

LLAMASOFT SOFTWARE

ABDUCTOR INSTRUCTIONS

3. CONTROLLING THE PLASMA CANNON

Move the joystick left and right to move your cannon. Press the red button to fire a plasma bolt. Two quick presses result in double firing if you have a double stage cannon.

4. YOUR MISSION

Shoot down all the aliens before they take your men. If you shoot an alien as he is lifting your man, he will float down to the surface and be safe. If the alien reaches the top with your man, a skull will be thrown down at you. The skull is lethal so mind out.

GAME OVER occurs if:

- a) You lose 3 Plasma Cannons, or
- b) Your last Humanoid's skull hits the earth.

When your Plasma Cannon is destroyed you get a new set of Humanoids.

5. DIFFICULTY

The game gets harder as it progresses, because

- a) The aliens speed up.
- b) You get more aliens.
- c) The probability of shots 'bouncing off' the Alien ships' hulls increases.

6. SCORING

For each	WHITE SHIP	10pts
	RED "	20pts
	CYAN "	30pts
	PURPLE "	40pts
	GREEN "	50pts
	BLUE "	60pts
	YELLOW "	70pts

200 points for rescuing a Humanoid.

7. TIPS

- 1) BLAST AS FAST AS YOU CAN.
- 2) BE ACCURATE ON ALL WAVES — especially waves 1,2 and 3. Note that IT IS NOT POSSIBLE TO RESCUE the extreme left and right-hand Humanoids with a single stage Plasma Cannon.
- 3) LEARN THE 'SAFE SPOTS' on each wave. Watch out for waves where the aliens come up from underneath you.
- 4) KAMIKAZE WHEN NECESSARY. If you have 2 or more ships left and your last Humanoid has been abducted, get KILLED before his skull hits the deck. You'll lose a ship but get extra Humanoids.
- 5) STAY COOL.

Awesome players will be looking for scores greater than 15,000.

Good luck and KEEP BLASTING!

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LLAMASOFT! SOFTWARE
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