

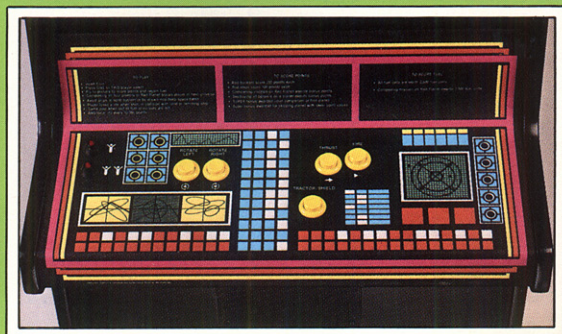
Scoring: Fuel Cells = 2500 fuel units
Reactor = 500 points
Red Bunkers = 250 points
Red Ships = 100 points
Completed mission on Red Planet
= 7500 fuel units

Bonus points are based on how quickly you destroy enemy bunkers and exit planet.

Super Bonus: Super Bonus is awarded on completion of mission on first planet of player's choice. Super Bonus points are based on the difficulty of the first planet completed, with each planet in the first solar system worth progressively more points. If the player successfully completes mission on a chosen higher planet, he earns a bonus based on the number of points for the planets skipped as well as for the one just completed.

Operator Options

Game Difficulty. Adjustable for "Easy" or "Hard".



Controls. Maneuver ship with Rotate Right, Rotate Left and Thrust. Press Fire for shots; single shot per button pressure. Shield/Tractor used to protect ship and to acquire fuel cells.

Game Lives. Operators may select 3, 4, 5 or 6 ships.

Bonus Levels. Selectable for 4 bonus levels including "No Bonus", Bonus every 10,000 points, Bonus every 20,000 points, and Bonus every 30,000 points.

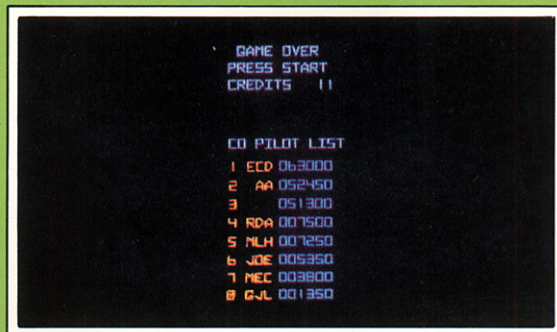
Self-Test. Allows operators to check all game switches and computer functions.

Coin Modes. Includes 17 unique operator-selectable coinage configurations.

Dimensions.


Gravitar Upright: Height: 71.74", 182.2 cm.; Width: 25.25", 64.14 cm.; Depth: 31.59", 80.23 cm.; Weight: 307 lbs., 139.2 kg. Monitor: 19" QuadraScan™ Color.

European: Height: 68", 172.7 cm.; Width: 25.25", 64.1 cm.; Depth: 31", 78.7 cm.; Weight: 275 lbs., 124.7 kg. Monitor: 19" QuadraScan Color.



High Score List. Co-Pilot List records 8 top scores and initials of players who achieved them. Top 3 scores are permanently stored in memory, so they won't be lost even if power is down.



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