PROVOCATOR

Loading

Insert the disc in drive 0, hold down SHIFT and press BREAK. The loading screen should appear within a few seconds. The game will tell you to 'PRESS START' (SPACE BAR) once it has been loaded.
The disc should be Write Enabled as the top score is saved to disc.
If you have difficulty loading Provocator, turn your machine off, hold down the 'R' key and switch on whilst holding it down. Then repeat the loading procedure.

Scenario

Your people fled their home planet to escape the imminent supernova of it's suns. A giant convoy of ships was assembled and is now traversing the galaxy in search of a new world.
However, the convoy has mistakenly entered alien territory, and has come under severe attack. The enemy has made many attempts to destroy the convoy by wiping out the oxygen supplying vegetation domes. These attempts have been made in vain as the domes have been protected by shields, until now ....
As the shields start to fail you must protect the domes until the convoy can clear alien territory.

Game Play

The game is split in to 3 attack phases, spread over 32 different levels.   Your main objective is to protect the 4 domes which appear on the radar as coloured dots. The colour indicates the state of the shield protecting it: **PURPLE=Protected**
WHITE=Venerable
Aliens attack the venerable domes by hovering above them for approximately 15 seconds. A warning noise will sound at the

beginning of the 15 seconds. When a dome has been destroyed, it will vanish from the radar.

 If all the 4 domes are destroyed your ship is warped deep inside alien territory. Here you must destroy as many alien ships as you can before you are overwhelmed.

 Throughout the game aliens may escort various power crystals which when shot have the following effects on your weapon :-

RED CRYSTAL   = **3 way shot.**
GREEN CRYSTAL = **Laser beam.**
BLUE CRYSTAL   = **Power shot.**

 The effect is lost when your ship is destroyed.

 Once all enemy ships have been destroyed or have finished their attack run, a message will appear above your ship informing you to "Dock Now". To dock you must re-enter the ship at the place you were launched from at the slowest possible speed. An extra life is awarded every 10,000 points.

Controls :

A - Up
Z - Down
SPACE - Turn / Start Game
RETURN - Fire
SHIFT - Thrust
CTRL or ALT - Turbo
P - Pause/Unpause