To Boot Your Game. . .
1. Remove cartridge.
2. Load cassette into recorder and press play.
3. Power up system with 'start' key down.
4. After the signal (1 beep) press 'return' key.

KEYBOARD
CONTROL
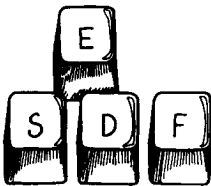
TO BEGIN PLAY: Press any key.

TO CONTROL YOUR SHIP
Movement of your ship is controlled by the following Keyboard pyramid.

I will move the laser ship UP.

J will move the laser ship LEFT.

K will move the laser ship DOWN.
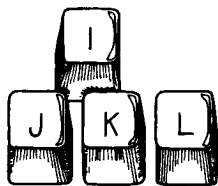
L will move the laser ship RIGHT.

TO FIRE MISSILES
MISSILES are controlled by the following Keyboard pyramid.

E will fire missiles UP.

S will fire missiles LEFT.

D will fire missiles DOWN.

F will fire missiles RIGHT.

JOYSTICK
CONTROL

TO BEGIN PLAY: Move the Joystick in any direction or press firing button.

TO CONTROL YOUR SHIP
Simply push the joystick in the direction that you want to move. Centering (releasing) the joystick stops movement.

TO FIRE MISSILES
To fire missiles in the direction you are going, simply depress the fire button. To fire in any other direction than the direction of movement, depress the fire button and move the joystick into the desired direction of fire.

NOTE: Be careful not to center the joystick while directing your fire as it will stop movement of your ship.

Firing button   Up
Left ——————— Right
Down

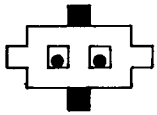Firing Keys   Movement keys
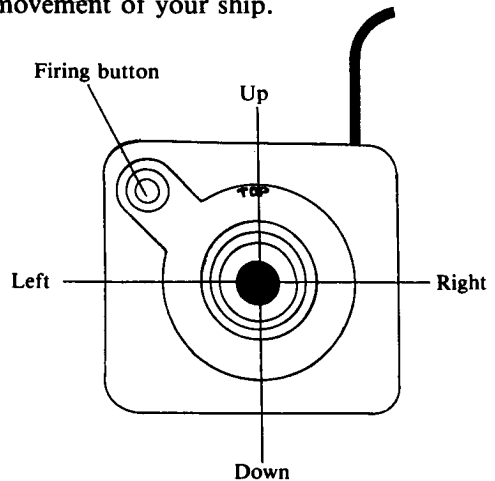
ABOUT YOUR MISSION

EXTRA SHIPS
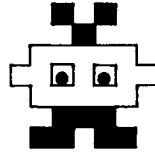Every five thousand points you will receive an extra ship.

EXTRA POINTS
Every twelve missiles a ▐█▌ will appear on screen. To receive extra points, run your ship over this shape. You have six shots to run over the shape before it disappears.
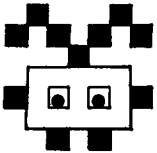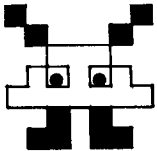
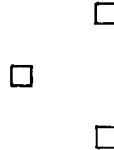## POINT VALUES

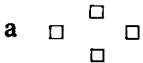10 points

20 points

40 points

80 points

100,200,400,800 points

Reload

At the beginning of each ship you will be given 35 missiles. When you are down to your last 10 missiles, you will be alerted by a plinking sound. To reload, run over a □ □ □ □

For each screen you clear, you will receive 5 less missiles per ship, until you reach the minimum of 15 missiles.

To Pause Action, Press ⓅP. Press ⓅP again to resume play.