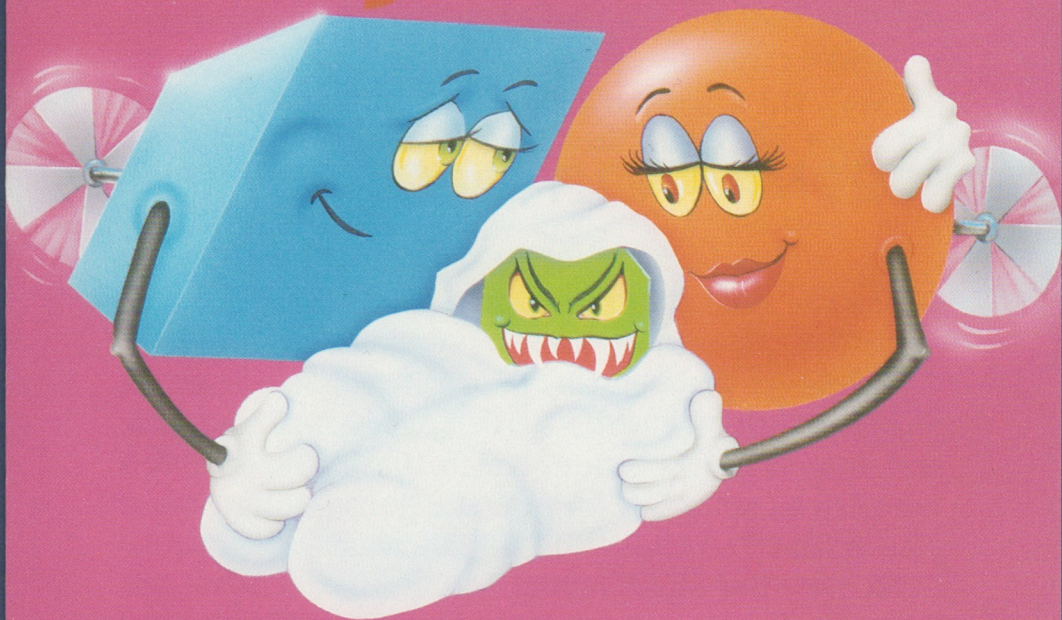


From Datamost

Only \$29.95



MATINGTM ZONE

The aliens are friendly, lovable, and fun. Until—they enter the MATING ZONE. Then watch out! Their offspring are deadly little devils—a population explosion you have to be quick to stop!



FORGET MA AND PA. LOOK OUT FOR JR.!

by
Tom Luhrs

To begin play, simply insert the disk—when it's finished loading, your screen will show the title screen and demo mode. Watch the demo for a few minutes to get a feel for how the game works. When you're ready to challenge the alien offspring, press CTRL-I for the Input Select Screen. By pressing the left arrow key, you may set the Movement Control for paddles, keyboard, trackball or joystick. By pressing the right arrow key, you set the Firing Control for firing buttons or keyboard. Select the options you desire, then press RETURN to start. Note: To begin play at a higher round of the game press CTRL-R to select the starting round (1-9).

The hexagon, square, and circle shaped aliens are impotent until they unite within the mating zone. You can fire your arrows to kill them before they mate, but you won't score any points. After they mate, they shoot back to prevent you from interrupting their breeding. You can either choose to kill them at this

point (scoring 10—50 points), or wait until one reaches the ground and gives birth to another alien. Now there are two! You must be quick and agile, for although there is more potential for higher scoring, there is also more potential for being shot. When two fertile aliens of different shapes meet they turn into an egg. You can score from 50 to 3000 points by shooting an egg before it hatches ... but, an egg explodes after a few seconds, and the eggshell fragments are deadly missiles! The point value of an egg is determined by its age and breeding.

After four trips to the ground, the aliens will mutate. Their flashing eyes and antenna distinguish them from the others. The mutants shoot more and travel further along the ground. Be very careful with mutant aliens!

Occasionally a small cluster of particles will appear—if you shoot them before they vanish you'll receive a bonus.

There are fifteen aliens in every round—several of each type. In the first round, there is only one mating zone. In the following rounds, the mating zones increase, giving the alien more places to spawn. You only get three bows per game, so the battle is partly defensive. We'll let you figure out your own strategy, since there are many ways to score in the **MATING ZONE!**

ESCape	Pause
CTRL-S	Toggles sound on/off
CTRL-I	Aborts game



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