

You have just seven days to prevent Dr Destructo from carrying out his evil plans and launching a massive global attack. Not satisfied with his own powerful empire, he wants complete control over the Earth and is prepared to go to any lengths to achieve it! For months he has been plotting and planning in his secret island stronghold, the Last Resort, but fortunately the plans have been leaked and there may just be enough time to prevent him from carrying out his attack – but you have absolutely no time to waste ...

GAMEPLAY

Your mission is to destroy the Empire of Dr Destructo and ultimately his island stronghold in just seven days. The game consists of 21 screens which will phase through from day to night as the game progresses. The buildings and fleet of the Destructo Empire are destroyed from the impact of shot down air and space craft, or by the bomb which is allocated to each player per screen. Each impact will remove a small section of the ship, island or building. When the missing sections amount to a gap through to the base, a leak is created and a water spout is formed. Most objects need three leaks in order to be successfully destroyed.

THE DESTRUCTO TASK FORCE

GREEN PLANE – Relatively slow and harmless, occasionally changes altitude.

GREEN JET – Fast but harmless, occasionally changes altitude.

GREEN TWO SEATER – Bounces along quite harmlessly, until hit and then it reveals its true colours as it changes into a deadly blue air craft!

BLUE TWO SEATER – Slow but hazardous, occasionally changes altitude.

BLUE JET – Fast and dangerous. Zips along occasionally changing altitude.

SUCKER DART – Unstoppable and fatal!

HELICOPTER – Deadly and is likely to change direction in mid-flight. Releases a lethal sucker dart, and remains dangerous even after it has been shot down.

SKYMINE – Enters from the top of the screen, hovers and then leaves the same way it arrived. An extremely dangerous obstacle that cannot be destroyed. You'll definitely hear this one coming.

YELLOW BOMBER – Big and dangerous. Flies along changing altitude and dropping clusters of altitude bombs that are harmless until detonated, and don't imagine that your problems are over even if you manage to shoot it down.

ALTITUDE BOMBS – Harmless until exploded, but they can be destroyed.

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THE GAME

SHUTTLE – Enters from the top of the screen changing altitude and direction rapidly. Launches satellites and refuses to give up the fight even when it's been shot down.

SATELLITE – Very dangerous and likely to change altitude and direction in mid flight.

HYPERJET – A slow starter, but there's more to this one than meets the eye.

SPACECRAFT – Harmless.

SAUCER – Beware the hovering flying saucer!

SCORING

Scores are calculated separately per screen, and the winner of each "points challenge" is awarded an extra life.

GREEN PLANE	10	SAUCER	50
GREEN JET	10	SHUTTLE	50
GREEN TWO SEATER	10	HYPERJET	50
BLUE TWO SEATER	20	BOMBS	10
BLUE JET	20	SPACECRAFT	10
YELLOW BOMBER	50	PARANOIA	10

CONTROLS

Joystick or keyboard

Single play – joystick in port one or keyboard

For two players:

Player one – joystick in port one

Player two – joystick in port two or keyboard

	Joystick	Keyboard
Anti clockwise	Left	Z
Clockwise	Right	X
Accelerate	Up	Shift
Launch Bomb	Down	Space Bar
Shoot	Fire	Return/Enter
Pause/P	Resume/Return	
Quit/Q	(while in pause mode)	
Sound swap/S	(while in pause mode)	

LOADING INSTRUCTIONS

Amstrad 464: Press CNTRL and small ENTER.

Amstrad 664/6128: Type | TAPE and press RETURN.

Press CNTRL and small ENTER.

