

ALIANTS
The Desperate Battle For Earth

The year is 2202 AD. strange and hostile ant-like creatures now rule the planet, enslaving almost all of humanity to harvest Earth's abundant resources! A small band of humans managed to escape to an outpost known as Valley Forge, carefully hidden in a nearby asteroid belt. Here they await, hoping for the chance to destroy the Aliant race and free their dying world.

That wait took 99 years...

In 2301 AD, an Aliant deep-space message was intercepted by the Earth asteroid base known as Valley Forge. When decoded, it was found to contain the coordinates of where and when the Aliant shipment of Power Crystals would enter the Solar System. The Power Crystals were the last step in making their new ships!

The time to retaliate was NOW! The Valley Forge commanders knew that their only hope was to STOP THAT CRYSTAL SHIP! There was only one vulnerable point, the exact time when the ship appeared out of warp. To capture it would take pinpoint shooting in order to disable the ship without blowing it up. The Earth Force Commandos, could then use the Power Crystals to launch their own attack!

It would require extraordinary courage and skill to capture that ship. The Earth Force leaders sent out the call to every pilot to come to Valley Forge and qualify for the most desperate mission in the history of the human race!

As one of the finest pilots in the asteroid belt, you accept the call, and set your ship's course for Valley Forge.

As you approach Valley Forge, you are checked by ID scan and given permission to enter the base. Valley Forge is quite large for an asteroid, and to enter, you must overcome the gravitational turbulence caused by the force fields holding in the atmosphere.

You must concentrate on keeping your joystick sensor centered in your viewscreen. Veer too far off and you will crash the ship. If you land successfully, you will be greeted by the base commander and shown to the briefing room where the other pilots are gathered.

In the briefing room, you will be told about the threat and shown the simulator. The simulator has been constructed to be as close as possible to what the pilot will see when the Aliant Crystal Ship comes out of warp. Your computers will tell you where the most vulnerable points are on the enemy ship. Your mission is to attack only those points. If you

hit them successfully, the computers predict you will disable the ship.

There will probably be 3 weak spots, and you will only have 5 shots to hit them. You must hit at least 2 of the 3 weak spots!

The Earth Force figures that the enemy ship will be able to fire back, even though it is a carrier and not a formal warship. The Simulator will be showing the enemy firing back, take too many hits and you will become disabled. Only the pilot who scores high enough in the Simulator will go out on the mission itself.

If you are that pilot, you will be promoted to Captain and sent off to capture the Crystal Ship! If you succeed in capturing the ship, you will be promoted again and will be asked to marshall Earth's forces!

You will then be given a code word to use when entering the Lexington, the Earth Force command ship, and a special disk containing instructions on conducting training maneuvers with the new Earth Force ships powered by the Aliant crystals. Be sure to enter the code word correctly when you enter the Lexington!

You will be given orders that will show you how to communicate with your other ships from the War Room Battle Grid. On the bottom of the screen, you will see the list of ships under your command. Use the <RETURN> key to move through the list of ships (on the C64, use the up and down arrows). When you want to give orders to one of your commanders, move to the one you wish to speak with and press the <SPACE> bar. Your communications screen will then appear.

When fighting a battle in the War Room Grid, an Earth ship that encounters an enemy and wins will remain in that sector until given new instructions.

There, your computer will tell you the location and status of the ship you selected, along with its remaining Bullet fighters and probes. The Bullets accompany each Carrier wherever it goes, and the number of Bullets remaining determines each commander's strength.

When you enter the Main Deck display, the Carrier you have selected is awaiting orders. On the C64, the coordinates are highlighted, on the ST they are not. Enter the coordinates for the for the chosen destination. When they are correct, press the <RETURN> key. Then, Probe 1 is awaiting orders. Type in the coordinates and hit <RETURN>. Do the same for Probe 2. Now, the Carrier is awaiting orders again. You may change your orders as much as you

wish in this display by hitting <RETURN> until the Carrier or the Probes are going where you want them. When you have no more orders for that ship or its probes, hit the <SPACE BAR> to return to the Battle Grid.

Probes are the only source you have of knowing where the enemy might be. Your ships are highlighted on the grid, but the Aliants are not. You will only know for sure where they lie if they enter one of the sectors scanned by one of your Probes.

Your goal is to capture and occupy the 4 sectors that surround the Earth, seen at the top of the Grid. These are numbered A3, B4, B5, and A6. Once you have secured those sectors, you can launch your attack on the Aliant leader in orbit around the Earth itself.

Your command ship, the Lexington, remains in orbit around Valley Forge until the Earth Force has occupied the sectors around the Earth. Only then will the Lexington join the fray, for only the Lexington has Pulsar blasts and Heat seekers. These will be needed to defeat the Aliant flagship.

Once the sectors surrounding the Earth have been occupied and valley Forge is still surviving, you can begin the attack on the Aliant emperor. The number of carriers and bullet fighters remaining will determine your battle strength. From the command console of the Lexington, you will use your joystick Fire button to send pulsar blasts. Once you have made several hits on the Emperor, you can then fire your Heat Seekers by using the Space Bar. The more you hit the Emperor's ship, the slower he will move.

Good luck on this all-important mission! Remember, the amount of strength you have at the end of the final battle, as well as your performance in the Simulator and Capture mission, will determine your final rank.

LOADING INSTRUCTIONS

ATARI ST

Put disk that says ALIANTS into Drive A. Turn on computer, click left mouse button twice on ALIANT.PRG. Game will load, you may watch Prelude or once drumbeat begins you can hit <RETURN> and the game will begin. Joystick required.

C64/128

Turn on your computer, turn on monitor and disk drive. Place disk face up in drive.

Type: Load"**,8,1 When READY prompt appears type RUN. You must be in the C64 mode on your 128 for Aliants to work. You may watch the prelude or once drumbeat begins you can hit <RETURN> and game will begin. Joystick required.

(Note: Aliants contains its own quick load routine, but still works with most fast-load cartridges.

IBM-One drive machines

Requires one double sided drive, MSDOS (PC DOS) 2.0 or higher.

1. Remove any cartridges if machine is so equipped.
2. Boot your master MSDOS or PC DOS diskette in drive A.
3. You must have IBM or compatible color graphics adaptor.
4. You must set your column width to 40. Type: CO 40.
5. Type: B:
6. You will be prompted to swap disks, put your Aliant labeled disk face up into your drive when asked for your drive B disk, and put your master DOS disk into drive when asked for your drive A disk.
7. Type: START to begin play.

IBM-Two drive machines

Requires two double sided drives with MSDOS (PCDOS) 2.0 or higher

1. Follow directions 1 and 2 and 4 and 5 above.
 2. Insert your Aliants disk in drive B.
 3. Follow step 6 above.
- Joystick or keyboard.