

'Z' a place in the unknown where the shroud of death awaits in the land of the alien. Only the reactions of a spacefighter at the pinnacle of his talents can negotiate a path through this futuristic challenge. Aim your blasters, cool your nerve and set forth on a flight where the aliens have surprise on their side, you only your lightning reflexes and will to win.

'Z'



Commodore
64/128

RINO

'Z'

Commodore 64/128

RINO



3 Lives

4 Battle Zones

'Z'

Instructions for Play

Gameplan

The aim of the game is to destroy all attacking aliens. After every 10 standard aliens are shot, an energy unit will appear; destroy this and an energy capsule will be released. Chase and collect the capsule to obtain energy bombs (running total gained displayed at bottom of screen). Once you have several energy bombs you can blast a hole through the moving force barrier surrounding the Transporter Unit. Once a large enough hole has been created guide your ship into the transporter to hyperwarp to the next level.

Features

Energy Unit  Energy Capsule •

Level 1 – Alien Complex Points
Standard aliens – 20 per squadron,
1 squadrons 100 points each x level

Energy units –
appear after 10 aliens shot 400 points

Meteorites –
slowly orbit planet surface 100 points

Transporter Unit –
penetrate force barrier to enter hyperwarp

Level 2 – Countryside battle zone

As level 1 PLUS 
Flying Saucers –
emit directional missiles 300 points

Level 3 – Lunar Landscape

As Level 1 PLUS 
Mother Ships –
emit homing missiles,
10 hits to blast to pieces 500 points

Level 4 – Nightflight

All hazards of Levels 1, 2, 3 PLUS
No Transporter Unit
and final mission – once 5 bombs are
collected the alien control ship will appear,
only direct hits with all five bombs will
destroy this ship and complete the game.

How to Move



Space fires bombs to penetrate force
barrier.
or Joystick Port 2

How to Load

Switch machine off then on

Hit **Shift** & **Run/Stop** keys together.

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