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Laser Force

Survival Guide

for the Apple IIGS

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Developed by European Software Partners

MN00GS0403

It looked like any other G3 type planet.

The Place: Somewhere in the Spiral Galaxy MY-32.

The Year: 2225 U.T.— the 160th year of the Human Space Colonies Project.

The Mission: A routine habitability check of a G3 type planet in a newly discovered star system.

From the satellite data and photos your agency has collected, this place looks like a piece of cake. In fact, your captain was so optimistic about the conditions here that he decided to send only two Space Marines—one of whom is you! So you and your partner drop down.

As you get closer to the surface, you notice something that wasn't in the photos—some sort of a blue flash in a small foggy valley.

As you penetrate the mist, you see that the source of this blue light is an incredible architectural network—a maze of blue lines rather like an aerial view of an earth city at night—only this is in broad daylight.

You decide to return to the mother ship for more equipment—and maybe marines—before you proceed any further.

But just as you get in position for an atmospheric exit, your ship is suddenly pulled towards the surface by a strong and inexplicable force. Somehow, the emergency comlink to the mother ship is jammed. You manage to land, somehow, without incident.

You slip into your combat suits in case of... well, just in case. And prepare to have a look around.

You haven't taken more than a few steps outside your ship when a panel of the surface opens below you are plunged into a gigantic multi-leveled room constructed of blue cubes. There are cables and ladders... and strange booths that look like teleporters. But no exits.

"Welcome to my game!" bellows a synthesized human voice. "You're the perfect specimens for it. Both of you."

"You see, I've built this entire structure just for you," continues the disembodied voice. "I've engineered traps and designed several types of programmed-to-kill robots."

"All I have to do now is turn them on."

And he does.

Getting Started

1. Turn off your computer. This is very important if you plan to use a joystick (necessary for 2-player games). Be sure to connect the joystick into your computer.
2. Insert the Laser Force disk into your IIGS drive and turn on your system as described in your Owner's Guide.
3. After a few seconds the title screen will appear. Now select GAME or EDITOR by using the mouse to click on your choice. Then consult the instructions for setting up the game or using the editor.

INSTALLING LASER FORCE ON YOUR HARD DISK

Putting Laser Force on your hard disk gives you a speedy, convenient way to play. In addition, it gives you more room for creating your own Laser Force levels.

Using the GS/OS finder, copy the entire contents of the Laser Force disk to its own folder. Then simply launch the game from the folder. You'll be asked to insert the original Laser Force disk whenever you start the game. You may eject the disk after the program has started.

Setting Up the Game

Once you've selected GAME from the title screen, you'll see the Laser Force Control Panel.

SOUND ON/OFF

When the text is green, the sound effects and music are on. When red, they are off. To switch from one to the other, simply click on this box.

MAIN MENU

To return to the title screen, click here.

ONE PLAYER/TWO PLAYERS

Click on your choice here. It will turn green.

HIGH SCORE

To view the five highest scores achieved on the current disk or file, click here.

THE AUTHORS

Click here to find out who created Laser Force.

- 001 + [START LEVEL]

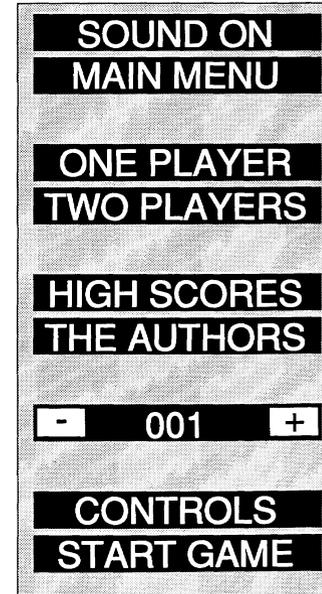
The number indicates your starting level. To start at a higher level than the one indicated, click on "+." To start at a lower level, click on "-."

CONTROLS

Use this to select who uses a joystick and who uses the keyboard in a two player game. In a one player game, the setting for Player One will be used.

START GAME

Click here to begin.



KEYBOARD SET UP

Six keys control the six 3-dimensional movements: left, right, forward, back, up and down.

You can change the keys that control your player in Laser Force to accommodate your unique playing style. Here's how:

Using the mouse, click on a key on the screen to select it and type the letter you want for that control. Continue doing so until all the keys are set the way you want them.

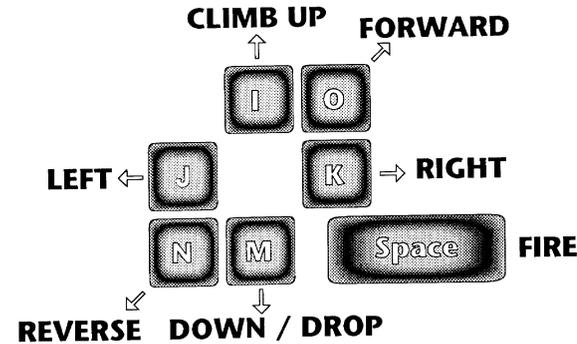
CALIBRATING YOUR JOYSTICK

Because Laser Force is a three-dimensional game, it's important that your joystick is perfectly calibrated to insure fast, accurate moves.

To calibrate your joystick for perfect 3-D moves, center your joystick and turn its adjustment wheels until the two moving bars are both in the red zone.

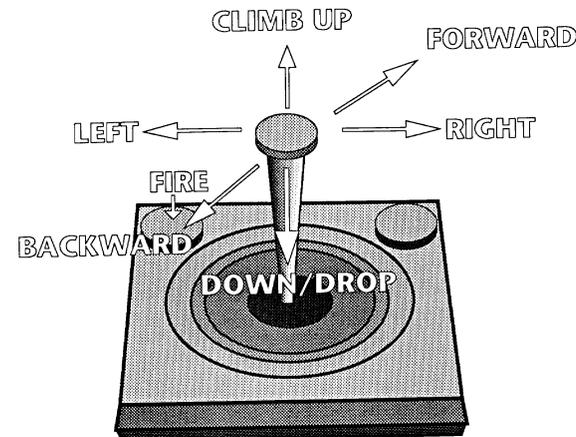
Basic Moves

Unlike most computer games, Laser Force is totally three-dimensional. Although this makes playing infinitely more fun, it may initially take a bit of getting used to.



WITH THE KEYBOARD

To move in a given direction, press the key that corresponds to that direction. Any other key will stop your movement.



WITH A JOYSTICK

To move in a given direction, press the joystick in the direction indicated here.

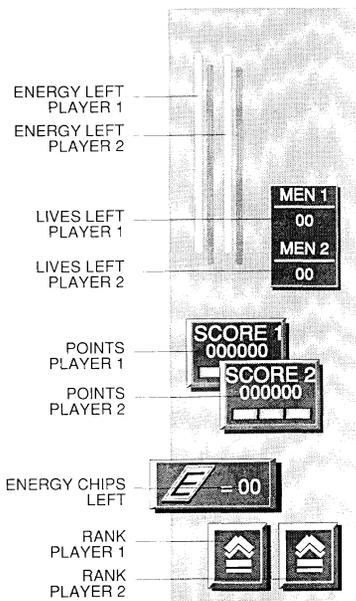
OTHER COMMANDS

- To pause the game, press **ESCAPE**.
- To resume play, press any key—except for the **ESCAPE** key.
- To exit to the Laser Force Control Panel (without saving scores) press **TAB**.
- To abort a life, press **DELETE**.
- To lower or raise the volume, press the **LEFT** and **RIGHT** arrows.

THE GAME SCREEN

Once you click on START GAME at the Laser Force Control Panel, you'll go directly to a game screen on the level you've selected.

Though each level is constructed differently and has different combinations of enemies for you to overcome, the basic screen elements will remain consistent.



Don't Look Now...

As you may have noticed, there's all kinds of stuff out there. And it's all programmed to get you.

These guys stay only on one level:

DROID: Slow moving, not very well programmed.

TYPHOON: Faster than Droids. He'll disrupt you.

SPINNER: Pretty, but also fastest and smartest (and deadliest) of this group.

These robots can't climb—but they won't get damaged if they fall to a lower level:

BOUNCER: This one will home in on you. Luckily, he is slow.

MARKS: Smart and faster than Bouncers. Don't play games with this one.

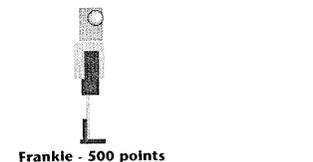
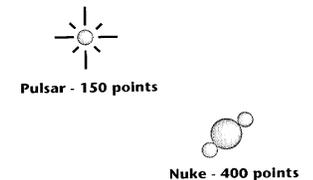
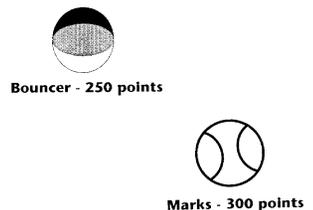
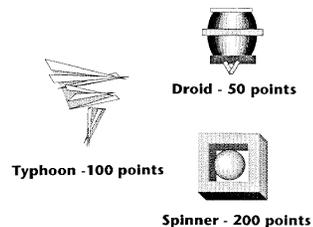
These can go anywhere—and they *fly!*:

PULSAR: Imported from another system. Slow, but he can fly through walls!

NUKE: Fast and smart, he flies after you. He can not fly through walls.

The last enemy seems to be your host's idea of a human. This is the deadliest killer in his arsenal:

FRANKIE: Can do anything you can do.



Energy and Life Support

Your host will regenerate your corpse as long as you keep him interested. You begin the game with three lives. You will lose a life if you are directly attacked by an enemy. And if your combat suit runs out of energy, you'll lose your life support system.

ENERGY CHIPS

Fortunately, you can replenish your life support energy by collecting the green Energy Chips scattered throughout each level. (Each Energy Chip you collect will also add 25 points to your score!)

To progress to the next level you must gather *all* the available Energy Chips in the current level. After you have collected all the chips you will receive bonus points for whatever energy you have left before going on to the next level.

POWER PYRAMIDS

Occasionally you will come across a red Power Pyramid. Pick it up and you'll have gained an extra life.



Other Special Finds

In addition to the Energy Chips (for added energy) and the Power Pyramids (for extra lives), you'll find a few other items designed to help you out. They are:

TRANSPORTER

This looks like a grey pyramid and has the power to transport you to the next level.

TELEPORTER STATION

This looks almost like a computer station. But it's a teleporter which takes you from station to station—rather like a high-tech elevator.

Remember: you must enter from the left or right side. You will re-appear out the opposite side of the destination teleporter station.

IMMOBILIZER

Pick up one of these orange spheres and every enemy on the screen is immobilized—frozen in space. But plan your strategy carefully and act fast because the effects of the IMMOBILIZER are *temporary*. The robots will flash briefly before moving again.

The Editor

When you're ready for something completely different—use the EDITOR to construct your own levels—or modify existing ones!

To create your own levels you'll need a blank formatted disk (your *data* disk). Copy the Screens folder from the Laser Force disk to your data disk. Launch Laser Force and click on the EDITOR button from the title screen.

To modify a level, pull down the FILES menu and select OPEN. If your data disk is in another drive, select DISK. When the correct drive is active, double click on the Screens folder to open it. Double click on the level you want to open.

To save a level, pull down the FILES menu and select SAVE AS. Type a file name using the format LEV-EL.xxx, where xxx is 000–999.

Be sure to save your level (whether you created it or modified an existing one) on a *separate* data disk. This disk *must* be named GAME.DATA and the games must be saved in a folder named SCREENS. If you need help formatting disks, creating folders or copying files consult your Apple IIGS Owner's Guide.

To select game pieces, click on one of the four cases at the bottom of the screen. The selected piece then appears in the bottom right. To view more selections, click on the right or left arrow until the piece you want is showing.

To place game pieces, use the mouse to move the cursor to the desired location, then click.

The game board is a 10x10x8 grid. It can only be edited in two dimensions so you can only place pieces in one slice of the board at a time. To move to another vertical plane use the arrow keys to the right of the board.

To erase pieces, move the cursor directly over the piece you want to erase and click twice.

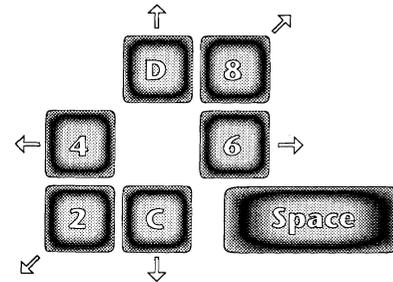
To run levels you have created, either choose PLAY from the Edit menu within the editor or select GAME from the main menu.

LIMITATIONS

- You can not place more than four robots in a level.
- You must position both the red and green figures.
- Every level must contain at least one, but no more than thirty-two energy chips.
- Teleporters can not be placed on the right or left edges of the board. The first teleporter you place will transfer you to the second one that you place, which will transfer you to the third, etc. The last one you place will transfer you back to the first.
- Placing only one teleporter on a level will get you nowhere: always place at least two on a level, if any. A level can not have more than eight teleporters.

Survival Tactics

- Use the computer's control panel to set your IIGS's system speed to "Normal." It's a lot easier to learn to maneuver at this slower pace.
- Practice moving around the screen as much as you can. Once you get the "feel" of moving in three dimensions, survival will become much easier.
- To practice moving without enemy interference, create a game from an existing level, erasing all the enemies. Or to practice fighting a certain robot, leave only that robot in the game.
- Since you're traveling through a 3-D world, there may be times when you or an energy chip is hidden behind a wall. But watch out! Robots can hide behind walls too!
- Make contact with as many of the red power pyramids as you can—because you can never have too many lives.
- The best way to learn how to use the editor is to modify one of the 76 existing levels on the disk. By doing this, you'll have a better understanding of how a level is created.
- Remember to save modified levels to a separate data disk as described in the section, "The Editor."
- Sometimes energy chips will be placed so they have to be picked up in a certain order or your player will be trapped.



- Sometimes energy chips are hidden from view. If you need help finding them, load the level into the editor to look for them. (We recommend that you do this only if you are *absolutely* stuck—some might call this "cheating"...)
- As you get accustomed to Laser Force you will begin to see patterns in some levels. Discovering the pattern can sometimes help you finish a level more quickly.
- If you're having difficulty using the keyboard, try setting the keyboard as shown on the left. Use your right hand to control forward/backward/left/right, and your left hand to control up/down/fire.
- If you are using the keyboard, remember that pressing any key other than a direction key will stop your movement.

FanFare™ is a tradename of Britannica Software.

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