

Z-PILOT

To Load:

Load "*",8,1

Your Mission:

Destroy all attacking aliens. Fail, and the known universe will be overrun by the bloodthirsty aliens.

After destroying 10 aliens, an energy unit will appear. If you destroy this, you will free an energy capsule. Chase and collect the capsule to obtain energy bombs.

Once you have gathered several energy bombs you can blast a hole through the moving force barrier surrounding the Transporter Unit. Create a large enough hole and you will be able to warp through hyperspace to the next level.

Scoring:

Level 1:

Aliens--20 per squadron: 100 points x level #

Energy Units--after 10 aliens: 400 points

Meteorites--100 points

Level 2:

As level 1 plus Flying Saucers--300 points

Level 3:

As level 1 plus Mother ships--500 points

(n.b. It takes 10 hits to destroy a Mother ship)

Level 4:

Once 5 bombs are collected the alien control ship will appear. If you hit with all five bombs, the universe is saved and you are a hero!

Joystick controls all motion. Fire button fires.

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