

EXPLORER 2

for the 48K ZX Spectrum

THE STORY

The Mars Corporation has reassembled the arsenal and from the ashes of the first battle a new space base has been built.

Your task is to find a nuclear bomb and destroy the reactor down in the deeps of the enemy outposts dropping the devastating weapon over it.

Pay attention to the fuel level, land over the docks for a safe supply and fire the fuel tanks.

Along the way you could find precious minerals which will let you gain bonus points.

CONTROLS

From the main menu, you can choose between:

- Keyboard
- Kempston
- Redefine Keys

KEYBOARD DEFAULT CONTROLS

- Cursors to move left/right/descend/thrust
- 9 drop bombs
- 0 shoot lasers

TIPS

Your spaceship will automatically climb down, balance the position to move amongst the narrowest passages.

Walls are deadly, however, there're few seconds of tolerance before the collision.

There's more than a bomb around the labyrinth; once found the first one, keep it aside for the final reactor.

CREDITS

Game code & graphics by Luca Bordoni

Music by Rich Hollins

Screen by Jarrod Bentley

Arcade Game Designer by Jonathan Cauldwell

AGDX enhancements by Allan Turvey

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