



Mark Data Products

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A MARK DATA PRODUCTS ACTION GAME

GLAXXONS is a single or multiple player, super hi-res, machine language space game which challenges your playing skills with squadrons of swooping and diving enemy space craft. Seven selectable skill levels coupled with automatic game acceleration provide a challenge for both novice and expert players. The object of the game is to achieve the highest score by eliminating as many attacking space craft as possible while avoiding your own destruction.

At the start of the game the **GLAXXONS** title will be displayed after which the computer will enter a **KEYBOARD INPUT MODE** and request the following information:

1. **GAME SPEED.** You may select a game speed of 1 thru 7 by pressing the appropriate number followed by the (ENTER) key. After entering your selection the program will proceed to the next step.
2. **PLAYER #1 DIFFICULTY LEVEL - LEFT JOYSTICK.** As in the preceding step, you may enter a level of 1 thru 7 followed by the (ENTER) key. After entering your selection, the program will again proceed to the next step. NOTE: Entering a zero removes the joystick from the game allowing you to play alone.
3. **PLAYER #2 DIFFICULTY LEVEL - RIGHT JOYSTICK.** Same as player #1. Play will automatically begin after your selection has been entered.

Movement of the joystick controls player position on the screen. Left and right movement controls the player's horizontal screen position while fore and aft movement controls vertical position. Pressing the joystick fire button will launch a laser missile. If the button is pressed a second time while the first missile is still in flight, it will cancel the first missile and start a new one.

In each attacking formation there are four different types of spacecraft. The lower three rows fire missiles and make diving attacks on the player whereas the top row does not dive during battle but fires smart missiles instead. If you successfully destroy an entire attacking squadron, a new formation will appear to continue the challenge.

Player scores and other pertinent data are displayed on the screen as the game is played. The left joystick (player #1) score is displayed at the upper left of the screen and the right joystick (player #2) at the upper right. The number of ships remaining along with a protective shield level gauge is displayed under each players score at the bottom of the screen. Each player starts the game with three ships and the protective energy shields allow a ship to sustain three enemy hits before it is destroyed. The highest game score achieved is maintained at the bottom center of the screen to allow competition between any number of players.

POINT VALUES

SMART MISSILE LAUNCHERS	200 POINTS
DIVING SPACECRAFT	100 POINTS
SHIPS IN FORMATION	33 POINTS
HOSTILE MISSILES	11 POINTS

POINT MULTIPLIER VALUES

- 1 X DIFFICULTY LEVELS 1 & 2
- 2 X DIFFICULTY LEVELS 3, 4 & 5
- 3 X DIFFICULTY LEVELS 6 & 7

The point multiplier advances each time an entire enemy squadron is destroyed up to the maximum level of three. A bonus ship is awarded for each 10,000 points.

SPECIAL FUNCTIONS

A special pause feature is provided which causes the game to halt anytime the BREAK key is pressed. Press (ENTER) to resume play. Pressing (ENTER) anytime during play causes a new game to start using the same speed and difficulty levels. Pressing CLEAR anytime during play returns the computer to the **KEYBOARD INPUT MODE** so that game speed or skill levels may be changed.

A game demonstrator mode is built into **GLAXXONS** which is activated if you enter a game speed of zero. Also, pressing BREAK anytime the computer is in the **KEYBOARD INPUT MODE** shifts the computer into a locked demonstrator mode that can only be terminated by hitting reset or removing power.

PREPARATION FOR PLAY

To load **GLAXXONS**, install the cassette in your recorder, type **CLOADM** and press (ENTER). The computer will load the program and automatically 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 or 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.