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 (motor) 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.
HINT CARD

Read these hints if you're having trouble getting to the higher Rifts:

- Remember that not every hulk contains useful modules, and that some modules are more useful than others. Let Psytek help you decide which modules to keep. Make sure you always have a good generator, shield, power reserve, and laser (in that order of importance). Your last two slots could be drive, radar, or any of the other modules you will find. Make note of where you find good modules in one game, and go directly to them in a later game.

- The longer you take to play the game the tougher the saucers become. Keep moving. You can rest in your ship with Psytek. Try not to spend more than about two or three minutes on each level, and feel free to skip levels if you've never found anything particularly useful on them.

- Don't fire needlessly. If you keep your power reserve low your shield will recharge slowly. Let the reserve charge up when you can. Sometimes the best modules on a level are not in the closest hulks. For example, on Rift 3 you will start out with your radar pointing forward. There are some useful modules that way, but if you turn around and go in the opposite direction you will find a better generator and a better shield more quickly. These can let you last long enough to safely explore the whole Rift.

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NB: The Koronis Rift Operations Manual packaged with the Apple II version is just the Commodore/Atari one which can be readily downloaded on the web.