

- EXPLORER -  
ZX Spectrum 48K/128K  
© 1989/2015 Luca Bordonì

#### INSTRUCTIONS

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Guide your ship through six enemy zones and destroy the final base.

Hit red tanks to increase fuel.

Hit purple tanks to gain random points.

|            |     |         |
|------------|-----|---------|
| Missiles   | ... | 50 Pts  |
| UFOs       | ... | 80 Pts  |
| Fuel tanks | ... | 100 Pts |
| Oil tanks  | ... | Mystery |
| Base       | ... | 800 Pts |

Once the task has been accomplished, a flag denoting a completed mission is posted at the bottom right of the screen, then the game will reboot and speed will increase.

#### KEYBOARD CONTROLS

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Default controls are compatible with a cursor-joystick:

LEFT = 5 / RIGHT = 8 / FIRE = 0

Keyboard controls can be redefined through the "Setup Keys" menu.

#### CREDITS

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A first release of this game was written in Basic in far 1989, entitled "Space Chase". It was a weak attempt to play a vertical clone of my favourite arcade game at the time.

In 2015 the code was totally rewritten and compiled with Boriel's ZX Basic ([www.zxbasic.net](http://www.zxbasic.net)), revisiting the graphics and bringing a bit of shine.

Special thanks to:

- [Einar Saukas](#) for his magic flicker-free scroll routine;
- [Chris Cowley](#) for the start tune.