3 Lives **4 Battle Zones**

'Z'

Instructions for Play

Gameplan

The aim of the game is to destroy all attacking aliens. After every 10 standard aliens are shot, an energy unit will appear; destroy this and an energy capsule will be released. Chase and collect the capsule to obtain energy bombs (running total gained displayed at bottom of screen). Once you have several energy bombs you can blast a hole through the moving force barrier surrounding the Transporter Unit. Once a large enough hole has been created guide your ship into the transporter to hyper-warp to the next level.

Features

Energy Unit  **Energy Capsule** ●

Level 1 – Alien Complex **Points**

Standard aliens – 20 per squadron,
1 squadrons **100 points each x level**

Energy units –
appear after 10 aliens shot **400 points**

Meteorites –
slowly orbit planet surface **100 points**

Transporter Unit –
penetrate force barrier to enter hyperwarp

Level 2 – Countryside battle zone
As level 1 **PLUS**



Flying Saucims –
emit directional missles **300 points**

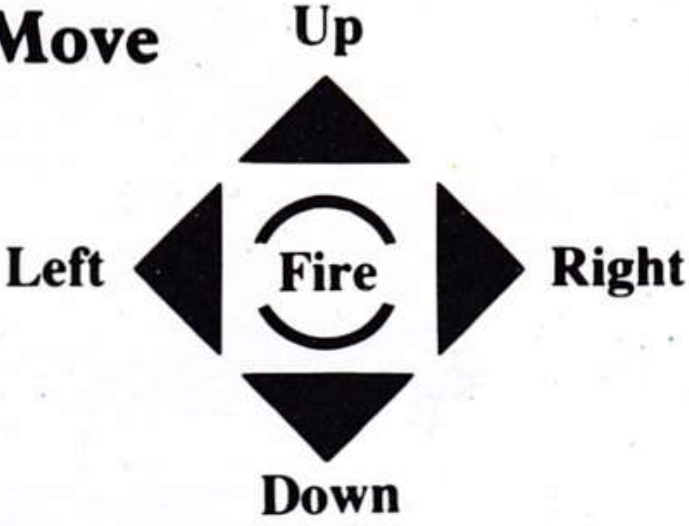
Level 3 – Lunar Landscape
As Level 1 **PLUS**



Mother Ships –
emit homing missiles,
5 hits to blast to pieces **500 points**
Extra Life Bonus

Level 4 – Nightflight
All hazards of Levels 1, 2, 3 **PLUS**
No Transporter Unit
and final mission – once 5 bombs are collected the alien control ship will appear, only direct hits with all five bombs will destroy this ship and complete the game.

How to Move



Space fires bombs to penetrate force barrier.

How to Load

Switch machine off then on

Hit CTRL and small ENTER together.

Press PLAY then any key.

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