

Alkahera

Amstrad

3 escape pods

Instructions for Play

Gameplan

You have been charged by the Government Authorities to work for the Board of Trade, clearing space pirates from the vital intergalactic trade lanes. You have been allocated 3 escape pods in case you receive a hit on your craft or your overzealous flying leads to a reactor overload. An additional pod is given for each area of galaxy cleared. Prove yourself capable on your first mission and the authorities will reward you with an even more difficult area of space to clear and as you improve so the difficulty will increase. Go and give 'em hell.

Features

3D Viewfinda:

- Alien beings present - directional indicators glow red
- All clear - directional indicators glow green

Hyperblast (1, 2, 3): kills most aliens and charged by using 1, 2 or 3 key)

When indicated red on panel then can be activated using the appropriate key.

Once it has been used then cannot be recharged
Front/Rear Shields - indicators show current strengths

Reactor Overload – avoid overloading – keep engine use to a minimum, fire with discretion, avoid being hit.

Laser Fire SB – Stand by

ON – on

SD – Shut down (when too hot to operate)

Temperature Indicator – visual indication when shut down approaches.

How to Move

Keyboard

Left **Z**

Right **X**

Up **)**

Down **/**

Fire **Return** or Joystick

Release escape rod **esc**

Accelerate **space** Decelerate **control**

Freeze/Unfreeze **F** Rerun game **R**

How to Score

Blast your way and you'll soon be rewarded.

How to Load

Press Shift and Ctrl keys together.

Press **Shift** and **Ctrl** keys together.



REACTOR
LOADING
HIGH



VIEWFINDER



LASER

58

ON

50

TEMP

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RL

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SHIELDS

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