3D LUNATTACK

Amazing cockpit view 3D hi-res graphics.

Penetrate the SEIDDAB lunar defences.

Out-manoeuvre or destroy land based tanks and missile bases.

Battle with aerial mines and SEIDDAB Hover-fighters.

Seek out and destroy the SEIDDAB command base.

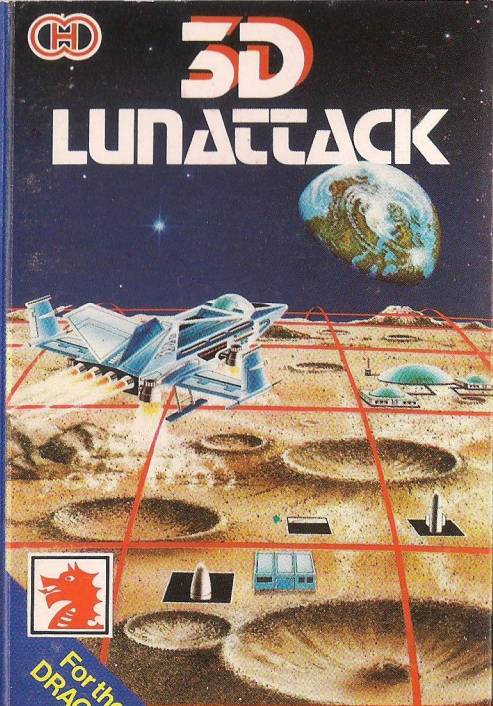Laser bolts, missiles, radar, navigation aids and PPP (Precision Parallax Processing)

Any joystick or keyboard compatible.

3D LUNATTACK
For the DRAGON 32

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HEWSON CONSULTANTS

3D LUNATTACK
For Dragon 32/Dragon 64

Loading the program

To load the program connect your cassette player to the Dragon in the usual way. Place the cassette in the player and rewind it if necessary. Type CLOADM on the Dragon keyboard, press the ENTER key and then press the play button on the cassette player. Wait a few minutes for the program to finish loading at which point it will display an initial screen with instructions scrolling from right to left. If you have a joystick, plug it into the right hand joystick port and press the fire button. This will inform the program that you will be using joystick control. Select the number of players using up/down on the joystick or keyboard arrows. The hopping character will move to the line appropriate to your selection. Press the fire button or space-bar to start the game.

Soundtrack

When the program has loaded remove the jack plug from the ear socket on your cassette player and listen to the soundtrack.

Your Mission

In your Z5 Luna Hover Fighter you must penetrate the three successive SEIDDAB defensive zones and destroy their command base. This is the latest and most difficult mission in the long running struggle against SEIDDAB aliens.

WILL YOU ACCEPT THIS MISSION?

Tactics

Do not waste too much fuel and energy attacking the outer defence zones (although destroying these defences increases your score). Penetrate to the command base and destroy it in order to return to base to refuel and rearm.

As you manoeuvre and fire your weapons, your iridium powered laser bolts will appear to lag behind the crosswires. You must take account of this effect as you press your attacks.

CONTROLS

Action	Key	Joystick
Raise crosswires	up arrow	backward
Lower crosswires	down arrow	forward
Fly left	left arrow	left
Fly right	right arrow	right
Fire lasers/missiles	space bar	fire button

SEIDDAB DEFENCE ZONES

The SEIDDAB command base is ringed by three defence zones. The first zone is patrolled by robotically controlled DAB tanks which fire Ytsan missiles at your hoverfighter as you approach. You can attack and destroy the tanks using your lasers.

The second zone is mountainous and is seeded with aerial mines which are set to explode if you pass too close to them. You must zig-zag through the mountains and may use your lasers to destroy the mines or manoeuvre your fighter to avoid them. Exploding mines will rock your hoverfighter and deflect it from its path.

The third zone is studded with self-activating SEIDDAB missile silos which you may attack with your lasers. The missiles are fitted with Hewstron warheads.

If you penetrate to the command zone, you must complete your mission by strafing runs on the SEIDDAB base until it is totally destroyed. Many hits are necessary and if you pass the base you will have to relocate it with the navigation aid and turn to find it again to press home your attack. Naturally the SEIDDAB will defend their base with all the forces at their disposal.

SEIDDAB HOVERFIGHTERS

At any time high power, low manoeuverability SEIDDAB Hoverfighters may appear over the horizon and swoop in to attack you with their plodium missiles. Your computer-aided radar may detect their plasma output before they are within visual range and show their location and distance by means of a small superimposed radar display. You may 'fire and forget' a long range missile armed with a duodec warhead, which may lock on to the radar image and destroy the Hoverfighter before it appears. When they are within visual range the SEIDDAB Hoverfighters are susceptible to damage or destruction by your laser bolts.

INSTRUMENT DISPLAY

Weapon Selection - The vertical position of the crosswires in the centre of your screen automatically determines your weapon selection. Normally, your lasers are armed, but when the crosswires are well above the horizon, your missiles are armed. The cross-wires change from diagonal to perpendicular when missiles are activated.

The status of your lasers and missiles is displayed at the lower left of your screen.

Radar - The radar system automatically switches on when SEIDDAB Hoverfighters are detected. When the radar light at the lower left is illuminated, one or more fighters have been detected and are approaching or are within radar range. It remains lit until they are within visual range.

Navigation System - Your fighter is programmed to locate the SEIDDAB command base and displays the path to be followed when the crosswires are lowered to the bottom of the screen. To reach the command base steer your hoverfighter so that the path (indicated by parallel horizontal lines) is straight ahead.
The navigation light at the lower left of the screen illuminates when the path is switched on. The path continues to be shown for a few moments after the crosswires are raised. The crosswires change to a diamond shape in this mode. Lasers, however, remain available for close firing.

Temperature Display - The hull temperature is shown at the lower right of the screen. Enemy hits, mines exploding and clipping the mountains all raise the hull temperature.

Fuel Display - This is located at the lower right immediately above the temperature indicator. You have enough propeluene fuel to reach the command base only if you fly in the correct direction for most of your journey. Fuel supply is replenished each time a command base is destroyed or for each new life.

Score Table

DAB Tank	10 points
Aerial Mine	20 points
Missile Silo	30 points
Seiddab Base	40 points per hit + 100 points if destroyed
Fighter on radar	10-40 points
Fighter	20-80 points

All scores increased by 40 points per Seiddab base destroyed.

Our policy is one of constant improvement. Therefore we reserve the right to modify any product without notice.

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CASSETTES

3D Seiddab Attack	£7.95
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