I-Alien

Instructions from the Sci-Fi Pack booklet.

TELEPORTS: Essential for traveling between floors on the starship and planet.

BOMB RESET STATIONS: Push up on control panel to reset the timer on the bomb. If the bomb timer reaches zero, it is game over.

MUTANTS: Twisted mutations of your own people. Contact with any mutant will reduce your energy. Certain mutants, when shot, will leave a pile of 'acid flesh' behind, this can be collected to replenish your firepower. Others will leave behind 'transmitters' (displayed as small plain grey fields) that have been implanted in their brain. The 'transmitters' must be avoided at all costs as they will make you feel dizzy (get green) and lose control of your legs (left/right controls get inverted).

DROIDS: On your travels you will meet a number of droids. These too will drain your energy on contact, apart from the 'miner droid', who will not drain your energy instantly, but will perforate your skin causing your energy to drain away slowly. Unfortunately this droid is not affected by your firepower. Certain droids, when shot, will leave behind an 'energy crystal'. This can be collected to replenish your energy.

ICE DRAGON: Your predecessor. The last survivors of the humans previous onslaught. Ice Dragons will not harm you providing your energy is fairly high. However, let it fall too low and the Ice Dragon will freeze you to the spot (only temporarily).

TRAN-CELLS: Used for transporting prisoners. Contact with a tran-cell will set the prisoner free. Release ten prisoners and you will be awarded an extra life. However, shooting a tran-cell will kill the prisoner and your 'captived freed' counter has a point taken away from it.

PATROL LEVELS: Certain levels are patrolled by security droids. The droids come in different shapes and sizes and all kill on contact! There are two basic differences between security droids. One type will produce 'energy crystals' and the other will produce 'acid flesh'.

GENERAL HINTS: Make a map! This will stop you from getting lost and help you locate the Bomb Reset Stations. Learn which patrol levels contain energy and which contain firepower.

Remember, Bomb Reset Stations also contain medical equipment, useful for skin punctures!

ADDITIONAL HINTS: Peaks on the floor will also kill you! Watch the white lamps besides the 'teleports' because they show you in which direction(s) the teleports work.

GOOD LUCK!