

Welcome, ABM Commander!!!

[RULES](#)

[SCORING](#)

[INSTRUCTIONS](#)

RULES

Your mission is to protect the innocent civilians in the 6 Cities in your sector from the nuclear ICBM's of a maniacal, anti-American, Third-World dictator, whoever we're against this week. You do this by launching your own nuclear ABM's to fly into the path of the incoming missiles and detonate, destroying everything within the nuclear burst. The missiles come in waves and get faster and more numerous as the game progresses. After a few waves, SmartBombs begin to come in. SmartBombs can see the nuclear bursts and hover or dodge around them, and some of them can fly thru nuclear bursts for short periods. Occasionally, you will see Multiple, Independently-targeted, Re-entry Vehicles (MIRV's). MIRV's are special warheads which look normal until they are triggered, causing them to split into several warheads, all aimed at different cities! The game is over when all your Cities have been destroyed (even if you have ABM Sites).

WELCOME

SCORING

INSTRUCTIONS

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You start the game with 6 Cities and 3 ABM Sites. You get points during the wave for each ICBM (10 points) and each SmartBomb (50 points) you destroy. Bonus Scoring occurs at the end of each Wave. You get points for each City (100 points) that is still intact and for each unused ABM (5 points). Unused ABM's do not carry forward into the next Wave. ABM Sites start every wave with 10 ABM's.

At every 10,000 points, you get a Bonus City which is randomly placed somewhere in your sector. If there are no vacancies, the Bonus City is saved until a vacancy opens up. You do not get Bonus ABM Sites.

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Firing missiles: for the Left ABM Site 1, Q, A or Z
for the Center ABM Site 2, W, S or X
for the Right ABM Site 3, E, D or C

You may also use the Left Mouse Button to fire missiles in which case, the Targeting Computer will fire from the closest ABM Site

The Right Mouse Button is the Boss Button, so be sure to have your Editor/Word Processor/Spreadsheet up and running behind ABM Command.

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SCORING

