

COMMODORE 64®/128™

OBJECTIVE

You must blast your way through the enemy's outer defense systems to reach the POLON Motherships. When you have destroyed the mothership, you will be teleported to the next enemy defense system. On your way you will be able to build up your ship's power and speed. But beware, when you die you lose one of your fire powers (F) until you are down to basic fire power, you also lose "auto-repeat" fire power (B) if you have it.

LOADING INSTRUCTIONS

- Turn on computer and disk drive.
- Insert disk into the disk drive, label side up.
- Type **LOAD**"*", 8,1 and press **RETURN**.

With a Fast Load™ Cartridge:

- Turn on computer and disk drive.
- Insert disk into the disk drive, label side up.
- Press and hold the **C=** (Commodore key) and the **RUN/STOP** key simultaneously.

CONTROLS

Control (Ctrl key)—pause/restart

Joystick—Controls your ships movement and fire (up, down, left, right, and FIRE BUTTON).

ENEMY INSTALLATIONS

There are seven firing enemy installations:

- TRAJECTORY X7** these fire straight toward you.
- FAST TRAJECTORY** like Trajectory X7's but much faster.
- SHIELDERS** these fire a wide bullet straight down the screen.
- STRAIGHTS** these fire two bullets horizontally and then two bullets vertically.
- HOMER** these fire homing bullets (BEWARE, they follow you around).

There are four types of walls. These walls will kill you if you run into them, and each requires different amounts of shots to destroy.

All other installations should be destroyed. These are:

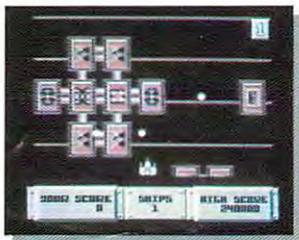
Antenna—Tanker—Radar Jammer—Control Towers—Beer Diamonds

BONUS AND OTHER COLLECTIBLES

These can be picked up by running over them.

- F** Gives you extra fire power (maximum 2).
- B** Gives you bonus fire, "auto-repeat."
- S** Speeds up your ship's movement.
- Z** Slows down your ship.
- I** INDESTRUCTIBLE (for a short time).
-  Bomb, gets rid of all bullets on the screen.
-  Makes you move only left and right for a short time.
- D** Drain, takes off all bonus and reduces you to a basic ship.
- There are mystery's hidden in the levels.
-  Reverse, allows you to reverse direction for a short time.

BULLDOG™



As you blast to the Mothership you'll have to destroy control towers, tankers and enemy radar jammers.



It's do or die when you finally encounter the Mothership. Your mission: Waste her.

For eons our small colony has struggled to penetrate the outer POLON defenses. Alas, countless deaths attest to the futility of our attempts.

But we must persist. For somewhere, deep within enemy lines, lies the Mothership. The scourge of our universe. And until we destroy her, we are nothing more than slaves.

What was that you muttered? You'd like to give it a shot? My foolish friend. The POLON weaponry goes on forever. At best, you'll face layer after layer of resistance. Even if you somehow build up your ship's power and speed enough to teleport across their system, there's no telling what you'll face once you annihilate the tyrant vessel.

Frankly, my naive hero, pilots much more skilled than you have never come back.

But of course they wouldn't listen either.

Distributed by Val-U-Line Software Co., a Division of EPYX, Inc.
© 1987 Gremlin Graphics Software Ltd., U.K.

Part No. 20207D

