LANCER

LOADING INSTRUCTIONS:

CASSETTE: Load the program into the computer by typing
CLOADM (enter), if the program does not autostart, type
EXEC (enter)
DISK: Type RUN " LANCER"

Once the program is loaded into the computer, the screen
becomes completely BLUE or RED, press the reset button
until the screen is completely RED, then press any key to
begin the play.

MEMORY REQUIREMENTS: 32K RAM, Extended Basic Not Required,
                        JOYSTICKS ARE REQUIRED.

TROUBLE: If you encounter an FM Error, you are probably
trying to load the program using CLOAD or trying to type
RUN once the program is loaded. You must use CLOADM and
EXEC with machine language programs. If you encounter an
I/O Error try loading another copy of the program, both
sides of the tape contain several copies of the program.

DIFFICULTY LEVELS: Choose skill level 0-15, with level
15 being the most difficult. In higher skill levels the
Dragon appears more often and the enemy is meaner.

METHOD OF PLAY : Your goal is to destroy all of your
enemies. Your opponent is not considered an enemy. When
all enemies are destroyed, bonus points, if any, are
awarded and a new wave is started. When you die, you will
be resurrected (if you have any men left) on one of the
four white spots on the land surfaces. You may prolong
the "Resurrection" process by pressing the fire button or
moving the joystick, but the prolongation may only last
5 seconds. When you dismount (kill) an enemy his life
force will be transformed into a white ball which will
fall to the ground. If you do not get to this "Life Force'
soon enough it will be reincarnated into a new rider and a
bird will come to get this rider.

FLYING: Pushing the fire button of your joystick will make
your bird fly. It will fly in the direction that your
joystick is pointed (up, left, right).

LAVA: To the right and left of the bottom land mass are
Lave pits. For the first two boards the pits are covered
by a bridge, but the bridge will burn away on the third
board. Beware of the force which will pull you into the
Lava.

ISLANDS: The islands disappear at higher skill levels or
higher wave levels, which adds to the difficulty in Lancing
your enemy.

DRAGON: The dragon appears at random in higher skill levels
or higher wave levels; the Dragon's touch is immediately
deadly. To kill the Dragon you must hit the Dragon with
your Lance directly in the Dragon's MOUTH.

SUSPENDED LIFE ENERGY : The reincarnations are Smart.
If you dismount your enemy and the Life Energy Force
reaches the ground and remains there for a short time,
a man will appear and if he is picked up by an enemy
bird he will become a second generation enemy. This
process continues through four (4) generations.
There is no way to distinguish generations, they all
appear the same, EXCEPT each generation becomes more
aggressive.

TO KILL: To kill your opponent or enemy you must hit
the opponent when your Lance is above his. You will
die if you hit an opponent when your Lance is below
his and no one will die if the Lances are even.

SCORING:

250 POINTS - getting the Life Energy Force after it
touches the ground.

500 POINTS - Bonus for catching the Life Energy Force
before it touches the ground

3000 POINTS - Never getting killed in the Survival Wave.

3000 POINTS - To both players if neither one dies in the
TEAM WAVE.

3000 POINTS - To the first player to kill an opponent
in the GLADIATOR WAVE.

100 POINTS - Dismounting 1st generation enemy.

200 POINTS - Dismounting 2nd generation enemy.

300 POINTS - Dismounting 3rd generation enemy.

400 POINTS - Dismounting 5th generation enemy.

1000 POINTS - killing the Dragon.

or alleged to be caused directly or indirectly by computer programs sold by Spectral Associates.

Unfortunately, due to the flood of illegal copies of our software being generated, we have been forced to copyprotect all of our software.

We apologize to our customers for any inconvenience this will cause them. But to keep our prices down, we find it neccessary to copyprotect our software, because of the amount of illegal copying.

If the cassette or diskette should be erased or become unusable for any reason, Spectral Associates will replace it if the original is returned post paid for a minimal charge of $3.00 for Cassette and $5.00 for Diskette. Spectral Associates will exchange cassette versions of our software for diskette versions, if the original cassette is returned postpaid for a nominal fee of $6.00. We will gladly assist the customer with any problems encountered in understanding or using our computer programs.

More than one copy of the program will be found on both sides of our cassette.

If you enjoyed Lancer, you will want to try some of our other machine language, arcade quality games. They all have fast action and use the highest resolution graphics and great sound.