MISSILE ATTACK!
Version 1.0
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Intro
You're at war! Wave after wave of missiles falls upon you and it's your job to make sure that they don't land on your cities. Your defense? Nuclear counter attack guns! With an unlimited supply of ammo, your job is to maneuver your aiming site in the path of an incoming enemy missile and fire a counter attack blast! If the tip of an enemy missile is caught in the explosion of one your missiles, it is destroyed. But don't count out the enemy yet. If you succeed in destroying a certain amount of enemy missiles, they become very frustrated and will start sending even more and at a faster rate! Your doom is eminent....or is it??

General rules
You have six cities to defend. If an enemy missile manages to slip past your defenses and lands on one of your cities, you can guess the results; it is destroyed. The game ends when all six of your cities are gone. You do get a chance to get destroyed cities back though. As the war rages on, the people of destroyed lands work feverishly to rebuild them. Indeed, after every level one of your downed cities is revived, extending your chances of survival.

Your defenses allow for up to a maximum of 10 explosions on screen at once, after which you will have to wait for one of them to subside to allow time for reloading. With all your time spent guarding your cities, don't neglect your main base! If your base becomes the target of an enemy attack, then you will be rendered defenseless for a couple of seconds.

Scoring is based on two factors. The level influence: The higher the level, the harder the enemy will be and hence the more points you earn for destroyed missiles. Second is the number of cities remaining. Your city count acts as a multiplier to your score. Needless to say, you will score much more if you keep all six cities alive, while keeping only one alive will result in feeble scores. Also, after every level is completed you are awarded a level bonus based on how many cities are still standing. 1,000,000 point bonuses for having six standing cities are not uncommon for the higher rounds.

Setup
Missile Attack! is composed of only two files:

MISSILE.EXE   (Main program)
MISSILE.HI (High score table)

If Missile Attack! can't find the high score table, then it will create a
new one in the directory that MISSILE.EXE resides. MISSILE.EXE can be
placed in any directory on your hard disk. To delete the high score
table and start fresh, simply delete the file MISSILE.HI

Shareware

If you find Missile Attack! enjoyable and want to encourage me to
create more games, please register your version by sending $10, along
with comments, bug reports and suggestions for future games to:

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