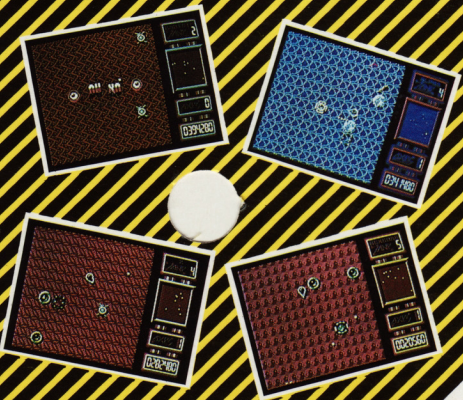




Use extreme force to protect your space cows from marauding mutants.

Screen pictures shown may be different machine versions of game.

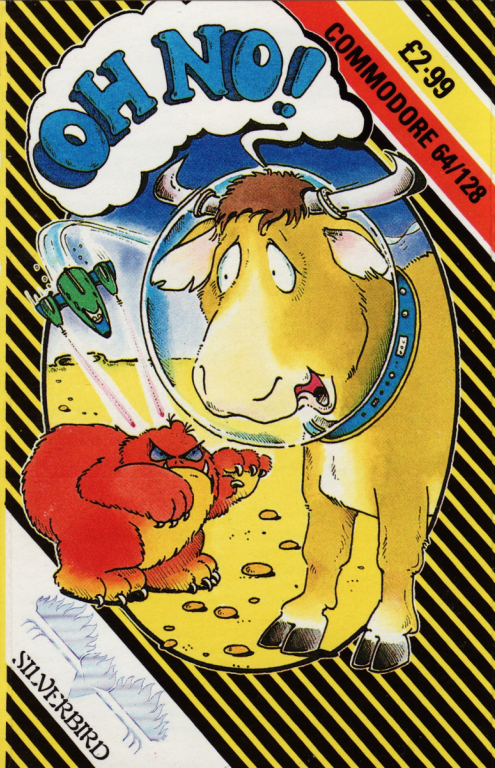
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THE GAME

It is very late in history and cows are quite an important source of comfort for the people of the galaxy. So much so that rustlers are prepared to risk life and multiple limbs to get their greedy tentacles on them. Each cow is protected in a sphere and you pilot the viciously beweaponed cattle rangers craft 'Badjak' to stop the spheres being snatched.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

Note: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

A joystick in port 2 controls the fighter. Run stop toggles pause. Q quits in pause mode.

All you have to do is protect your cows through nine levels of eleven planets.

The rustlers start from the sides of the play area, work their way to the nearest cow, then they pick it up and take it to the edge of the play area, where it gets eaten. Sometimes one or two creatures will enter the area, the arrival of which will be hailed by the score panel flashing, the first of these is a teleporter, which will hyperspace you a bit if it hits you, and the other is a machine that will deposit another cow if you shoot it. Other aliens whiz around and bother you and some even reproduce. Thank heavens for your boomerang . . .

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