

BLITZKRIEG

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by

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**PROGRAMMA
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PROGRAMMA

PRODUCT
DESCRIPTION

B L I T Z K R I E G
B Y M A R K C R O S S

INTRODUCTION

This is a target shooting game for a 16K Apple II. It has been written entirely in machine language for fast action. High speed and the Apple's high resolution graphics make this game better than many commercial arcade games.

The player has an anti-aircraft gun in the bottom right corner. Bombers and three kinds of fighters fly overhead at random. The player aims the gun to shoot down the planes. If there is a hit, the plane blows up in a shower of debris that can fall on other planes and blow them up. A continuous score of the hits and of the planes that have escaped is kept in the lower left screen corner.

The bombers sometimes drop bombs when they fly overhead. Most bombs will hit the ground or trees and explode harmlessly. But if a bomb hits near the gun, then it will blow up the gun and end the game. Otherwise the game ends when the player runs out of bullets.

RUNNING THE GAME

(LOADING IT FROM CASSETTE)

Place the supplied cassette tape into the tape recorder and press RETURN. Hit the RESET key and type 200.2000R (on a PLUS, you may have to do a CALL -155 if the Integer Card is not present) and hit RETURN. The program, once loaded, will automatically RUN.