

AMSTRAD LOADING INSTRUCTIONS RUN"

A power hungry race of aliens has invaded a neighbouring planet but the invasion has gone drastically wrong. The aliens have decided to evacuate but have lost all their weapons and are now defenceless. As a member of the Interstellar Mercenary Organisation you help evacuate the aliens, protecting them as they head for their escape craft.

Your objective is to complete the game as quickly as possible without dying whilst accumulating as many points as possible. In the very centre of the screen is a number. This is the number of aliens you must 'get home' to complete the level. Aliens appear at the perimeter of the playing area every few seconds and begin to head for one of the two rescue craft near the centre of the screen. The better you defend the aliens the quicker you will complete the level and the bigger will be the bonus that you receive.

Bonus life every 20,000 points.

CONTROLS

JOYSTICK AND KEYBOARD

You control the gunfighter who starts in the centre of the screen. You can move up, down, left and right using either the joystick, cursor keys or

Q up

SPACE fire

A down

O left

P right

H hold

ESC quit

Real time high score

SPACE SNAKES

These consist of a head and a tail. If you shoot the head then the overall length of the snake will decrease by one. If you shoot any part of the tail then the snake will break into two and a new head will form. Shooting the head is the safest but most difficult method whilst shooting the body will bring in big points but make life somewhat tricky. Entirely destroying a snake offers a big reward. The next alien to reach its escape craft just after an entire snake has been destroyed will count as three aliens. This offers the best method of completing a level quickly and getting a higher bonus score.

EXPLODING PODS

These pulsating pods appear periodically and should be destroyed immediately if at all possible. Failure to do so will result in them exploding. Surviving an exploding pod is difficult but can be perfected with practise.

SAUCERS

Small spinning remote craft that spray fire in all directions. Should be destroyed but approached with care.

LASER BOLTS

At the bottom and right hand side of the screen are two laser bases which fire laser bolts at regular intervals. Avoid the laser bolts as they are harmful and indestructible. When two bolts meet an Astro Brick is formed.

ASTRO BRICKS

These are harmless but inconvenient since they block your path. Simply shoot to destroy them.

LIMPETS

Limpets are a real menace as they home in on you wherever you go. Fortunately, they do not appear until quite late on in a level and can be avoided altogether by destroying snakes.

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Zeppelin's brilliant battle game
set at the front?



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Have you written a game which comes up to Zeppelin's high standards?

↓ If so, send off for immediate valuation to the address below.