

ZOA II Demo

Absolutely requires a Power PC to run!

That said, here's the point of the game in a nutshell:

- You are piloting a spacecraft — ejected from the space station you are supposed to defend.
- Protect your space station from being hit by enemy projectiles (gray isocahedral shapes) by shooting them.
- Destroy all alien spacecraft as well.
- When you have no targets remaining, return and dock with your space station.

Now for a more detailed run-down:

- The Demo ZOA II gives you only 3 levels to play and no way to save a game (like with 3 levels you would want to).
- The Real ZOA II features practically no end to the number of levels (they just get harder and harder....). You can save games as well.

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- **Flight controls** are similar to that of a flight simulator — if you prefer to use the keyboard to control your ship, or want to try an alternative control method, go to the Control Options dialog. By default:

— The **mouse** controls **pitch and roll**

— The **space bar** fires your **lasers**

- **M** launches a **missile** (they're guided, but not perfect)
- The **up** arrow and **down** arrow cursor keys change your **throttle**
- **W** engages your (limited) **warp** engines
That should get you started — again, look at the Control Options dialog to configure these and for more options.

- **Your instruments** are described below:

Here is the top instrument cluster:

messages window num. missiles level on num. ships score

and here's the bottom:

ship speed shields remaining radar (num. targets at top) warp remaining fuel remaining

- **The targets** as shown in your ship's radar include:

- Projectiles (slow gray isocahedrons that do damage to your station)
- Raiders (fire lasers at you - have two long wings)
- Cruisers (fires missiles - some people think Cruisers look like fish)
- Marauders (fire missiles and tow off station segments (conical))
- Missiles (fired by enemies, flash on radar display)

As well, there is the enemy Command Ship that arrives at the end of every 5th level. It can only be destroyed with a hit to its reactor core. To reach the core, you must fly into the aft access tunnel (between the engines in the rear). Be quick about it though — the Command Ship will close on your station and enable a tractor beam that will shred your station and end the game.

- **Additional objects** you will encounter include:

- Refueling cannisters (these are tetrahedral and have blue triangles on them - don't shoot these, they give you fuel and warp when you run into them).

- Your Space Station (don't run into this - especially the spokes - as well, you can't damage this with your lasers).

- The Planet (you can't shoot it, and will never reach it - don't waste your time)

- The Sun (see the Planet above)

- Stellar Phenomena (galaxies, nebulae, etc. - see the Planet above)

- Small Projectile Fragements (when you break up a Projectile, sometimes small bits remain - they will do no damage to your Space Station although they will destroy you if you hit them)

- Tractor Beam (pyramid emanating from your Space Station - if you are able to protect your Station from damage throughout an entire level, the Station kicks on a tractor beam to assist your docking - fly into it)

- The Docking Buoy (a blue and gray flower-shaped object - this is launched from your Station if it is damaged - running into it kills your engines and thus stops you in a good place from which to manually dock).

- **There are countless little tips** I could go into, but in trying to keep this brief, I'll leave you to explore the game and figure the details out

yourself. Play with the menus and try different options. Have fun!

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