

Introduction

Test your skill and reflexes to breaking point in an endless battle to halt the progress of the landers in their mission to capture humanoids from your planet surface. Stop them returning to outer space where they will eventually mutate and take up a deadly pursuit of your space fighter. And in between, look out for the flying pods, swarmers, alien bombers and deadly baiters; they're just as dangerous. It's embarrasing to be beaten by an overblown jellyfish, but we're sure you'll eventually go under.

You initially have three lives and three smart bombs (indicated after your score), but gain an extra life and smart bombs after every 10,000 points.

Scoring

150 points ..... Lander
200 points ..... Baiter
200 points ..... Mutant
250 points ..... Bomber
250 points ..... Swarmer
1000 points ..... Pods

You gain 250 points if you destroy a lander carrying a humanoid and it lands and survives. You gain 500 points if you pick up a falling a falling humanoid and another 500 points if you replace it on the planet surface.

Game Controls

A - Up, Z - Down, SHIFT - Thrust, RETURN - Fire, SPACE - Reverse
CAPS LK/FUNC - Smart Bomb