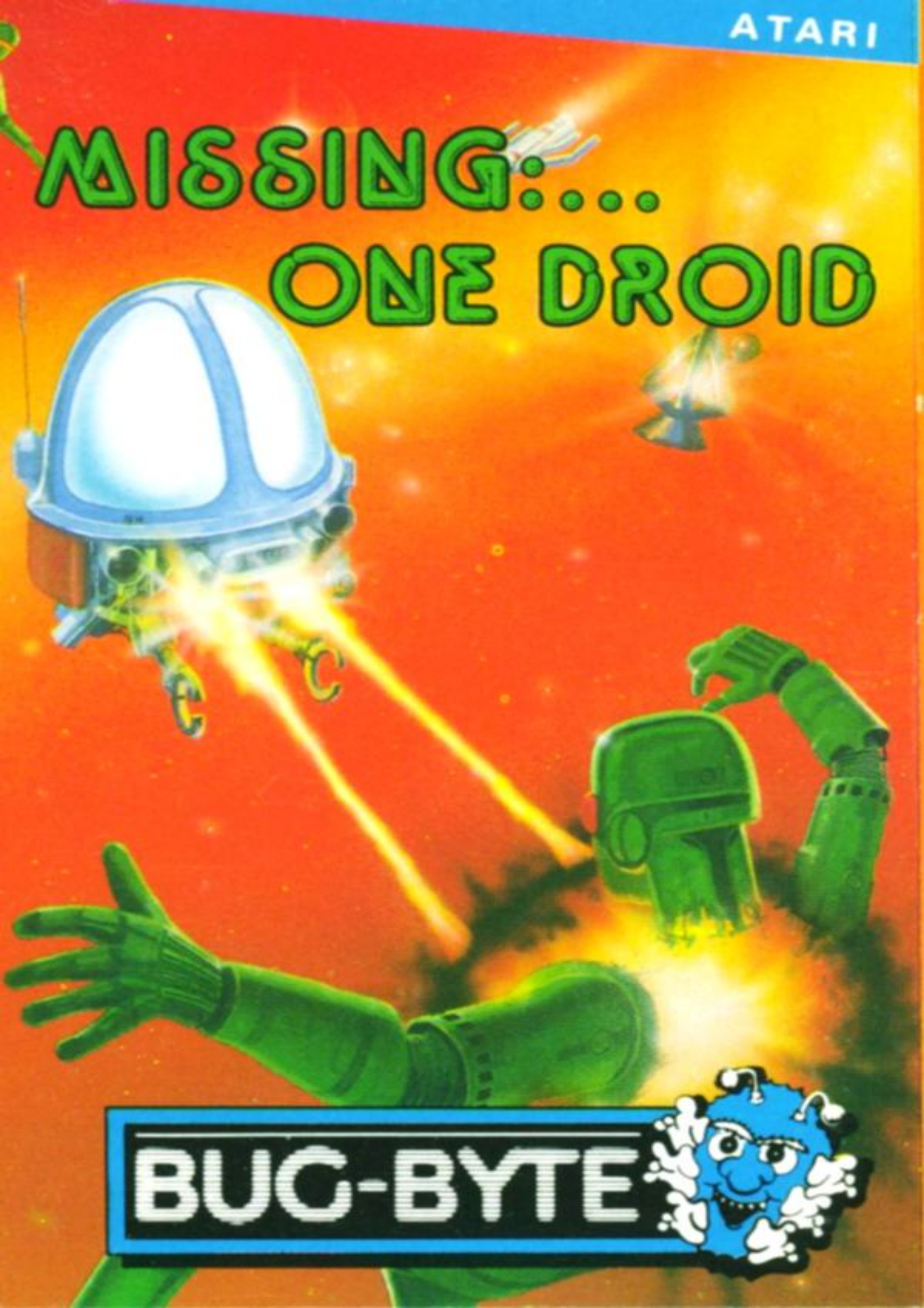
ATARI

MISSING:... ONE DROID



BUG-BYTE

THE GAME

The object of the exercise is very simple . . . . . SURVIVAL.
Collisions with other objects reduce your energy percentage, and once you've lost your energy the game is lost.
Your opponents will gather at the edge of the screen, before flinging themselves through space to try and cause some damage. Either destroy them or avoid the contact.
Every time contact is made you'll hear your droid cry out in pain. Droids have feelings too you know.
Each screen gets progressively harder, and by the end of the game you'll know you've been in a war.
TOP TIP: Keep a spare joystick nearby. . .you'll probably need it..

LOADING

See inside cover.

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ONE OF OUR DROIDS IS MISSING

BUG-BYTE



MISSING:... ONE DROID

One of our Droids is missing! Lost in a manufactured construct universe, beset by surreal enemies. There's only one way out: KEEP ON MOVING. KEEP ON RUNNING

BUG-BYTE

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