instructions for

SWARMS

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PROGRAM DESCRIPTION

SWARMS is a low resolution graphics game for the Apple II microcomputer. The game places the player in the position of defending the country against an invasion of killer bees.

LOADING INSTRUCTIONS

1. Press "RESET" key. (asterisk and cursor appear)
2. Hold the "CTRL" key down and press the "B" key. Then press "RETURN".
3. Type: "LOAD" and press "RETURN" and start tape recorder.
4. When the cursor reappears type "RUN" and press "RETURN".

OPERATION

The objective of this game is to destroy all of the swarms of killer bees with as few human casualties as possible. You will be asked to enter your last name and a secret code word [the code word will not be displayed when typed] for Failsafe Identification. The operation of SWARMS centers around the *Attack Scan Map* and the *Commands* that can be used to combat the swarms of killer bees.

The *Attack Scan Map* shows the United States divided into twenty-one sections. Each section has one major city.

Attack Scan Map
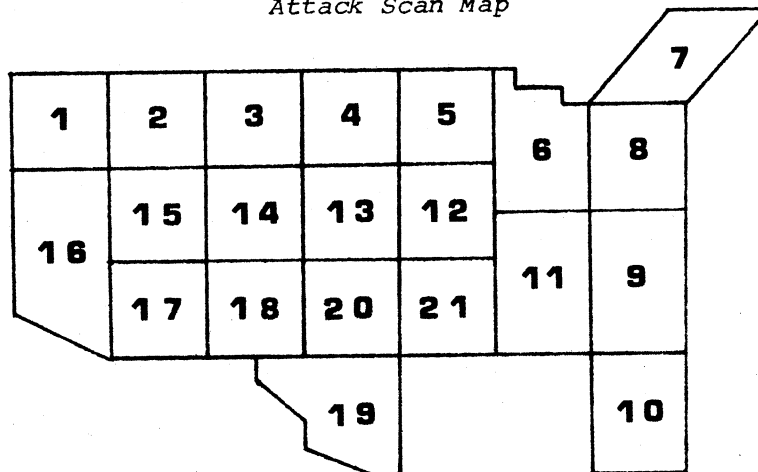
The bees will be constantly moving toward the major city of an infested section. The size of the swarms are represented by four colors: Green being the smallest swarm, then Blue, Yellow, and Red being the largest swarm.

The commands available are:

1 *Attack Scan Map* [Displays the map of the U.S. showing the twenty-one sections and the locations and size of the swarms.]

2 *ETA Report* [Displays the estimated time of arrival of the bees in any given major city.]

3 *Battle Options* [Displays the battle options available.]
Note: The first four options, Operation Larvae, Gentle Queen, Worker, and Sterile Drone are used to combat the bees before they reach the center. Each has a varying effect on the bees, however use of these options may backfire. Each take varying time units to become effective. Operation Destruction is used when the swarm is at its smallest size (Green), this kills the bees in the section. Urban Defense is used only after the bees enter the urban area of a section. There are seven different options that will have varying effects on the bees.

4 *Evacuation Procedure* [Evacuates the population of any given major city if swarms are present in the section.]

5 *Neutron Bomb Sequence* [Allows destruction of all types of life in a major city if a swarm is present.]

6 *Casualty Report* [Lists all casualties in each section.]

7 *Commands* [Displays the list of commands available.]

8 *Cancel Game* [Ends the game.]

During the execution of each command the *Time* units and *Attack Scan Map* will be updated. If there are more than seventy-five million casualties, you lose the game. If you kill all the bees and have less than seventy-five million casualties you win the game.

GUARANTEE

POWERSOFT, INC. guarantees the playback of its pre-recorded tapes when purchased new, provided the playback head of the tape recorder used is properly aligned. All pre-recorded tapes are produced on the finest quality professional duplicating equipment available. *The program is recorded at least twice on the cassette.*