

ORBIT 2000

ST/Amiga

Loading:- Insert disk into drive and switch on machine.

To start game press fire on joystick.

Shoot the aliens by pressing fire, avoid their fire by moving left and right. A shield to make you temporarily indestructible can be activated by pulling back on stick. There are a limited number of shields and they can only be activated when the READY indicator is lit.

After despatching a wave of aliens you must steer your way through a storm of fiery asteroids to reach the undefended alien command ships, destroying these will earn extra points and cash with which to re-equip your ship.

In the shop choose the equipment you wish to purchase by moving the marker and pressing fire, if you want to buy the item then move the marker to the question mark [?] and press fire. To return to the game move onto the OK icon and press fire.

The panel to the right of the screen contains the following information:-

SCORE Points earned.

CRAFT Number of ships remaining.

SHT Sheet number.

SHLD Number of shields remaining.

BUL Bullet number - There are 3 types of bullets with increasing destructive power.

NO The number of bullets fired per shot.

SPD The rate at which bullets can be fired.

MAN Type of ship - higher numbers mean faster ships.

AIR Maximum number of airborne aliens.

SC.X Score multiplier.

READY Indicator for availability of shields.

After the game has finished enter your name on the high score table by typing it from the keyboard, then press Return.