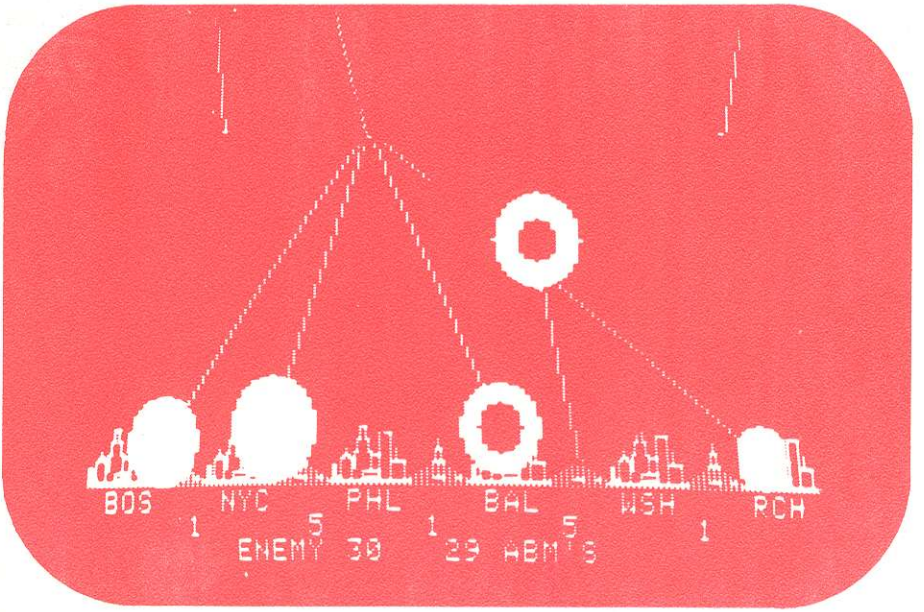
ABM™



ANTI-BALLISTIC MISSILE GAME

MUSE Software™

FOR APPLE II OR II PLUS (32K)
REQUIRES APPLESOFT ROM

ABM™

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Requires Applesoft ROM
DOS 3.2 (13 Sector Disk)
DO NOT UPDATE

GAME INSTRUCTIONS

Save the East Coast of the U.S. from nuclear attack! As long as a single city is intact, you are still in the game—but the enemy will throw more and more missiles at you as time passes. And more of them will be MIRVs—missiles that throw off nuclear warheads in flight to hit cities far away from their targets.

You must destroy the enemy missiles in flight with your ABM's (anti-ballistic missiles) fired from the bases between your cities. Two bases—one between New York and Philadelphia, and another between Baltimore and Washington—fire the new 5-kiloton Ajax missile. The other three still fire the old 1-kiloton Sprint missile. Your bases are "hardened" and can repair themselves to some extent after a nuclear strike—but your cities are not.

Aim the missiles by using your target marker—the + sign. The game paddles move the marker, and the buttons fire the missiles. One button fires a 1-kiloton and the other fires a 5-kiloton missile. When a missile hits the exploding fireball of another missile it will be destroyed (and may also explode).

When all the cities have been destroyed, you will be scored. Knock out as many enemy missiles with as few ABM's as possible to get the highest score.

DEMO MODE

If you start the ABM game running, but do not touch any key, the game will automatically go through a play cycle (without blast noises) so that you can see how the game is played, and demonstrate it to others. Pressing a key at any time in demo mode returns to the start of the game.

GAME CONTROL ADJUSTMENT

ABM is designed to work with game paddles or joysticks. You may feel that the game controls work "backwards" to you—that the wrong controls move the target marker or the wrong buttons fire the missiles. You can adjust the action of your game paddles by pressing the ESC key instantly when the first message appears on the screen. The adjusting program instructs you to move the controls, senses which controls you move in which direction and adjusts the game program to follow your control correctly.

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