

LOADING INSTRUCTIONS

400/800 — Turn computer OFF. Remove all cartridges. Turn ON computer while holding down the **START** button. Press **PLAY** on the cassette deck then the **RETURN** key on the computer. The game will load automatically.

600/800XL — As above but hold down both the **START** and **OPTION** keys while turning the computer ON.

THE GAME

It's five years on, the battle to save human life from the alien invasion has been successful. But only up to a point. Orbiting the earth are the remains of the alien might - 16 hyperspatial mothercraft surrounded by spherical shielding ... There's no time to relax! You abandon your prototype jetpack and enter a sleek bi-wing fighter. Your objective is to destroy all the shielding and wipe out the mothercrafts once and for all. But this isn't as easy as it sounds: there are soul suckers patrolling the area, and the crafts have their own deadly energy-bolt defence systems. Also, when the mothercraft starts to glow you must be ready to take evasive action as an energy-pulsar will follow at the speed of light. Your fighter can only sustain five hits so you'll have to be extra careful. And remember ... the future of human-kind rests with you!

CONTROLS

JOYSTICK ONLY

"RESET" Aborts game.

SCORING

SPHERE MOTHERCRAFT — 200 Pts.

SOUL SUCKERS — 50 Pts.

SPHERE SHIELDING — 20 Pts.