

Possums' Temporary Emergency Replacement DocDisk Presents -
DR.J

LOCK-ON

OBJECTIVE

Your mission is to pilot your fighter plane through successively difficult stages, destroying as many enemy targets as possible. There are a total of 20 game stages. Some of the enemy targets will fire missiles at you. The red missiles follow a straight path. The blue missiles are heat seeking and can track your plane. Each time you are hit by a missile, you lose a plane. When you have lost all your planes, the game gives you the option of resuming the game at a previous stage level or quitting the program.

GAME PLAY

You have two weapons at your disposal: gunfire and LOCK-ON rockets. The gun will destroy targets that are aimed at by the crosshair. Some targets require more than one hit to be destroyed. You can LOCK-ON to some targets. The LOCK-ON sound will be heard and the target will be displayed in red. A LOCK-ON rocket can be fired at these targets to destroy them.

Your plane can hover. Hovering will allow you more time to destroy targets and is sometimes effective in evading enemy missiles. You can only hover constantly for a short period of time as the plane's engines will overheat.

PLAYING HINTS

- *Extra planes are awarded for achieving certain scores.
- *Bonus points are awarded for accuracy in flying into the tunnels at the end of each stage.
- *Some stages will have more than one exit tunnel. These tunnels lead to different stages. The extra tunnels will appear as you achieve certain scores within each stage.

ATARI ST INSTRUCTIONS

SYSTEM REQUIREMENTS

For playing on an Atari ST, LOCK-ON requires:

- *512K RAM or more.
- *Single or double sided 3.5" floppy disk drive.
- *Color monitor.
- *A mouse.

GETTING STARTED

- *Turn on your monitor.
- *Turn on and boot the computer.
- *Insert the LOCK-ON Program Disk into the A drive.
- *Double-click the A disk icon.
- *Double-click "ALOCKON.PRG"
- *The program will ask you if you want to see an auto running demonstration or to play the game. to see the demo click on "demo." to play the game click on "play."
- *The title screen will now appear. After some initial loading, you will now be instructed to insert the Data Disk into drive A.

GAME PLAY

MOUSE

The mouse maneuvers the plane and aims the gun crosshair.

Mouse button 1 fires the gun.

Mouse button 2 launches a LOCK-ON rocket at an enemy target.

OTHER KEYBOARD COMMANDS

Q Quit the game.

P Pause game play (toggle on/off)

S Toggle sound on and off.

SPACE BAR Press once to hover, once again to resume forward flight.

In between stages and at the end of the game the program will ask for input. follow the instructions displayed on the screen.