

GUARDIAN – Commodore 64

AGE: 9 PLUS

HOME ENTERTAINMENT

An amazing and fast moving space spectacular in the classic mould. Test your skill and reflexes to breaking point in an endless battle to halt the progress of the landers in their mission to capture humanoids from your planet surface. Stop them returning to outer space where they will eventually mutate and take up a deadly pursuit on your space fighter. And in between, look out for the flying pods, swarms, alien bombers and deadly baiters, they're just as dangerous.

It's embarrassing to be beaten by an overblown jellyfish, but we're sure you'll eventually go under.

3 lives and 3 smart bombs (indicated after your score).

Features: Landers, mutants, pods, swarms, baiters.

Points: Bomber **250 points**, Baiter **200 points**,

Swarmer **250 points**, Mutant **200 points**,

Pods **1000 points**,

Lander **150 points**.

– if carrying humanoid and humanoid falls and survives add **250 points**.

– if you pick up humanoid falling add **500 points**.

– if you replace humanoid to planet surface add **500 points**.

Extra life and smart bombs after every **10,000 points**.

To Move: Up **A** Down **Z** Smart bomb **Control** Fire **Return**

Thrust **Shift** Reverse **Space**

or Joystick Port 2 (Smart bomb still **Control**)

Loading Instructions: Switch machine off then on Hit **Shift** **Run / Stop** keys together.

Time to load: 15 mins.

High resolution graphics and imaginative sound effects.



AN OVERALL SPACE SCANNER VIEW
AND LOCAL ACTION SCREEN

commodore 64

GUARDIAN



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