

## SQUADRON

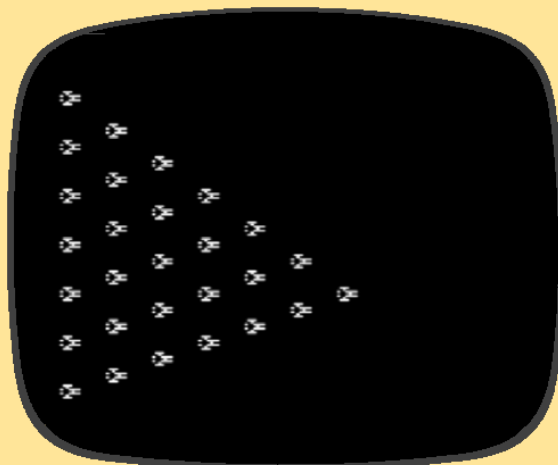
### FEATURES:

- \* 9 DIFFERENT MAPS / 3 LEVELS
- \* 4 KINDS OF ENEMIES WITH INDIVIDUAL TACTICS AND SKILLS
- \* SOME ANIMATIONS
- \* SIMPLE SOUNDS
- \* JOYSTICK REQUIRED
- \* FOR PAL AND NTSC MACHINES
- \* DISK OR TAPE SUPPORT
- \* NO RAM EXPANSION NECESSARY

COMMODORE VC20 / VIC20

## THE STORY

YOUR FLEET IS CAST AWAY ON THE EDGE OF AN UNKNOWN ENEMY SOLAR SYSTEM. YOUR SPECIAL UNIT, THE SQUADRON, MUST FIND A COURSE THROUGH THE ENEMY RANKS. BUT AN AGGRESSIVE SPECIES WANTS TO SUBDUCE THE HUMAN RACE AND DOES EVERYTHING IT CAN TO DESTROY YOU AND YOUR VANGUARD.



IT DEPENDS ON YOU AND YOUR SQUADRON, WHETHER THE MISSION WILL BE SUCCESSFUL.

## THE MISSION

FIND ALL PORTAL KEYS (▣) AND ESCAPE BY CROSSING THE HIDDEN PORTAL (▣) TO THE NEXT STAGE. YOUR MAIN TOOL TO SEE THE DISTANCE TO THE NEXT HIDDEN PORTAL KEY IS THE KEY SCANNER (▢). IT INDICATES WHETHER A KEY IS NEARBY (▢) OR VERY CLOSE (▢).

FULL BARS (▢) ARE DISPLAYED IF NO KEY HAS BEEN LOCATED.

TRY TO SHOOT YOUR WAY THROUGH WITH YOUR THREE SHIPS.

GUIDE YOUR FLEET SAFELY THROUGH THE DANGER ZONE.

FIGHT THE ENEMY.

SURVIVE!

## LOAD THE GAME

... FROM TAPE      TYPE      LOAD

... FROM DISK      TYPE      LOAD"SQUADRON PAL".8  
OR      LOAD"SQUADRON NTSC".8  
(DEPENDING ON YOUR TV STANDARD)

## START THE GAME

TYPE RUN AND PRESS ENTER

## QUIT THE GAME

PRESS RESET OR POWER BUTTON

## ITEMS



ENERGY PACK  
RESTORES ENERGY



EXTRA LIFE  
RETURNS A LOST SHIP



PORTAL KEY  
COLLECT FIVE OF THESE KEYS TO OPEN THE HIDDEN PORTAL



HIDDEN PORTAL  
A PASSAGE TO THE NEXT MAP

## KEY SCANNER



THE SCANNER  
SHOWS THE DISTANCE BETWEEN YOU AND A HIDDEN PORTAL KEY



NOTHING DETECTED  
NO HIDDEN KEY IN SCANNER RANGE



KEY DETECTED  
A HIDDEN PORTAL KEY IS NEARBY



KEY CLOSE BY  
YOU ARE VERY CLOSE TO A HIDDEN PORTAL KEY

## ENEMY OVERVIEW



THE MINE  
SCANS ITS IMMEDIATE SURROUNDINGS AND TRIES TO RAM ITS ENEMIES



THE PROSPECTOR  
DOES ITS WORK AND TRIES TO GET OUT OF YOUR WAY BUT  
CAN BE DANGEROUS



THE FIGHTER  
IS DEADLY BUT CAN ONLY SHOOT HORIZONTAL



THE GUARDIAN  
THE MOST DANGEROUS OPPONENT, SHOTS HORIZONTAL AND  
VERTICAL

## NICE TO KNOW



YOUR SHIP  
YOU HAVE THREE OF THESE SHIPS TO COMPLETE YOUR MISSION



THE ASTEROIDS  
JAMMING YOUR WAY, GRANTS COVER, HIDES PORTAL KEYS

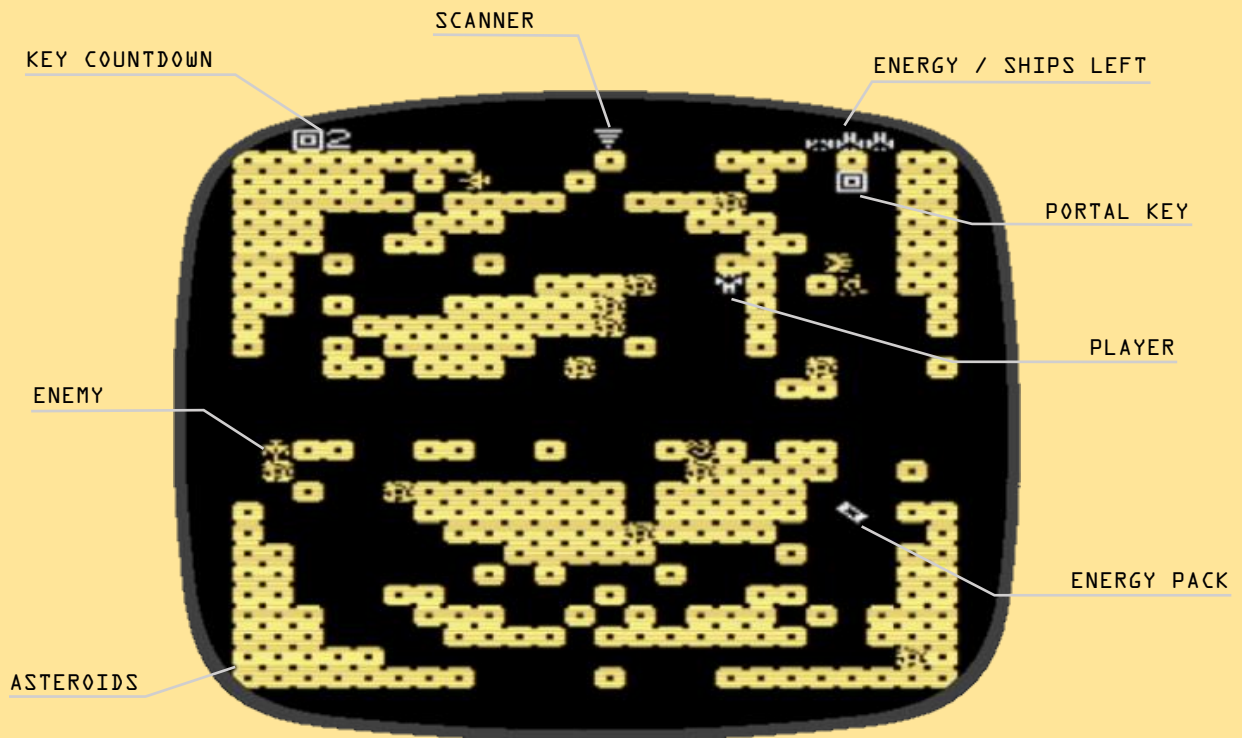


THE TROPHY  
AWARD FOR A COMPLETED LEVEL



THE MEDAL  
AWARD FOR A COMPLETED MAP

# ACTUAL SCREENSHOT FROM A COMMODORE VIC20



THANKS TO ALL HELPING MEMBERS FROM:

FORUM64.DE

SLEEPINGELEPHANT.COM/DENIAL/

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