

KORONIS RIFT™

Apple⁺ Reference
Card

QUICK START

This special Apple Reference Card shows you how to play Koronis Rift on your 64K Apple Computer System. For game play descriptions, refer to the manual. The selection of either the joystick or keyboard version of the game is done when the title screen is shown.

KEYBOARD VERSION: press any key **JOYSTICK:** press either joystick button. If possible, we recommend the use of a joystick for ease of control.

Instead of the six colors of the spectrum as mentioned in the manual—red, orange, yellow, green, blue and purple, the Apple has four—orange, green, blue and purple. All the manual references to red should be changed to orange, and yellow to green. The principle of laser and shield colors (see "Weapons Systems" page 13) remains the same. Remember to choose your shield color to be the same color as the shots coming at you, and your laser color to be as different as possible from the shields of your enemies (the color of the saucer).

To Pause Game: press the RETURN key.

To Turn the Sound On and Off: Press Control S.

To Reboot: Apple II+ - Use the Escape key.
Apple IIe or Apple IIc - Use control RESET or open-apple control, RESET.

JOYSTICK CONTROL

Use **button 1** on the Apple joystick whenever "button", "fire button", or "joystick button" is mentioned in the manual.

Use **button 2** to move the cursor from the view window, to the select area, and

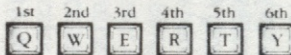
back to the view window (see diagram and instructions Operations Manual pages 5-8). This avoids accidentally starting or stopping your Surface Rover's engine when moving to and from the viewscreen.

KEYBOARD CONTROL

To select "message area functions" press the appropriate numbered key (1 through 4) and then press the SPACE BAR. LEFT to RIGHT these options are:

- 1** first option, (i.e. CALL SHIP, STAY HERE, EXIT SHIP)
- 2** second option, (i.e., LOOT HULK, SAME RIFT, DISMANTLE)
- 3** third option, (i.e. ADD MODULE, NEXT RIFT, ANALYSIS)
- 4** fourth option (i.e. END GAME, SKIP ONE.)

To make a selection in the "module area" press the appropriate letter key and then press the SPACE BAR. The letters correspond (left to right) with the six module slots available.



Drive: To start and stop forward drive (moto:) press S. Left Turn: press A. Right Turn: press D. To stop turning press the opposite directional key.



Targeting and Firing Laser: Refer to diagram. To quickly move or change direction of your targeting cursor press appropriate motion key several times. To stop cursor press the opposite directional key. To move in the opposite direction press again. To fire laser press the SPACE BAR.

