

## PLAYING THE GAME

The VDU option displays are vital. Using the map, you should navigate yourself to the threatened country. Get the cosmogun on the way. When at your destination, keep the satellite on the screen by moving left and right only. Select the cosmogun and head towards the satellite. When you are at the same level as the satellite, it will drop a bomb. You should then manoeuvre your ship to face the bomb and attempt to blow it up before it reaches the earth.

## DESTROYING A SATELLITE

First you must shoot enough aliens to obtain a blaster, then aim towards a satellite as above and when it is on your level, shoot. Remember that you only have one chance. Once a satellite has been destroyed the area of the world beneath it is no longer under threat.

## GAME OVER

The game terminates when . . .

- 1 Your energy is completely diminished by the alien bombs.
- 2 The satellites have demolished all eight cities. The cities start with a rating of 5 out of 5. This goes down each time the city is bombed and on reaching zero, the city is destroyed.

## ALIEN ATTACKS

Alien ships are concentrated around the satellites. Each satellite has a different concentration of aliens defending it. As the game progresses, the frequency of aliens increases.

Points:	Alien Ships	5
	Satellite Bombs	150
	Satellites	750

(Also score increments at constant intervals.)

## WEAPONS ARE:

Cosmogun:

Limitless lifespan. Used to kill aliens only. Only two bullets may be fired at any one time.

Fazalaza:

Obtained after shooting 12 objects. Lasts for 50 shots. Used to kill aliens only. Three bullets may be fired at any one time.

Blaster:

Obtained after shooting 144 objects. Lasts for just one shot. Used to destroy a satellite. This may be used to kill aliens, but it is not advisable to waste it.

Dynoray:

Obtained after shooting 12 objects. Lasts for 10 shots. Used to destroy satellite bombs but may also be used to shoot aliens. Three bullets may be fired at any one time.

## CONTROLS (SPECTRUM & AMSTRAD)

Fire	: Space	Down	: A	Right	: P
Up	: Q	Left	: O	Menu	: Enter

## LOADING

Amstrad (Tape) : Press Control and Enter together and follow screen prompts.

Amstrad (Disc) : Run "Disc".

Spectrum: LOAD " ". Press ENTER.