

DEFEND OR DIE

Amstrad

AGE: 9 PLUS HOME ENTERTAINMENT

8 Frames

A classic battle spectacular where skill and reflexes are pushed to the limit, nerves strained to breaking point. Take up the solo mission of saving fellow humanoids from being plucked from your planet surface by the evil landers and then returned to outer space where they will eventually mutate and take up a pursuit on your spacefighter. And as if one deadly struggle is not enough, watch out for the flying pods, swarmer, alien bombers and deathly baiters they're certainly not on your side.

A hero is called for, can you fit his spaceboots.

3 lives and 3 smart bombs

Points:

Mutant	175
Swarmer	125
Baiter	150
Bomber	250
Flying Pod	1,000
Lander	125

If carrying humanoid and humanoid falls and survives add **250 points**.

If you pick up falling humanoid add **500 points**.

If you replace humanoid to planet surface add **500 points**.

Bonus points—100 x frame number for each humanoid saved.

Bonus ship and smart bomb every **10,000 points**.

To move: Up **A** Down **Z** Reverse **Space** Thrust **Shift**

Fire **Enter** Hyperspace **H** Smartbomb **Tab/Lock**

Loading instructions:

Hit **CTRL** **ENTER** together Press **PLAY** then any key

R Reset **F** Freeze/Unfreeze

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	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	
0	O	L	T	D	A	L	L	I	G	A	T	A	T	A	D	S	O	F	T	W	
1	L	T	D	A	L	L	I	G	A	T	A	G	A	T	A	O	F	T	W	A	
2	D	A	L	L	I	G	A	T	A	L	L	I	G	A	T	A	T	W	A	R	
3	D	A	L	L	I	G	A	T	A	A	L	L	I	G	A	T	A	A	R	E	
4	A	L	L	I	G	A	T	A	S	O	A	L	L	I	G	A	T	A	E	A	
5	L	L	I	G	A	T	A	S	O	F	T	A	L	L	I	G	A	T	A	L	
6	L	L	I	G	A	T	A	S	O	F	T	W	A	L	L	I	G	A	T	A	
7	I	G	A	T	A	S	O	F	T	W	A	L	L	I	G	A	T	A	L	L	
8	G	A	L	L	I	G	A	T	A	S	O	F	T	W	A	L	L	I	G	A	
9	S	O	L	L	I	G	A	T	A	L	L	I	G	A	T	A	L	L	I	G	A

UNIQUE MASTER CODE

Alligata Software Ltd 1 Orange Street, Sheffield S1 4DW Tel: (0742) 755796