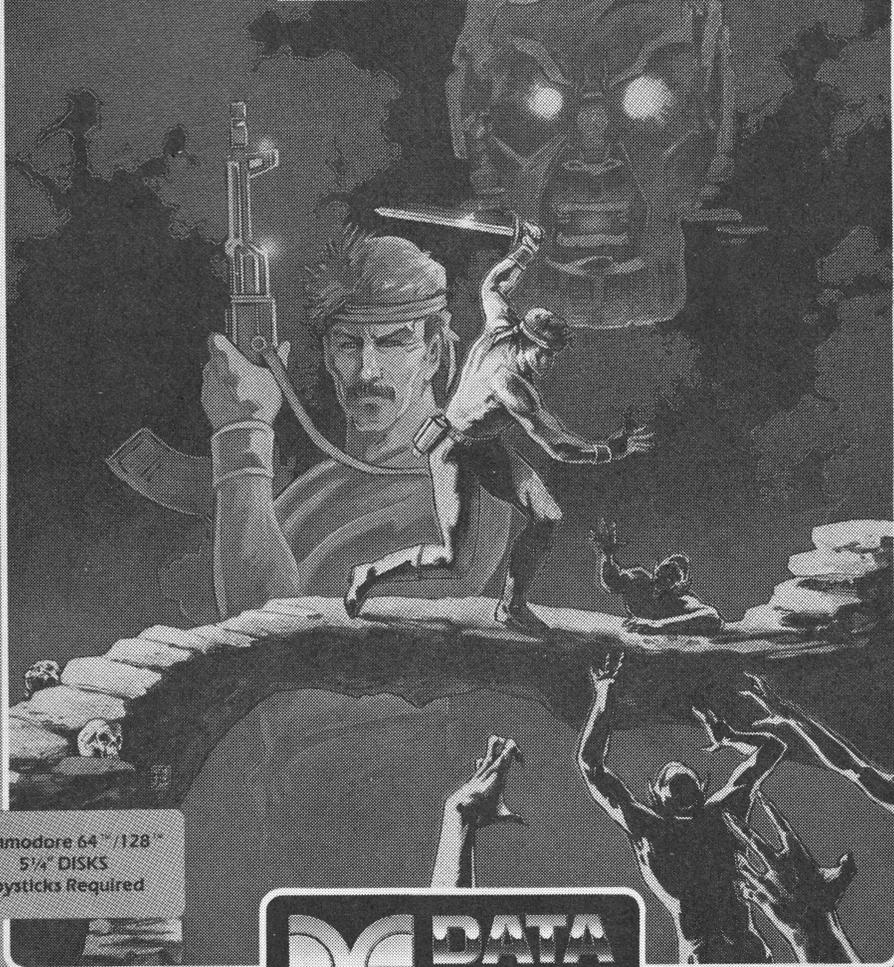


INSTRUCTION MANUAL

VICTORY ROAD™



Commodore 64™/128™
5¼" DISKS
Joysticks Required



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VICTORY ROAD

APPLE INSTRUCTION GUIDE

The planet UGC2750+8 Gamma has for centuries been the site of nothing more than the ruins of the long dead civilization of Tecohti...until now. The monstrous Stonehead has chosen it as his headquarters, and from it plans to launch his conquest of our galaxy.

Stonehead has transformed the once glittering city of N'Maqqok into a formidable stronghold. Its parks have been barricaded with mazes and fortified with bunkers. Much worse, it is kept secure by Stonehead's legions--gremilins, trolls, winged man-beasts, crabs, and claw-demons.

Many have gone before you, never to return. You and your small band of Ikari warriors are the last hope for defeating Stonehead and his invading hordes. The odds are against you as they were against all the others. But there's no turning back now--the freedom of the entire galaxy is in your hands.

INSTRUCTIONS

SYSTEM REQUIREMENTS

To play Victory Road on Apple IIe, IIc, or IIGS, you need:

- * 128K RAM
- * A 5 1/2-inch floppy disk drive
- * A color monitor that can operate in double hi-res mode
- * A joystick (optional)

GETTING STARTED

To start Victory Road:

1. Put the Victory Road diskette in drive A with the label side up and turn on your computer and monitor.

The Victory Road title screen appears.

2. Type J if you want to use a joystick, or K if you want to use the keyboard.

CONTROLS

You can use either a joystick or the keyboard to play Victory Road.

JOYSTICK

Button A Fire the gun or flame thrower in the direction you're facing.

Button B Throw a grenade in the direction you're facing.

KEYBOARD

Space Bar Throw a grenade in the direction you're facing.

Z Fire the gun or flame thrower in the direction you're facing.

Ctrl-S Turn the sound effects on or off.

Ile Ilc IIGS

U	7	Move diagonally up and left
I	8	Move up
O	9	Move diagonally up and right
J	4	Move left
L	6	Move right
M	1	Move diagonally down and left
,	2	Move down
.	3	Move diagonally down and right

SCORING

Gremlins	100 points
Crabs	200 points
Bugs	300 points
Knights	400 points
Winged Man-Beasts	500 points
Trolls	500 points
Crab-Demons	5000 points
Completing a Level	5000 points

You get a new man when you reach 50,000 points, 100,000 points, 150,000 points, and so on.

BRIEFING

BRIDGE OF THE GREMLINS

There is only one way to get into Stonehead's stronghold--that's across the Bridge of the Gremlins. Your unit will be deployed on UGC2750+8 Gamma just outside the bridge. You can expect to be attacked by gremlins immediately. The best tactic to use on the gremlins is the simplest one--keep firing. Once you get across the bridge, sphinxes--horrible winged man-beasts--will join the gremlins. Your shield will protect you from all your enemies for a few seconds before it decays in the atmosphere of UGC2750+8. Take advantage of it while you can.

There are several things to be aware of. You may find useful weapons lying out in the open where they have been dropped by those who have gone before you. You may also find them inside the bunkers that Stonehead's cohorts have constructed and under the ruined pillars that dot the landscape. Use grenades or flamethrower to destroy the bunkers and pillars to find if they hide anything useful. You can carry only one weapon at a time, so any weapon you pick up replaces the one you're carrying. If you lose a man carrying a weapon, you also lose the weapon.

The weapons marked with a lightning bolt are special devices left behind by previous missions. Touch such a weapon and it destroys all the enemy creatures around you--without doing any harm to you.

Stonehead has stationed a claw-demon at the entrance to the second line of defenses. The only way to destroy a claw-demon is to bombard it with grenades or to fire the flame thrower at it repeatedly. Your gun has no effect on it.

LAKE OF THE SPHINXES

Just beyond the claw-demon is the gate that leads to the second level of Stonehead's defenses. Before you go through the gate, check out the two bays on either side of it--useful weapons might be hidden there.

Once you cross into zone two, Stonehead's troops become more aggressive. They not only try to attack you, they shoot at you more often. Trolls also attack you for the first time when you reach zone two.

You can make your way through zone two either across the land or through the Lake of Sphinxes. At the far end of the lake, you find yourself facing two solid walls. Use your grenades to blast a hole in them so that you can pass through. You can't tell it from the way the walls look, but some parts of the walls are weaker than other parts.

You'll find another claw-demon awaits you at the gate that leads to zone three.

N'MAQQOK PLAZA

The gate to Stonehead's third level of defenses leads you first into N'Maqqok Plaza, the former central marketplace of the old city. On the far side of it is a polluted lake. You can wade through the lake safely, but don't spend too much time there.

You'll encounter deadly bugs and knights for the first time in zone three. Avoid them as you would any other of the alien creatures--they have venomous stings that can kill you in an instant.

Another claw-demon awaits you at the gate to zone four.

THE LABYRINTHS

Stonehead's fourth level of defenses are dominated by two sealed labyrinths. "Sealed" means that they have no way in or out--you have to blast openings through each of the walls to get through them.

Stonehead has yet another of his claw-demons stationed at the gate to the fifth and final line of defenses.

THE POOL

At the heart of Stonehead's defenses is The Pool, where he has stationed the most vicious of his claw-demons. There's only one way to destroy the last of these monsters--bombard it with all the firepower you can muster.

Stonehead won't hang around once you've dealt with this last and greatest threat. But the galaxy won't be free of him for long--he'll be back with reinforcements to challenge you in an even fiercer encounter.

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