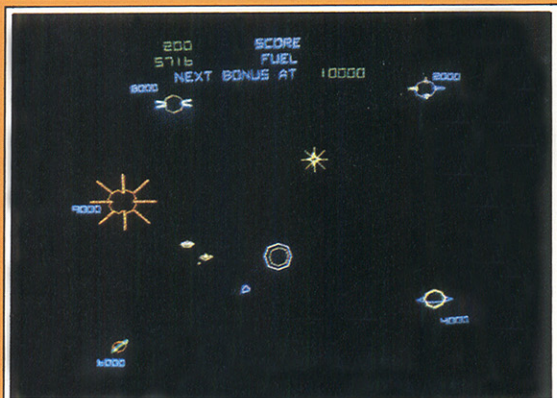
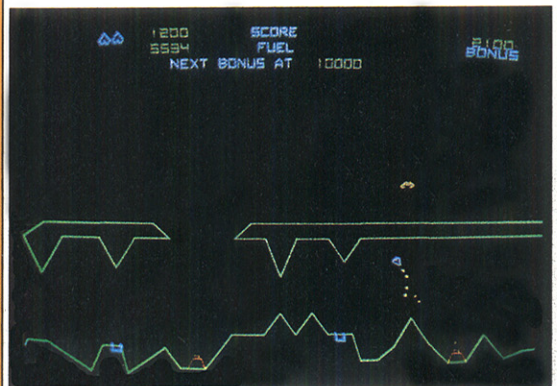


Message from Atari Mission Control: Your mission is to travel to alien planets, wipe out enemy bunkers, gather fuel units and make the solar systems safe for you and future generations of space pioneers. Fuel units should be collected on each planet. Fuel is depleted each time Thrust and Shield/Tractor are utilized. Measures should be taken to insure ship safety. Use Shield against enemy fire from bunkers and alien ships.

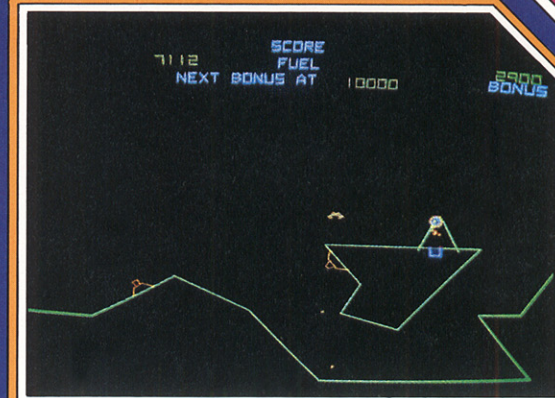
There are three solar systems in each universe, with five planets in the first two solar systems and four planets in the third. Gravity is positive. After completing missions in positive gravity solar systems, ship will travel to a new universe with three negative gravity solar systems. Following this is a dark universe where terrain of planets is invisible, gravity is positive. Finally, ship will travel to a dark universe with negative gravity.



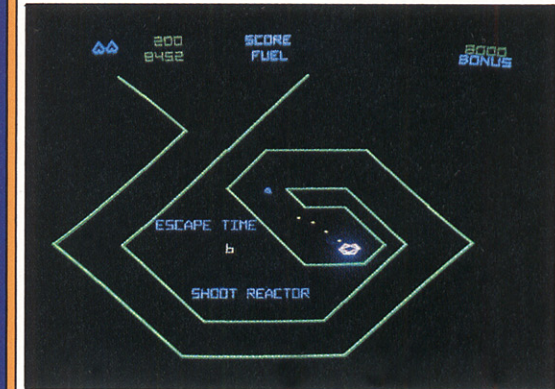
First Solar System, Positive Gravity. Note: 4 planets worth 2,000, 4,000, 6,000 and 8,000 points if mission is successfully completed in minimum amount of time. More time, less points. Also, note Red Planet. Two enemy ships from Red Planet are approaching your position—apply Shield. Home Base in center. Avoid Death Star in upper center at all costs—center of all gravitational pull.



Third Planet, First Solar System. Worth 6,000 points (or more). Note stalagmites and stalactites jutting out of terrain, red bunkers placed at protective intervals for blue fuel cells. Red enemy ships can only attack above the highest point of land, so they pose no threat. Notice how terrain zooms in and becomes larger.



Tractoring Fuel. Use Shield/Tractor control to collect fuel cells. Tractor beam must reach to surface of planet in order to beam up fuel to ship.



Red Planet. The interior of the Red Planet. Timing is critical to accomplishment of mission. The clock in the center ticks away valuable seconds. Steer ship down narrow tunnel, blast reactor and escape from tunnel, all in under 23 seconds. If mission is completed successfully, Red Planet will provide link to the next solar system.



Dogfight. Enemy ships pursue at all times. If one of the alien ships is allowed to come too close, both enemy and your ship are transported immediately into deep space for a dogfight. It's a fight to the death; only one ship will be victorious.