCTS HI-RES ACTION GAME / COPYRIGHT © 1985 MARK DATA PRODUCTS

Welcome Shocktrooper squad commander! Our intelligence sources have intercepted a coded message that aliens are planning to conquer Earth. Your mission is to infiltrate the alien base and destroy it. You must also escape with the parts for their new TRG-5 space saucer and return them to our scientists for analysis. Four highly trained Shocktroopers will be placed under your command for this mission. Each shocktrooper is supplied with the latest in attack equipment:

**Electro-gun** - To fire, move the right joystick to the left or right and press the joystick button. Can be used to deflect enemy laser bolts.

**Inviso Device** - Activated and de-activated by pressing the space bar. Makes your man invisible and protects from laser bolts, radiation particles and Zaproids. Use wisely, it increases your radiation level rapidly.

**Porta-bombs** - To set, move adjacent to each flashing cross until a bomb appears. You cannot enter the next decontamination chamber if you fail to set all the bombs.

## ENEMY DEFENSES

**Lasers** - The alien base has two types of lasers. The first emits powerful energy bolts that can kill. Destroy them with your electro-gun. The second type is a rotating laser which can be stunned but not destroyed. Shooting one of these will stun all of them on the screen. Laser mirrors reflect enemy laser bolts.

**Zaproids** - Robots that enter through openings in the ceiling and move downward. Don't go near them as they can electrocute you.

**Forcefields** - Certain passages are blocked by wave-like forcefields. To eliminate a forcefield, you must destroy its power generator with your electro-gun.

**Filter Grids** - Some tunnel sections have filter grids attached to floor and ceiling. Your electro-gun will not operate in these tunnel sections.

**Terminators** - Walking robots that beam onto the screen and attack with a high-powered laser. Defend yourself with your electro-gun.

**Particle Emitters** - The most important areas of the base are protected by rows of ceiling mounted emitters which drop radioactive particles. Being hit by a particle raises your radiation level drastically.

## RADIATION

Your radiation exposure is shown by a bar meter at the top left corner of the screen. The level increases whenever enemy lasers fire, each time you fire the electro-gun or use the invisio device, or if you are hit by a radiation particle. Your Shocktrooper will die if the radiation level reaches the red area at the top of the meter. There are three decontamination chambers where your Shocktrooper's radiation level may be reduced to zero. If the door does not open as you approach you must have failed to set a bomb on one of the previous screens. Enter the chamber to be decontaminated, receive your bonus and one of the specially miniaturized space saucer parts. Press the joystick button when all action stops to continue your mission.

## CAPTURED TROOPERS

The aliens have captured many brave troopers and doomed them to special brain-draining chambers throughout the base. Each chamber must be disabled to prevent the aliens from obtaining vital secrets. Moving past a chamber causes a brain drain system to stop functioning.

## GAME SCORING

Score and highscore are displayed at the top of the screen. The number of Shocktroopers remaining is shown at the top right.

Power generators	500 pts.	Terminator Robots	500 pts.
Large laser guns	200 pts.	Saving a Trapper Shocktrooper	1000 to 2500 pts.
Bonuses for entering Decontamination Chambers:			
First decontamination chamber	1000 pts.	Second decontamination chamber	2000 pts.
		Third decontamination chamber	3000 pts.

Receive an additional bonus determined by the amount of radiation on the meter. This bonus decreases as the amount of radiation increases.

The game consists of 14 screens that become increasingly more difficult and interesting. The bonus for collecting all the spaceship parts, assembling them on the launch pad, and successfully escaping is 10,000 points and an extra Shocktrooper.

## SPECIAL CONTROL KEYS

To end a game, press the (BREAK) key. To pause, press "P". Press any key to restart. If you cannot move because the surrounding ledges or anti-gravity discs are too high, then you can jump upward. Move the joystick slightly off center so that the Shocktrooper is facing the desired direction and press the "J" key.

## PREPARATION FOR PLAY

Install the cassette in your recorder, type **LOADM** and press **ENTER**. Press **PLAY** on the recorder and the computer will load the program and execute it.

If you have the disc version, install it in your drive, type **LOADM"SHOCK"** and press **ENTER**. The computer will load the program and execute it.

## LIMITED WARRANTY

Great care was taken to insure that this program operates as advertised. If you find a discrepancy in this software, please notify us. We will do our best to correct it, but we do not guarantee to do so. Mark Data Products does not warrant the suitability of functioning of its products for any particular user and will not be responsible for damages incidental to its use. This warranty is in lieu of all other warranties expressed or implied.