



Program: Jamie Irvine & Peter Goldsmith

An Alien Attack Fleet is approaching
The best Star Pilots in your squadron have failed to prevent the impending doom and now it's up to you to locate and destroy all the Enemy Forces.



Made in UK

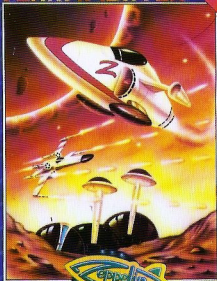
COMMODORE
64/128

TERRA FIGHTER



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TERRA FIGHTER



£1.99

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COMMODORE LOADING INSTRUCTIONS

PRESS SHIFT & RUN STOP TOGETHER
 THEN PLAY ON THE RECORDER

Your planet is under threat from the Enemy Force who are moving perilously close to your world. Your best pilots have tried and failed to turn the enemy back and now it's up to you - a rookie who has never seen action. If you fail there can only be one fate for your world. . .complete destruction. Your first objective will be to destroy the alien barge on Stage 1 by blowing up their reactors and detonating the ships. You will then tackle the crack fighter squadrons in Stage 2 who will do all they can to stop you reaching Stage 3 of your mission, where you destroy the Alien Commander that faces you in its gargantuan mothership. You must fight your way through six different attack battalions, close down all six barges, and destroy all six alien Command Ships if you are to save the world.

CONTROLS



RUN STOP = ABORT GAME

You must pilot the Terrafighter through all 6 levels containing 18 stages. To complete the first stage, destroy all the flashing 'N's (reactors). On this first stage are a number of ground installations which you must avoid. They are:

WALL—Hitting this will decrease your energy

SKULL—Hitting this will result in losing half your energy

S—Speeds you up to top speed for a short time

+—Reverses your ships controls

Extra life every 50,000 points

When you destroy all 8 reactors you will advance to stage 2 where you will have to blast your way past the alien defence craft. When you destroy a full wave, collect a bonus icon. These are:

500 POINTS

1000 POINTS

SKULL—DECREASES ENERGY

ARROW—INCREASES ENERGY

When you complete level 2 you will progress to stage 3 where you will face an alien general in his command ship. To destroy this ship shoot the centre an increasing number of times. The control panel at the bottom of the screen shows at what level you are, lives you have left and score. It also has an energy bar which displays your energy. This decreases when you are hit. On stage 1 there is a core level meter, this shows how many reactors are left.

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Zeppelin's super game?



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28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ