

# TailGunner version 1.0

Created by Ian Firth

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Thank you for taking a look at **TailGunner**. I think you will find it to be a most entertaining game. Below are the general rules on how to play **TailGunner**. Please read them to fully understand the game.

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**TailGunner** is a space combat shoot-the-bad-guy type game. So the rules are very simple. Shoot all the ships before they kill you. See... simple. You are the Tail turret gunner on a futuristic spaceship that is making a run out of enemy territory. You are being pursued relentlessly by a large group of fighters. Your job is to destroy them. The enemy ships will attack you in wave after wave of merciless laser barrages. You are armed with state of the art plasma cannons and pulse lasers. These weapons will put a serious hurt on anything they touch. To fire your weapons, simply aim the crosshairs on your target and click a mouse button. The lasers are controlled with the left button, and the cannons with the right. Just aim and fire. At the top corners of the screen are 2 lock-shoot indicators that will flash when you are lined up over a target, don't watch them, but notice them with your peripheral vision. When they flash, fire, you should hit something. When you do hit a ship, you will hear it. And when you destroy a ship you will see it.

There are 3 different enemy ships in TailGunner. The first ship you will see will be the Transport Gunboat. It is well armored and will require 4 hits with the laser or 2 hits with the cannon to destroy. It is a slow moving ship and is an easy target. The two other ships are much faster but are not shielded from attack, they both require 2 hits with the laser or one with the cannon.

Your ship has very strong shields and a sturdy hull. Your shields will take at least 20 hits before failing, but your hull is good for no more than 6 hits. Your shields regenerate themselves as the game progresses, but if they get damaged to the point at which they fail, your ships hull will take the damage. To keep this from happening you can transfer excess power from your weapons to your shields to keep them at full strength. To do this you click the small button marked ' / ' that is to the right of your weapons charge indicators on the left cockpit display. This action will transfer a percentage of remaining weapons power to shields. You can do this while the game is playing or between attack waves. Once your shields have failed you can still bring them back online with this technique. *You will find as the game progress it gets much harder, and managing your shield strength becomes paramount to saving your ship.*

Your weapons also recharge themselves while the game is in progress. If the power level falls to zero for a weapon, give it awhile for it to come back online.

Trying to find the enemy ships in all those stars can be a real pain, so I have added an auto-tracking feature to locate them. If you click the button labeled 'TRACKING' in the right cockpit, to green tracking markers will light up in the view window. These will locate the ship when it first comes into range but will not follow the ship. Once you have mastered TailGunner, try playing it with tracking turned OFF.

Below the tracking button is a button labeled 'OPTIONS' click this button at anytime while the game is in motion to pause the game and pull up the options screen. Click the 'OPTIONS' button again to return to play.

The center cockpit shows the current wave being played. The total number of enemy ships destroyed thusfar is displayed in yellow and the number of ships remaining for the current wave in red. The left cockpit also displays your current score. If you achieve a high score, either winning or dying, you will be allowed to enter your name in the TailGunner Top Gun high score screen.

***TailGunner can be played at any screen resolution. The screen maximizes on startup of the game, but you can stretch it to just about any size at anytime. However, if you make the window too small, you can't see the entire cockpit and the game gets really easy. So don't make it too small.***

I hope you enjoy **TailGunner**. If you do enjoy it and decide to keep it, please remember to **register** your copy with me. *That way I can send you timely updates and software changes. You will also receive a registered version of the game on the disk format of your choice with your name emblazoned across the startup screen.* Just print out the **orderfrm.wri** file, fill it out and send to the address shown. Checks or Money Orders are accepted. Allow 2-3 weeks for delivery.

Please inform me of any bugs or hardware or software conflicts you find while playing **TailGunner**. I would appreciate it. Tips and suggestions to improve game play would also be appreciated. Thank You.

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