

PLAYING TERRA-COGNITA

The game is shown on plan view, with the landscape scrolling down. You play the role of the escaping Mining Engineer, escaping in his small scout ship. You have to make your way over 100 screens of tortuous terrain to the mother ship waiting at the end.

But its not easy! The computer has activated force field beams that rise up off the surface. Should the ship hit them, your ship will explode. Droids, controlled by the computer come at you, in wave after wave. Avoid them, or you will again explode!

You have equipped a photon lazer beam, that will shatter the Droids into a thousand pieces. It does NOT have automatic repeat.

Flying over the surface uses up fuel. Your current fuel status is shown as a bar at the top of the screen. Should you run out of fuel you will plummet to the surface of the planet and explode. You can pick up fuel by flying over fuel zones.

You have available to you 3 speeds. These are dehyed proton drive (slow), standard proton drive (medium), and warp drive (fast). Upon entering or exiting these speeds the screen will flash. **YOU CAN ONLY MAINTAIN THE SLOW AND FAST SPEEDS FOR A SHORT WHILE.**

Shooting the Droids gives extra points. You can however pick up **BONUS** points by flying over a bonus area.

Avoid the time shifts!! These will disrupt the space/time continuum, and take you back to screen one.

Every time you die, you start off on a launch pad. These launch pads are the only flashing things you can fly over.

You can pick up extra lives.

You can pick up force field generators that make you invincible for a short period only, from the Droids only. You will have turned green to signify this.

REMEMBER: IF IT FLASHES, AND IS NOT A LAUNCH PAD, AVOID IT!



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