



Meteor Storm Help Contents

The Contents lists Help topics available for *Meteor Storm*. Use the scroll bar to see entries not currently visible in the Help window.

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About Meteor Storm

**Copyright 1995
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Programming by Ron Paludan



Playing the Game

Object

The object of *Meteor Storm* is to protect the city from falling meteors and attacking UFOs.

Starting a new game

On the Game menu, click New Game or click on the **New Game** button to begin playing.

End of game

The game ends when the city is destroyed..

Launching Missiles

To aim a defensive missile, use your mouse to position the target crosshair. Launch missiles from the left missile base by clicking the left mouse button or launch from the right missile base by clicking the right mouse button. Once a missile has been launched it will fly to the the mark left by the target crosshair and detonate. Any meteors or UFOs near the missiles explosion will be destroyed. If a base is destroyed, it can no longer be used to launch missiles.

Missile Supply

When the game begins, you have a supply of 200 missiles. After each wave of 100 meteors have fallen, the player receives replacement missiles from the city. The number of replacement missiles depends on how much of the city has survived.



Scoring

For each meteor destroyed the player receives 10 points for beginner level, 20 point for intermediate and 30 points at advanced level. Each UFO destroyed scores 100, 200, or 300 points for beginner, intermediate and advanced levels respectively. After each wave of 100 meteors have fallen, the player receives bonus points for each city block that has survived.



Game Menu

New Game

Begin new game.

Pause Game

Freezes game. Select again to resume playing.

High Scores

View the top six previous scores.

Exit

Exit Meteor Storm.



Options Menu

Difficulty

Sets difficulty level to beginner, intermediate, or advanced. At higher difficulty levels, the player will face more meteors and faster, more aggressive UFOs.

Sound

Toggle sound effects on/off.

