

YOUR CRAFT

You fly a J.O.S. Fighter. You have powerful beam lasers that fire forwards and blitz bombs that explode all aliens on screen. You start with a limited number of these, but can pick up more from bonus files. You need to patrol the ten areas, and make sure that the aliens do not have a free run to destroy any one of them. Do not concentrate on one area, as then the aliens will have no difficulty in destroying the others.

CONTROLS

You are given the choice between joystick or keyboard control.

Up	Q
Down	A
Left	O
Right	P
Fire	Space
Blitz Bomb	Tab
Pause	Return
Abort game	Esc

Pausing game shows you the region statistics.

BUBBLE ALIEN



25 POINTS

TRIALIEN



25 POINTS

BUBBLE



25 POINTS

SQUARE TRI



25 POINTS

SKULL



25 POINTS

FIGHTER



25 POINTS

SKATER



25 POINTS

EYE BALL



25 POINTS

SPIKEY



25 POINTS

DRAGONS



Dragons come in various shapes, sizes and speeds. You score 25 pts. for each bullet that hits the dragon in the head. When killed it turns into icons, which are as follows.

ICONS



There are 5 different icons. Energy, Aura, Bombs, Key, Mystery. Energy replaces Energy Aura - Aura and so on. A key puts you to the next area.

MOTHERSHIPS



No points are scored for shooting Motherships.



Each takes about 10-15 shots to kill.

B SIDE: MOLECULE MAN - THE INFERNAL SURVIVAL GAME!

Lost in the middle of an enormous maze, time and radiation are your enemies. Escape via the teleport would be easy, apart from the fact that you need to collect the 16 parts of the circuit first. In this cruel world extra time can be bought with money, however when you find a coin you have to decide whether to buy life pills or the bombs you need to reach certain parts of the maze.

CONTROLS

Definable at the start of play.

THE MAZE DESIGNER

A separate program that follows after the game. To load it stops the tape after loading the game, reset the computer and follow the normal loading instructions. You will see a cyan window in the top right hand corner, a yellow window running down the left hand side, a window labelled current, two indicators X and Y and a list of commands. The cyan window displays the locations, you can move the window to display any location, or display all the maze by pressing Y.

To edit the maze, you must first select the object you wish to use, press O Space or Fire and move the cursor in the yellow window over the object you require, as not all the objects can be shown at once, move the cursor off the top or bottom of the window to scroll through the other objects. Press O to select. Press E and a cursor then appears in the cyan window, move around the maze, moving off the side of the window to move onto the next location, press fire to place the object. You can change all the objects to the current object by pressing L and restore them by pressing C.

LOADING INSTRUCTIONS

Amstrad 464/664 - Press CNTRL and small ENTER

Amstrad 6128 - Type I Tape and press return. Press CNTRL and small ENTER.

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MASTERTRONIC