

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 missiles **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.