

ALIEN BREAK IN

Loading Instructions

Reset the computer by holding down CTRL SHIFT and ESC keys together in that order. Place cassette into Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 4 minutes to load. Playing instructions will appear on the screen.

AMSOFT Joystick JY1 compatible.

The citizens of earth have fled before the oncoming Zargon Fleet. You have been left to guard the earth's supply of uranium....

Things are worse then you expected. The Mother ship is laying pods that hatch on landing, or split into two if shot. Other ships are peeling off from the main fleet, and diving towards the holes made in the defences. The successful ones mutate into Mother ships, which are indestructable. Once the majority have mutated, they commence landing procedures.

You may make holes in your own defences to trap the hatched out pods, but you can only do this five times.

Points

Missiles	= 20
Mother Ships	= 0
Diving Ships	= 20
Attack Ships	= 10
Pods	= 30

You start with three lives, but gain an extra life, and an extra go at making a hole, every 10,000 points.

Controls

You may use a joystick or select your own keys, or you may use the preset keys as follows:

Z = Left SHIFT = Fire X = Right

To make a hole in the ground, use the space bar (or pull the joystick backwards and press fire button).

P = Freeze/Unfreeze game

There are 8 skill levels, 8 being the hardest.

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AMSTRAD CPC464 User... available at your newsagent.

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