

Intellivision[®] Intelligent Television



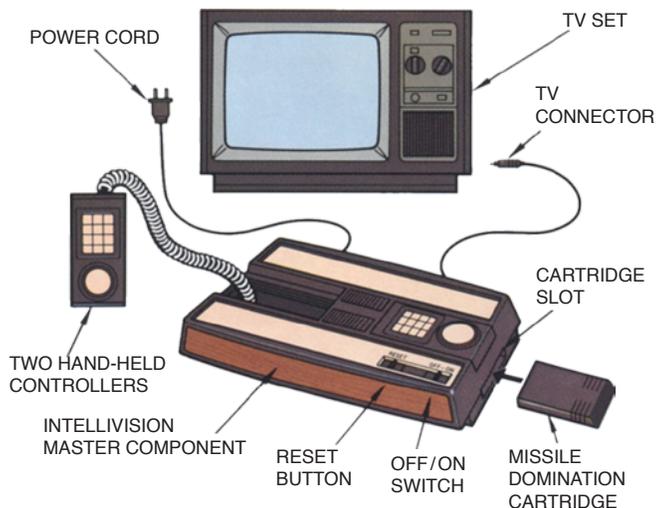
MISSILE DOMINATION

**CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)**



FOR COLOR TV VIEWING ONLY

CHECK YOUR EQUIPMENT



Make sure that:

- INTELLIVISION is connected to your TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- MISSILE DOMINATION cartridge is placed in INTELLIVISION slot and firmly engaged.
- INTELLIVISION OFF/ON switch is turned ON.

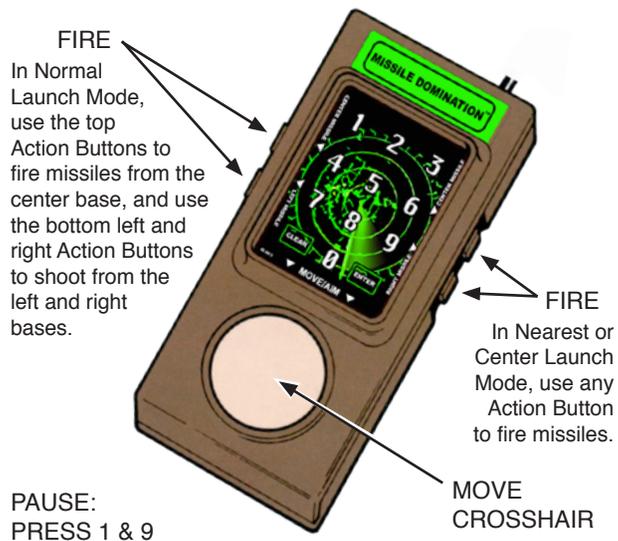


You are the commander of the country's defense forces, trying to hold off an attack that threatens to devastate your nation. Bombers fly overhead, while enemy missiles rain nuclear destruction on your cities.

Using the arsenal at your disposal, you must intercept and destroy the incoming warheads, enemy missiles, planes, killer satellites, and smart bombs before they reduce everything to rubble. The future of your civilization depends on your skill at holding off the endless waves of attacks!

GAME CONTROLS

Slide the MISSILE DOMINATION overlays into the Hand Controller frames so they cover the keypad.



SELECT OPTIONS

• Press 5 for the game options screen. Toggle options by pressing the Disc up & down, left & right.

Difficulty (Hard: fast speed / Easy: slow speed)

Initial Cities (6, 5, or 4)

Crosshair (+, x, o)

Bonus City (awarded at 8,000 to 20,000 points)

Launch Mode (Normal: player selects launch locations using the controller. Nearest: computer selects launch locations. Single: 1 launch base at center of screen)

Select **Done** when you have finished choosing options.

• Select the number of players. In 2-player mode, players take turns defending the cities in each wave, with each player competing for high score.



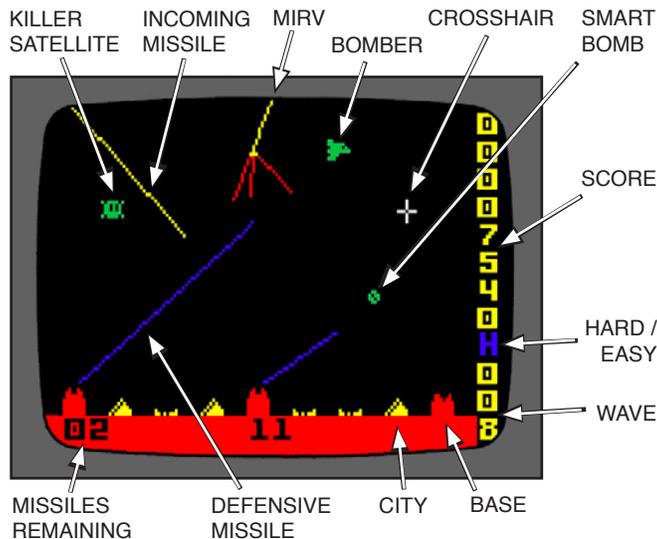
THE GAME BEGINS

Before each attack wave, the screen shows which player's turn it is and the number of cities that need to be defended.



Unlike cities, all bases are intact at the start of each wave. Also displayed is the scoring multiplier for that wave (see Bonus Scoring on page 4).

When you hear the sound of air raid sirens, prepare to defend the cities!



PLAYING THE GAME

Your screen will show incoming missiles headed for your cities and bases. Move the crosshair using the Disc to aim for the end of a missile trail and then press an Action Button on the controller to fire. Remember that it takes time for your missile to arrive at the spot you selected, so lead your targets. The missile will detonate wherever your cursor was when you launched from your base.

Each base has a limited supply of defensive missiles, indicated by the number below the base.

When a city is hit, it explodes in a nuclear mushroom cloud, and all that remains is a pile of debris. If a base suffers a hit, it is also reduced to rubble and cannot be used for the remainder of that attack wave.

MULTIPLE TARGETS

Several types of targets will appear on your screen as the game progresses. Your skill at destroying these will determine your ultimate success in the game.



MIRVs (Multiple Independently Targetable Reentry Vehicles) enter at the top of the screen, split off, and continue diagonally towards their targets. **25 points**



BOMBERS appear at either side of the screen and travel horizontally at a fixed altitude. **100 points**



KILLER SATELLITES also appear at either side of the screen and travel horizontally at a fixed altitude. **100 points**



SMART BOMBS descend from the top of the screen and take deadly aim at either a city or a base. **125 points**

BONUS SCORING

At the end of each wave, 5 points are awarded for each missile remaining and 100 points for each city saved.

Scoring multipliers increase as the game progresses:

Wave 1 & 2 = x1

Wave 3 & 4 = x2

Wave 5 & 6 = x3

Wave 7 & 8 = x4

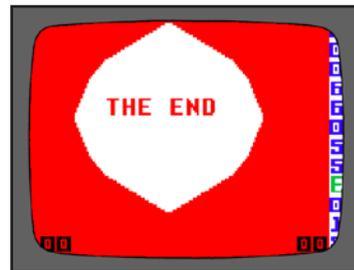
Wave 9 & 10 = x5

Wave 11 & above = x6



GAME OVER

The enemy is relentless. If all of the cities are destroyed at the end of a wave, the game is over. You will still receive your bonus points for missiles remaining. These will be added to your final score.



STRATEGIC TIPS

- Once a city is destroyed, concentrate on defending your remaining cities and bases. Incoming missiles hitting destroyed cities are no threat.
- You can have up to three missiles in the air at any one time. There is no need to wait until the first missile explodes before firing a second or third.
- Toward the end of an attack wave, if you have plenty of missiles in reserve, increase your bonus score by targeting incoming missiles, even though they're headed for a destroyed city.



PLAYING AGAIN

If you set a new high score, enter your initials on the High Score screen and see where you rank. To play again, just wait a few seconds and the game will automatically return to the title screen.

INTELLiVISION

Intelligent Television

Programmed by Robotnik7. Box Design by Steve Jones. Overlays by Phil Boland. Manual by Mark Thompson. Special thanks to Don Switzer, Christian Martin, Reinhard Traunmueller, Steve Orth, Oliver Puschatzki, Eddie Cingoranelli, Harvey DeKleine, Mark Ball, James Pujals, Jonathan Hershberger, Paul Nurminen, Wade Hopfe, and Gil Garcia.

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