



HORIZON V

Program designed and written by

Nasir Gebelli

13/16 Sector 48K Apple II

Assembly language 48K

Program designed and written by Nasir Gebelli

Requires an Apple II or II+ with disk drive and either 13 or 16 sector controller.

HORIZON V©1982 by Gebelli Software Inc. All Rights Reserved.

Apple II or II+ are registered trademarks of Apple Computer, Inc.

HORIZON V

While on a routine patrol of one of the five planetoid outposts of the Galactic Federation, you are set upon by angry G-bellians who believe you have kidnapped one of their most prized performers, Paulette the G-belly dancer. Before you are able to explain your innocence, the G-bellians attack and you are forced to defend your planetoid. Using radar and plasma weapons you destroy first the ships and then the G-bellians themselves before you run out of fuel. As you make a run for fuel, some of the G-bellians follow you into the time warp. But before you can get to your fuel you have to destroy the oncoming G-bellians. Finally you reach the fuel dump and lock into the center of the fuel target . . . then onto the next planetoid . . .

DISPLAY:



1. directional indicator for entering time warp for fuel station
2. fuel indicator
3. radar display
4. number of shields remaining

1. **FUEL DIRECTION INDICATORS:** move ship in direction of red indicators, and when the red indicator disappears for both horizontal and vertical indicators, hold your position for a few seconds until the time warp engages . . .
2. **FUEL INDICATOR:** shows how much fuel is left . . . when entering the time warp your display disappears, so be careful to leave enough fuel to destroy the creatures in the tunnel so you can proceed to the fuel station . . .
3. **RADAR DISPLAY:** indicates position of G-bellians still hovering over the planetoid . . . use display to track and destroy them . . .
4. **SHIELD INDICATOR:** indicates how many shields remain . . . you have different numbers of shields for different levels . . . to escape the enemy's fire you must hit Q (or whatever key is being used) or you must veer sharply away from his plasma bomb . . .

CONTROLS:



You may reconfigure the keyboard at the beginning, otherwise the controls default as follows:

← / →	left and right	A / Z	up and down
<space>	fire control	Q	shield control

(If a joystick is used, then button 1 is fire control and button 2 is for shields).

FIRE CONTROL:

To destroy the G-bellians line them up with the firing indicators on the screen (> < on the planetoid and ^ in the tunnel display) and hit the space bar (or whatever key is being used for fire control). You score as follows:

	= 300 points for the ship, 150 points for its pilot
	= 400 points for the ship, 200 points for its pilot

and 100 points for the creatures in the time tunnel . . . while in the tunnel your controls are the same except left and right become left and right rotation. The enemy is drawn into the tunnel with you and you must destroy the creatures which come at you before you can proceed to fueling. Be careful not to hit the creatures moving away from you or they will change their direction and begin coming at you . . . take careful aim. Only after you have destroyed all the creatures coming at you can you go on to refuel. When you arrive at the fueling station just center your crossmark in the circle and fueling will begin automatically.

Use <ESC> to pause or any other key to resume . . . (when you do you'll see the G-belly dancer waiting to perform for you. If you have your programming cassette recorder hooked up to the cassette input of your Apple, you may play a music tape and watch her dance for you. Be careful to turn the volume control down when you begin to play the music, then turn it up slowly to get the best effect . . . when you have finished stop your cassette player and hit any key to resume the game).

Use ctrl. S to toggle the sound back and forth between the Apple speaker and the cassette output port.

NOTE:

You can store the high score table on the disk by removing the write-protect tab (or by carefully notching the diskette in the proper place if no tab is present).

NOTE: This program contains a routine to check for an exact load of the game. If it fails to load exactly, it will attempt to reload itself. If it cannot reload itself after several attempts then either the disk drive needs adjustment, there is a faulty RAM in the Apple, or in spite of our efforts to test every diskette before shipment, you may have a defective diskette. Try the diskette on another disk drive or another Apple to eliminate the possibility of a faulty diskette. In the event the disk is defective for any reason return the diskette together with proof of purchase and \$7.50 for replacement anywhere in the continental United States. Otherwise, include sufficient postage to cover shipping costs. Apple II is a registered trademark of Apple Computer Inc.

