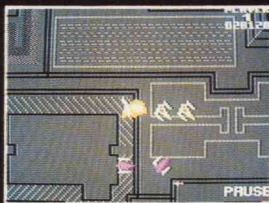


SPACE PILOT II

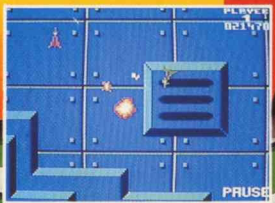


Years of inter-galactic peace has reached an explosive end. Marauding bands of outlawed alien starships have joined forces and turned their attention to your galaxy, eyeing its resources with jealous greed. Their unexpected attack has left the planetary defence system stretched to the limits of endurance.

Space Pilot II puts you in the hot-seat, with the unenviable task of defending the galaxy in a last-ditch effort to expel the invaders. You are under constant attack - as you progress through eight levels the simple heat-seeking missiles are replaced by missiles hurtling towards you at great speed. You may find that fast reactions and dexterity may not be enough to survive the alien onslaught - a strategy for survival may be a tactical necessity.

Over 600 sprites have been used to give the game smooth scrolling movement against an intricate, multi-coloured background, with thrillingly realistic sound effects.

One to Eight Players Keyboard or Joystick



CBM 64

SPACE PILOT II



CBM 64

Space Pilot 2

ANIROG

CBM 64

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SPACE PILOT II

Space Pilot II is a game of survival at all odds.

There are eight distinct scenarios, each of which must be survived for at least two minutes before you and your ship are tele-transported through the stellar time-warp to a higher plane.

The landscape changes as each new phase is encountered, but do not be distracted by its awesome, futuristic beauty. From all directions waves of enemy star-ships first track and then attack you, both in convoy formations and as individual kamikaze spear-head attackers. Many enemy craft are equipped with heat-seeking missiles, which will pursue you relentlessly until either you or they are destroyed.

Before each level commences the type of enemy aircraft to be encountered will be displayed, and also the number of points awarded for their destruction.

Controls: Keyboard or Joystick. Full details of control and function keys are displayed within the program.

Scoring: Points are awarded for the destruction of missiles and space-ships. Extra lives are given after the first 10000 points, and then after every 30000. A bonus score can be achieved on each level through the complete destruction of convoys.

Loading: Type "LOAD" and press RETURN