



Introduction

You have four basic controls: two to turn your ship clockwise and anticlockwise and the fire and starbomb controls. The fire button will destroy the Workers and Warriors, whereas the starbomb is your only defence against the mighty Deathstar.

A collision with either a Worker or a Warrior will cause no damage to your ship, nor will colliding with a Planetoid.

Initially the objective is to fly around each Planetoid, spraying it with bullets until it starts to emit glowing Crystals. Also ensure that you shoot any Warriors that are on screen with you, as they can shoot you. The Workers which collect the Starbombs may be shot to reclaim them. If you successfully destroy the Deathstar, you progress to the Worker Zone, the Warrior Zone, the Planetoid Zone and the Void Zone (in which there are very few Planetoids present), with a bonus screen between each zone.

Radar Screen

When viewing the radar screen, which is shown at the top of the game screen, the game characters are shown as coloured blocks as detailed below:-

Your Ship.....White Warrior.....Blue
Worker.....Red Deathstar.....White

Scoring

15,000 - Destroying the Deathstar
5,000 - Each Deathstar piece
500 - Each Warrior
250 - Each Worker
200 - Collecting a Crystal

Game Controls

Z - Rotate Anticlockwise, X - Rotate Clockwise, RETURN
- Fire, SHIFT - Starbomb
COPY/DELETE - Pause Off/On, ESCAPE - Restart game