

THE GAME

The time had come at last.

The domination of the Orbitals had to end, and this was the only chance.

It was time for mankind to regain their place as the rulers of Earth.

Therefore the petty states that were left after the aliens had destroyed the old order in the disastrous "Rock War" – when they had rained meteoric destruction down on Earth from their orbiting Spacestations – had put aside their differences for one final effort to regain their independence.

They had built a space-worthy Starfighter and equipped it with the best technology that they could acquire. Of course the aliens withheld their most sophisticated devices, that was how they kept the world enslaved. However, due to the secret nature of the project, only one such craft could be built.

The Aliens must not be allowed to let their dreaded missiles loose again.

Your mission is to fly the only space craft available to destroy the orbital Spacestations. This is the last chance for the people of Earth, for their orbiting masters will never again allow them even this slim chance to regain their freedom.

You must not fail!

Be careful, space is full of debris and mines. The aliens have plenty of fighter craft, and they are faster than yours!

Only a true hero can save the Earth!

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LOADING INSTRUCTIONS

AMSTRAD 464

Press CNTRL and small ENTER keys.

AMSTRAD 664/6128

Type ITAPE and press RETURN.

Press CNTRL and small ENTER.

PLAYING INSTRUCTIONS

Pick up barrels to gain extra fuel, indicated on the right of the screen.

Pick up delta wings to gain extra lives, indicated on the bottom of the screen.

Pick up bombs and use them to destroy enemy fighters and rockets, the number of bombs you have available is indicated on the bottom of the screen.

Pick up the double winged craft to gain an extra rear-facing laser indicated by the doors bottom left.

Avoid rocks, explosions, other craft and mines.

Shooting barrels, ships and bombs to destroy them.

Use the scanner, top right, to identify the position of the Spacestations.

Shoot the centre fo the Spacestations to destroy them.

Shooting the outside pods does not disable the stations. Be careful of their missiles.

Destroy all the Spacestations to complete the wave.

Condition indicator tells you of any hostile fighters, these are also indicated on the scan.

Formation indicator tells you the exact formation used by the hostile fighters.

Use these instruments to plan your tactics.

When the docking indicator is on, as at the start of the game, you may dock with motherships for protection.

Picking up the miniature motherships turns the indicator off.

Docking with indicator off will send you to a different part of the screen.

Dock carefully, there is no room for error.

CONTROLS

Use the joystick or the cursor keys to control the movement of your craft, or Q—up, A—down, O—left, P—right.

Use the copy key, space bar or the fire button to shoot laser, and to start the game or to restart after losing a life.

Use Enter or Return keys to drop bombs.

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