



Computers For The Commodore

## **EMERALD PIRATES — INSTRUCTIONS**

To insure proper operation follow these steps EXACTLY.

- 1. Turn on computer.
- 2. Insert tape into datacassette.
- Rewind tape to beginning.
- 4. Type (SHIFT) + (RUN/STOP). Be sure to use LEFT shift key.
- 5. Press PLAY on datacassette.

The screen should clear and the program name will appear in the upper left corner. After 10 to 15 seconds the program title page will appear, and shortly thereafter the program will start.

If the word ERROR appears in the left hand corner, then a LOAD ERROR has occurred. Turn off the computer and restart from #1.

Flying a starship is hard enough, for you have to watch your speed, direction, and altitude at all times. But having to fly one and defend against ruthless "Kamikaze"-like alien ships, turns the difficult into the near impossible.

As you have guessed, the "impossible" task is yours. These aliens are not like most. They are not satisfied with dodging your electro-blasts and escaping, but are so dedicated to your total destruction that they would go so far as to speed directly for you, crash into you, and be destroyed with you. Your mission almost impossible will require your full quickness of thought and action.

Complete graphics and high speed animation are extensively used to make this more than just another space combat adventure.

## PLAYING INSTRUCTIONS:

Use the CRSR RIGHT key to move your ship up.
Use the CRSR DOWN key to move your ship down.
Press the SPACE BAR to fire your missile.

You have only three ships with which to defend your planet.

GOOD LUCK!!

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