Price: $5.00

C & D Co. Present:

Mastering

SPACE ACE

The fate of Earth is in your hands as you try to save Earth from Borf's

Infanto-Ray

Now, with this book, you can Finish SPACE ACE

An Introduction to SPACE ACE

It was in July of 1983 that the Laser disk tecnology entered in to the coin-op video game industry. Dragon's Lair ™ was the first of these innovative games. It was soon followed by others such as Cliff Hanger™ and laser disk games with computer graphic overlays. Games such as Dragon's Lair simply play a cartoon (or real film footage like M.A.C.H III™) and waits for the player to enter the correct moves using a four-directional joystick and a "Fire" button. If the right move is not entered into the computer you will lose 1 man. If it is, then you will get more points and more game play. What the rest of this book is about is how to play SPACE ACE by learning these patterns so that you can finish ***all*** *the screens in the game SPACE ACE.*

The theme in this game is similar to that of Dragon's Lair where you have a noble male trying to save a typically attractive female from the clutches of an Evil Tormentor. In this game it is ***Dexter*** *who is trying to save his girlfriend* ***Kimberly*** *from the evil* ***Borf*** *who not only has kidnapped Kimberly, but is also preparing to destroy Earth with his* ***Infanto-Ray****. The Infanto-Ray is a gun that shoots a ray that turns anything it hits into a crying, helpless baby. This seems like a lot for a guy like Dexter to do, so in this game you are given a chance to* **Energize** *every screen. If you chose to do this Dexter will go from a wimpy little kid to a full-sized super-hero appropriately named* ***ACE****. The only advantage to Energizing is that it gives you a different screen that usually has better animation and can, but not always, give you more moves and thereby more points. If you don't Energize it can be a short-cut to the end of that screen and on to the next one.*

SPACE ACE has three different levels you can play on, ***Cadet****,* ***Captain****, and* ***Space Ace****. The only difference between them is that Cadet has one less screen than Captain, and Space Ace has a total of 3 and 1/2 more screens than Cadet. So, the most points and the longest play can be achieved on the Space Ace level. Also if you die on the Space Ace level you will have to start that screen over from the begining, unlike Cadet and Captain levels. The game play on SPACE ACE is similiar to Dragon's Lair, yet the disk access speed and the game speed are twice as fast. I consider it a harder game than Dragon's Lair and the animation is much more creative. One other upgrade in comparison to Dragon's Lair is that every screen has back-ground music or a lot of talking between Dexter and Kimberly. In the game, Dexter runs around avoiding space-age monsters and robots. Unlike Dragon's Lair, the animation is less defined so the game designers put what I call "flashes" into the animation to literally tell you where to move or when to fire.* ***Look for these !!***

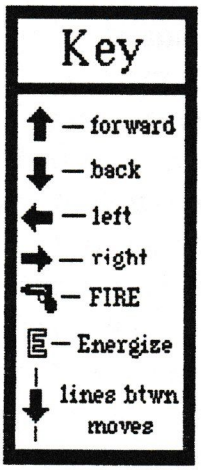
OVER

An introduction to SPACE ACE cont.

Nearly 2/3 of all the moves in this game have "flashes" to signal you to move. Like Dragon's Lair SPACE ACE has a built-in "beep" to tell you that the move you just did was accepted.

Its scoring system is much more exact than Dragon's Lair so there is a maximum score that I still haven't acheived. The Space Ace level has a total of 13 major screens. All of these screens, save the first and last ones, have a mirror image. What this means is that it is the same screen except it is displayed as a mirror image so only the moves to the right and left are reversed.(the moves up and down and fire all stay the same.) Also, SPACE ACE is ***not*** *a ramdom game like Dragon's Lair so all you have to do is memorize the whole cartoon!*

In the following pages I have written step by step instructions to help you finish this game. All the information in this book is, to the best of my knowledge, all you will need to know to be able to complete SPACE ACE ***with*** *the maximum amount of points. For some screens I have drawn diagrams to help you better understand the patterns, in many cases the best I can do is give a description of what you will see on that screen and what to do. SPACE ACE is a difficult game that takes a lot of persistance to be able to finish it. This book simply supplies you with what to do, it is your job to* ***learn*** *the timing of the moves. This will come after you become more familiar with this game. Good Luck & Have Fun!*



This is the KEY to the diagrams on the following pages.

Cliff Hanger is a Trademark of Stern Electronics.

Dragon's Lair & SPACE ACE are Tradmarks of Magicom.

These directions are for playing the Space Ace level. Cadet and Captian levels just have less screens than Space Ace. You also get more points and longer play on Space Ace.

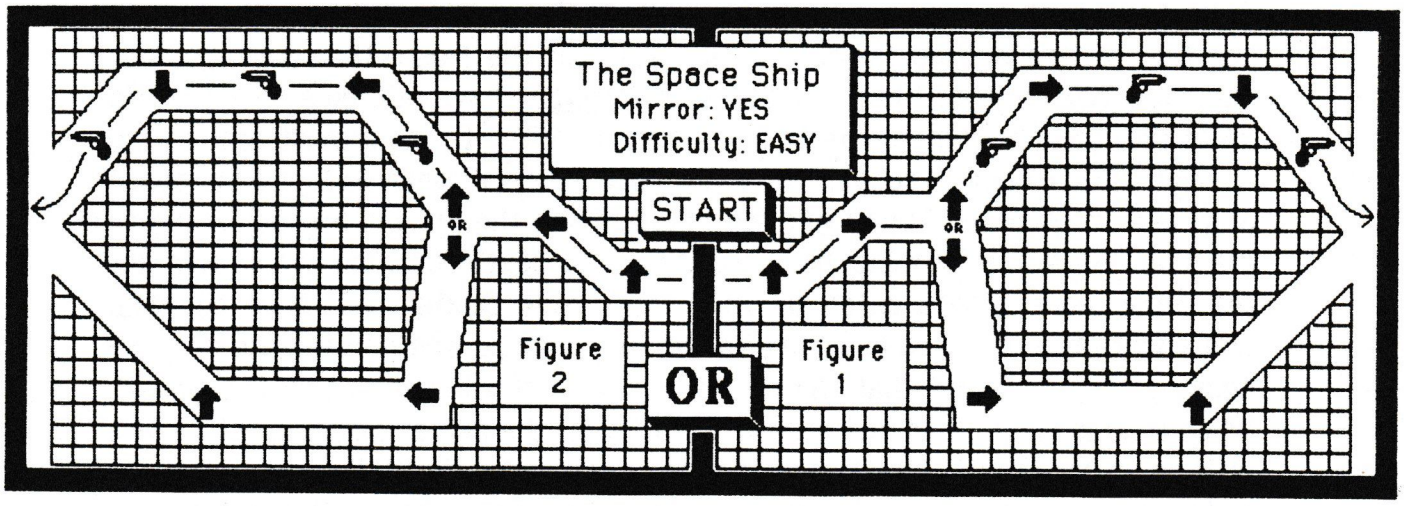
1. Kimberly is Kidnapped

Mirror image: NO
Difficulty: EASY

This is the very first screen in the game. It starts with Dexter and Kimberly on some planet in outer space looking down at Borf's Space Ship. Kimberly says," There's Borf's ship! ", and is then pulled off the planet and into Borf's ship. Then Borf will come off his ship on a mini-flying saucer and begin to shoot his laser gun wildly at Dexter. To avoid getting killed here, simply push **Right** as soon a Dexter jumps from the rock he is standing on and lands on the ground. After this Borf will retreat to his ship and send out several flying robots to do away with good ol' Dexter. These robots will begin shooting lasers at him so wait for a flash to the left of Dexter before pushing **Left** . Do the same for the next move, wait for the flash, then push **Left**. Now Dexter will be running frantically from the robots, but just in time !!, Dexter's wrist-watch alarm will start ringing telling you to **Energize**. Now Dexter will become the Super-Hero named ACE. A robot will grab Dexter by one hand so hit **Fire** to destroy this robot. When ACE shoots that last robot, it begins firing multiple laser shots at the ground below him. Push **Right** to jump from that crumbling ledge to another. Now ACE will have jumped into the line of fire of two flying robots. Wait for the flash, then push **Left** to jump another ledge to his left. Now push **Right** to have ACE do a forward flip on to the ledge he just jumped from. Right as ACE hits the ground, press **Fire** to have hm shoot both robots. Now the only thing between ACE and his space ship is a large hole. Push **Left** for ACE to jump the pit and begin running to his ship. As ACE is running, he changes back to Dexter causing him to trip and let some more robots catch up with him. Now Dexter will have to jump underneath the robot pulverizers to get to his ship. The pulverizers are like heavy pillars of steel that the robots are pounding in and out of the ground. When Dexter runs on to the screen with them, the pulverizer nearest to him will be up and it will look like it is safe to run under it. WAIT ! Just wait for it to go down then up again, then push **Left**. Now just wait for the next pulverizer to go up then move **Left**. Do the same and push **Left** and again wait for the pulverizer to be up and push **Left**. Now you will have finished the first screen and Dexter will jump into his space ship and blast-off into the second screen, **The Space Ship**.

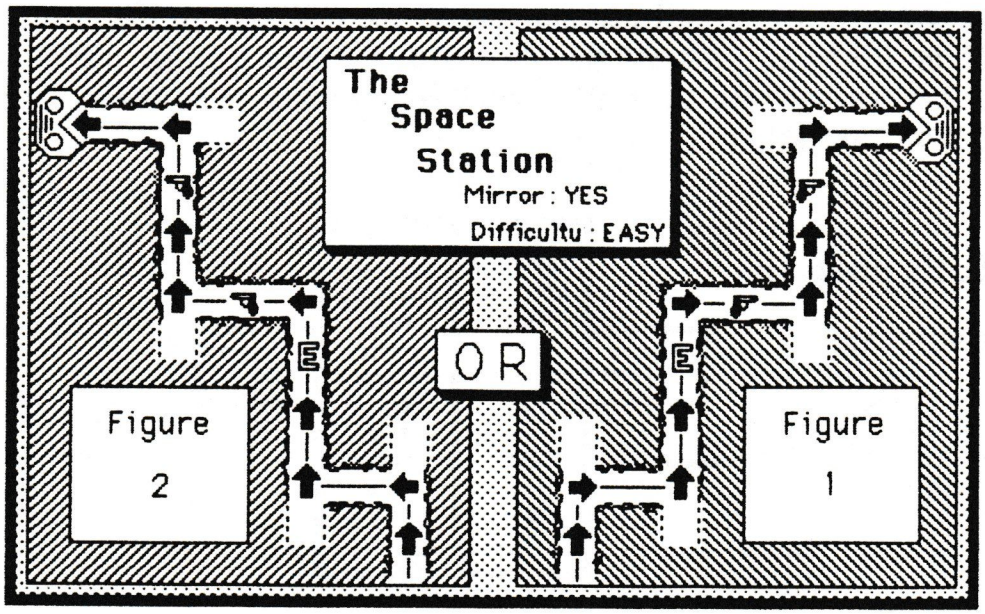
2. The space ship

In the begining of this screen Dexter will be wildly flying his space ship after Borf's ship. To get to the next screen you must fly Dexter through an outer space complex made of large planes of grid. Also, there are giant black balls flying through this complex in the **opposite** direction of Dexter, so it is at times your job to shoot these out of the path of Dexter's ship. At the begining of the screen Dexter will be flying to the left or the right. If he is going to the right look at figure 1. If he is going to the left look at figure 2. As Dexter is flying through the complex the tunnel will curve up so push **Forward**. Now the tunnel will level out so push **Left or Right** appropriately. Now the tube will split, one up, one down. Push **Forward** to go up, then get ready to hit **Fire** to blast a giant black ball out of Dexters way. Again the tube will level out so, push **Left or Right** accordingly. Now hit **Fire** to shoot another ball, and then pull **Down** to steer Dexter through the sharp curve downward in the tube. Again get ready to hit **Fire** to shoot the big black ball out of Dexter's way . Now you will have to guide Dexter through a *mirror* image of the screen you just did. Its the same pattern except the right's and left's are reversed. After that, you finish the screen by landing at: THE SPACE STATION !



3. The space station

At the begining of this screen, Dexter is landing his ship at the space station next to Borf's ship and he says, " Ahh ha Borf is here ! ". Then you will see him drop from a trap-door in the ceiling and into a hallway inside the space station. Suddenly, above Dexter, a large glass cylinder highly charged with electricity will begin to drop on Dexter. Push **Forward** to dodge that one. To Dexters' left of right will now be another hallway. If its to his right, look at figure 1. If its to his left, look at figure 2. Wait for a flash then push **Left or Right**. Now these cylinders start dropping from the ceiling where ever Dexter is, chasing him where ever he goes. Now Dexter will come to an intersection with another hallway. Push **Forward** to continue down that hall. As Dexter is running down this hall there be one more flash in front of him, this is your signal to push **Forward** again. Dexter's alarm watch will start to go off, so **Energize**. Now Dexter will change to ACE. There will be turn in the hallway in the direction of the second move of this screen, push in that direction. In front of ACE will be a large oriental alien, press **Fire** to kill him. There will now be another intersection of hallways in front of ACE. Simple push **Forward** to dodge the cylinder above ACE. Now in front of ACE there is a large round air-lock, it will flash so push **Forward** to run through it. Again there will be another oreintal alien in the hallway ahead of ACE. Hit **Fire** to finish it off. ACE will now turn back to Dextersssd and in front of him there is another hallway intersection, push **Forward** to run down that hall. Now to one side of Dexter there is a large monitor. On that screen Dexter can see two oreintal aliens trying to restrain Kimberley as she screams, " Dexter !! GET ME OUT OF HERE !!!!!! Now in front of Dexter there will be two small portals. One to his left and one to his right. Push **Left or Right** either way it gets you to the next screen, THE LASERS AND LIGHT TRACKS !



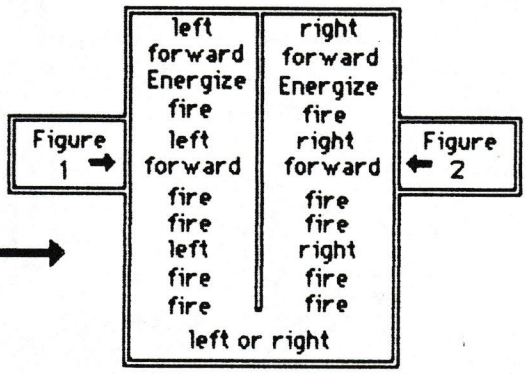
4. The lasers and light tracks

Mirror: Yes

Difficulty: timing is difficult

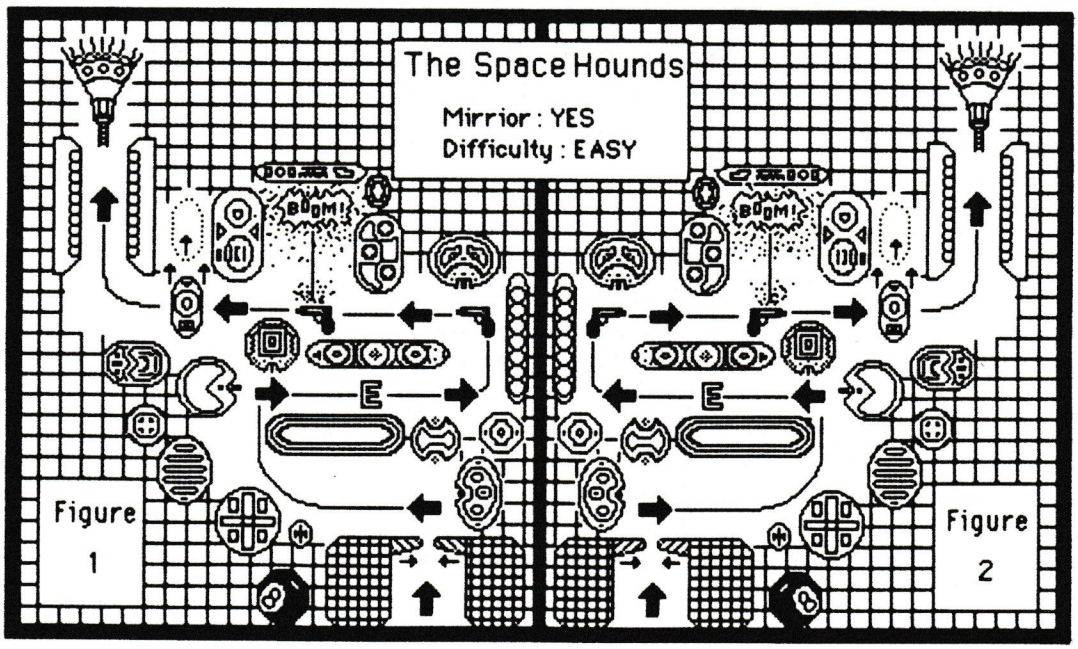
At the begining of this screen, Dexter runs into a room with a laser gun with three different guns on it. This gun will shoot to the left or right of Dexter. If the laser hits to the left of him, look at figure 1. If the laser hits to the right of him, look at figure 2. When it hits, just move away from it to the **Left or Right**. Dexter will jump to the left then move a little forward. On the bottom of this laser gun is a red light scans the room then stops on Dexter. When the light moves off of Dexter push **Forward** to avoid another laser shot. Now Dexter will be on a small platform with another multipul laser gun in front of him. There will be a flash to his left or right, but don't move in that direction, wait and Dexter's alarm watch will go off then quickly **Energize**. Now ACE will be standing on a small rectangular glass slab that rides on light beam for a track. Above ACE is another Laser gun, hit **Fire** to destroy this. The slab of glass that ACE is standing will start to crumble under his feet. Another green glass slab will come by to his **Left** or **Right** so push in that direction. Another gun will be in front of ACE. It will shoot right at ACE so push **Forward** as soon as it shoots. Now hit **Fire** to blow it up. Now from the other side another laser gun will take a shot at ACE. Wait for that shot to explode right next to ACE then press **Fire** to destroy it. Now to the left or right of ACE a light track will link up on to another track that goes through a hole in the wall. Push **Left or Right** accordingly to jump on to the glass slab that will is traveling on that track. It will go off into dark, large room with a lot of flashing lights. Start hitting **fire** until you have destroyed two more of those multi-gunned lasers. Now ACE will change to Dexter again and the slab he is on will be comming up on a dead end with two small portals, one to the left, one to the right. Push **Left or Right** to jump off the glass slab and into a either portal before the slab crashes into the wall. Now Dexter continues to the next screen: THE SPACE HOUNDS !

These are both patterns for this screen.



5. The space hounds

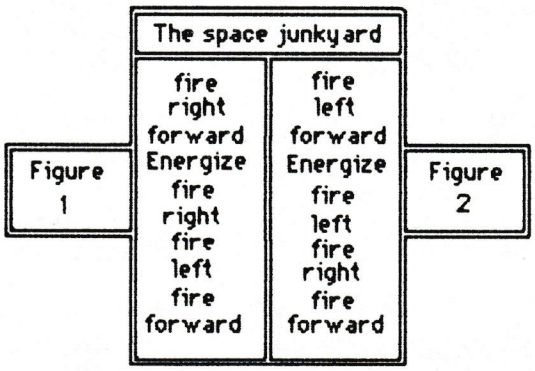
At the very begining of this screen, Dexter is being chased down a corridor by a few green space hounds with antlers. As Dexter runs at the end of the hall two large gates will begin to close together to trap Dexter. Push **Forward** and Dexter will barely make it away from the flame-throwers that will cook the hounds chasing him. Now, either to the left or right, there will be a flash telling you where the next move is. If its to the left look at figure 1. If its to the right look at figure 2. Push **Left or Right**. Now Dexter will come to another turn so move in the opposite of the last move. Now Dexters alarm will go off **Energize**. Now two hounds will be coming at ACE, one from each end of the corridor. You don't have to do anything, ACE will automatically grab them both when they jump at him and smash them together. Now ACE will be in between two large robots with equaly large laser guns. Push in the direction of the flash and the robots will shoot each other in a cross- fire as ACE gets away. ACE will be at another turn in corridor and a large space hound will start to jump at ACE. There will be a flash to tell you when to hit **Fire**. Now wait the flash in the opposite direction of the move you did before the last one. Move in that direction. In front of ACE there will be another large robot with a gun so hit fire to blow him up. Now it will appear that ACE is boxed in by lots of machinery, but one large piece will move out of his way so push in that direction to get away from the flame-throwers that he will barely miss. ACE will be running down a corridor toward a ladder going up. As he is running, he will change to Dexter again and a moment or to after that happens there will be a flash in front of him. Push **Forward** to have Dexter run up the ladder and continue to the next screen: THE SPACE JUNKYARD !



6. The space junkyard

Mirror: YES
Difficulty: Pretty EASY

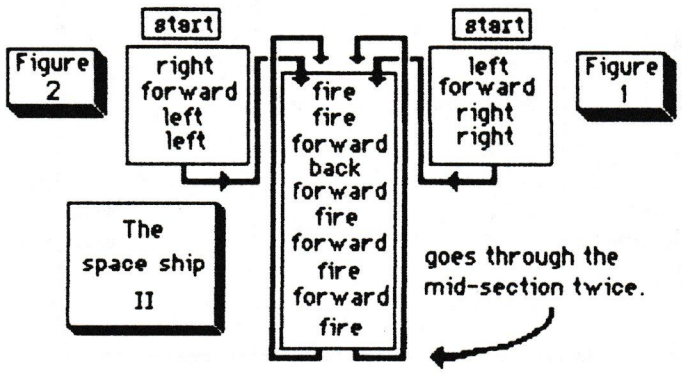
At the start of this screen, Dexter jumps from a ladder on to a tall rusty scrap metal structure. The background is of a vast, space style, and very rusty junkyard. Just after Dexter lands on this platform a robot will come from the left or right and will wrap and seal Dexter into a clear-plastic, throw-away trash bag. Hit **Fire** and Dexter will shoot his way out of the bag and blast the robot into oblivion. If the robot came from the right, look at figure 1. If the robot came from the left, look at figure 2. This next move is **Left or Right** depending on the pattern. This move has to be done fairly early. When you make this move, a long, cone tipped, steel pulverizer will start coming at Dexter smashing everything out of its way. If you do that move right, Dexter will dive to another platform. Now between Dexter and another platform is a tall, rusty, steel cylinder that is moving up and down somewhat quickly. Simply push **Forward** once and Dexter will successfully jump over to the other platform. Once on that other structure, another robot will wrap Dexter up in another trash bag. Just then his alarm will go off, so **Energize** and ACE will stand up and rip his way out of the trash bag. Suddenly, a large, three-eyed, trash monster will pop up in front of ACE, hit **Fire** to scare him off. Now the pulverizer will start chasing ACE and mashing everythig else. Another platform will move up the left or right of ACE according to the pattern. Push **Left or Right** and ACE will run over that stucture to get to the another platform. Hit **Fire** to again scare off the trash monster that will jump in front of ACE. Now push in the opposite direction of the move you made before you hit fire. ACE will be running from the pulverizer and to a ladder when again the trash monster will jump up in front of ACE. Quickly press **Fire** to scare him off for the last time. Then push **Forward** to have Dexter aviod the pulverizer and to climb up the ladder to end this screen. Now you will have to go through its mirror image. The next screen is: THE SPACE SHIP II !



7. The space ship I I

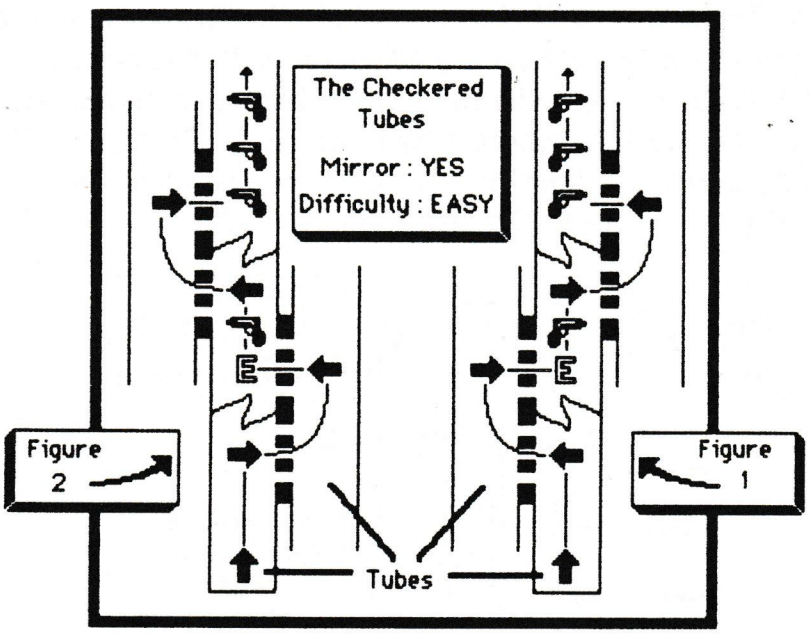
Mirror: Yes
Difficulty: Tough timing on some moves.

This screen begins with Dexter flying his ship out of the space station to chase after Borf. As Dexter flies out of the station, his ship will be enveloped in a fiery explosion. The first move of this screen is either **Left or Right** depending on what direction you can push to escape the exposion. If that move is left, look at figure 1. If that move is right, look at figure 2. Now Dexter will be flying to death star type of station, on the way he will be intercepted by alien star fighters. As Dexter fies into the death star the screen will change to the alien's cockpit view of you in his lasers' gun sights. The upper cross hair will flash telling you to push **Forward**. The next two moves are opposite what the first move of this screen is. *Now the screen will change to Dexters cockpit view and you will see ailens line up with your gun sights. Hit **Fire** twice as each fighter comes into your sights then push **Forward** to make a turn out on to the surface of the large space station. As Dexter flies along the surface of this station, there will be flashes below him telling you to pull **Back** and Dexter will turn back into the station. The screen will change to the an alien view of Dexter and it will flash up so push **Forward**. Then the screen will change to your view and another fighter will go into your sights. Wait a short moment, then hit **Fire** to destroy that ship. Now Dexter will be on the surface again so push **Forward** fairly early to barely miss a section of the station that sticks out from the surface. Again another ship will come into your sights so hit **Fire**. Now push **Forward** very early because the screen will quickly change to the aliens view and it will flash up. The screen will change again to Dexters view so hit **Fire** to blow up one more ship.{**end**} Now the computer will skip back to an earlier part of this screen and you will have to do the same moves again. The computer will skip back to where I have put an *. Go back to there then read it again to where the {**end**} is that is where the screen ends an Dexter continues to the next screen: THE CHECKERED TUBES !



8. The checkered tubes

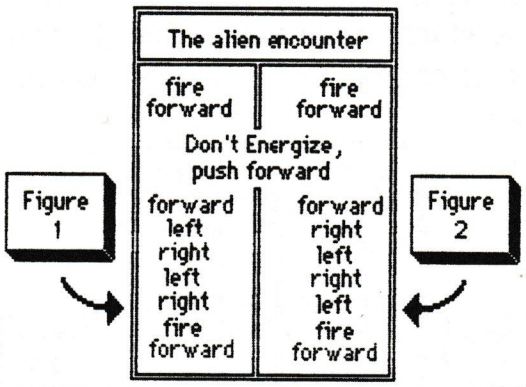
This screen begins with Dexter landing his ship, then he will jump from it and will land in a small flying saucer and start flying through a series of red and black checkered tubes. As Dexter is standing in the saucer, several other small saucers and flying robots carring lethal electric rods will try to get Dexter. Push **Forward** to out run these attackers. The next move is either **Left or Right** depending on which side of the tube has flashed. If the flash is to the left, look at figure 1. If the flash is to the right, look at figure 2. The next move is opposite the move you last did and he will dogde more robots and saucers. Now Dexters alarm will go off so hit the button to **Energize** then hit **Fire** and ACE will blast a flying robot. This next move is the same as the move you made before Dexter energized and ACE will dash to another tube. The next move is the oppoite of the last one you did. As ACE is moving along now, another flying robot will try to finish off ACE. Start hitting **Fire** and don't stop until ACE has shot three robots. Now the screen will start over in a mirror image. Its the same moves except the lefts and rights are reverserd. After you complete that Dexter will continue to the next screen: THE ALIEN ENCOUNTER !



9. The alien encounter

Mirror: YES
Difficulty: Some what hard.

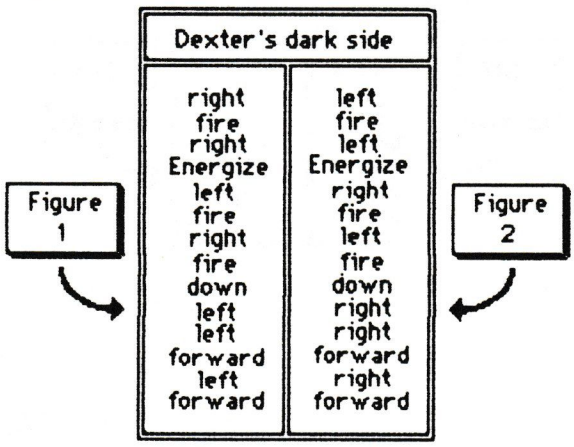
This screen begins with Dexter landing his ship on a planet with a few alien monsters waiting for him. Dexter will jump out of his ship and will go over to the left or right side of the long plateau he is on. If he goes left, look at figure 1. If he goes right, look at figure 2. When Dexter goes to a side, a very ugly, purple alien with large jaws will try to eat Dexter. Hit **Fire** to shoot that monster. Now more monsters and strange creatures will jump out at Dexter so push **Forward** and Dexter will dash farther down the plateau. His alarm will go off, but **don't Energize** simply push **Forward** because it will be worth more points. Dexter will be running on a natural rock bridge and another purple alien will try to make Dexter a lunch out of him. Push **Forward** and Dexter will jump past that alien only to meet up with another one on the next span of rock. To dodge this alien you must push in the direction of the side Dexter went to at the very begining of this screen, either **Left or Right**. The next three moves alternate according to the move you last made. As you do this, you will see Dexter will jump on to a pillar of rock to escape some purple aliens. As he is on that, a very giant alien will dive at Dexter and he will be forced to dive away from him on to another pillar. Now a rope will swing to Dexter and he will jump on to it. As Dexter is reaching the peak of his swing on the rope, That enormous alien will try to grab Dexter. Hit **Fire** right when Dexter's gun flashes and he will blast that monster in between the eyes. Now Dexter will land on the ground with two purple aliens in front between him and the next screen. Push **Forward** an Dexter will jump over the aliens and will run to the next screen: DEXTER'S DARK SIDE !



10. Dexter's dark side

Mirror: YES
Difficulty: Some hard moves.

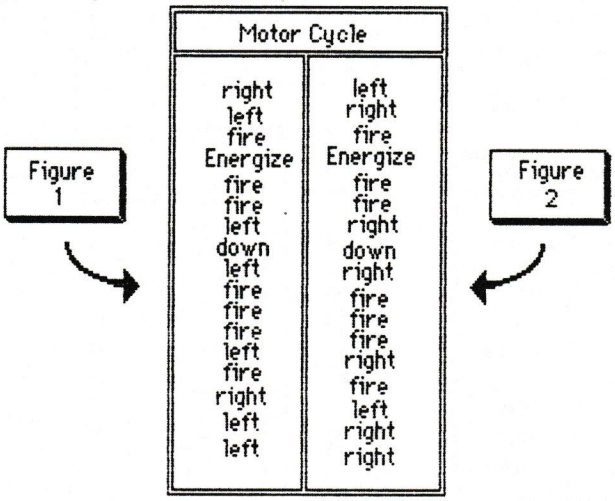
This screen starts with Dexter falling down between two large, spiked walls. As he falls he will be yanked to a stop by the ropes tied around his ankles. To his left or right another rope will drop and flash. If the rope is to the right, look at figure 1. If the rope is to the left, look at figure 2. Move **Left or Right** to have Dexter grab that rope, then he will be pulled up from between the walls just before they slap together. Now standing next to Dexter will be Kimberly. Suddenly, she will change to the dark side of Dexter and will say, " Beware your dark side ! ". When this happens, start hitting **Fire** and Dexter will jump off the rope and on to the metal deck below his dark side. Meanwhile, his dark side will start taking shots at Dexter. The next move will be **Left or Right** depending on the pattern and Dexter will jump down into a shallow hole. Dexter's alarm will now go off so quickly **Energize** and ACE will burst out of the hole only to see that his dark side is ten times larger than he is. This move will have a flash and will be opposite the move you made before you energized. Now ACE will be running up to his dark sides large face, hit **Fire** and ACE will blast his opposite in the mouth. ACE's dark side will pick up ACE, so push away from the dark side either **Left or Right**. ACE will be standing on his dark side's hand so hit **Fire** to blast it in the mouth. Now pull **back** and ACE will jump out of its hand just before it shoots its own hand off. The next two move must be done fairly early to make it through this screen. They both are the same move, either **Left or Right**, according to the pattern. If these are done right, you will see ACE jump on to his opposite's chest. Then ACE will jump from his dark sides chest to a rope hanging from the dark side's arm just missing the shots that will hit its own chest. Now push **Forward** to dodge the shots that will explode the dark sides lower body. Again move in the direction of the two moves you made before the last move and ACE will start running from his dark sides head which is rolling at him, laughing. The last move is Forward and ACE will change to Dexter and run to the next screen: THE MOTORCYCLE CHASE !

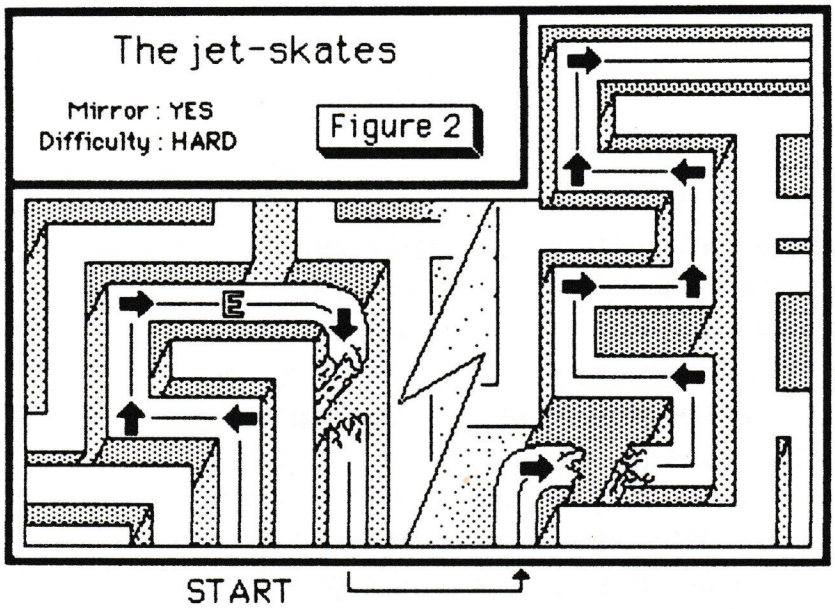


11. The motorcycles

Mirror: YES
Difficulty: EASY

This screen starts with Dexter falling into a tube that will quickly jet him down on top on a large motorcycle, with an air spoiler and large engine. To his left of right, will be several aliens that look like wild boars, sitting on machine-gun equiped motorcycles. They will all start shooting at Dexter so push in the direction all the bullets are flying, either **Left or Right**. Dexter will take off in that direction only to meet up with more motorcycle riders. Push in the opposite direction of the last move. Dexter will be hanging on the the back of the motorcycle when an alien will come from behind and will try to shoot Dexter, so hit **Fire** to finish it off. Dexter will zoom up a vertical ramp when his alarm will go off so **Energize** ACE will come down of the ramp. Now ACE meets up with Kimberly (and a conversation between them starts). As they talk an alien on a motercycle will come around the corner. Hit **Fire** and ACE will casually kill it. The same thing will happen so hit **Fire** again. Now a big monster will jump at them from one side, so push **Left or Right** accordingly. ACE and Kimy will be roaring up a rough hill when that same giant alien will jump at them again so pull **Down** to get back on the track and dogde the monster. ACE will jump a pit full of man-eating fuzzy balls. Push **Left or Right** to have ACE make the jump. The next three moves are **Fire** so hit fire when ACE's gun flashes. Now Ace will get cornered by the aliens so he will have to push **Left or Right** to get away. The gun will flash again so press **Fire**. This next move is opposite the last move you did before firing. The last two moves are opposite the the move you just did. This is a easy screen to learn becuase every move has a flash. Now Dexter will run to the next screen: THE JET-SKATES / UNDERWATER !





12. The jet-skates/ underwater

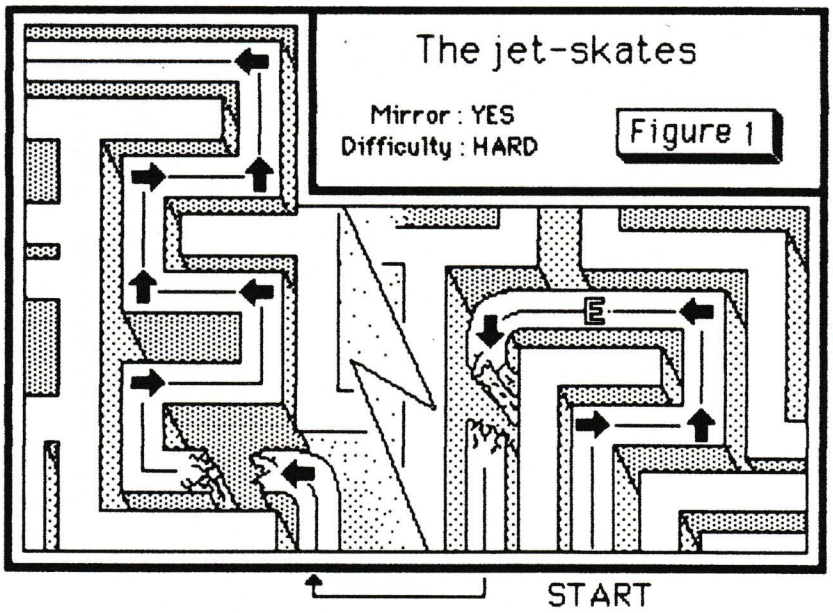
At the start of this screen. Dexter and Kimberly are on jet-skates, skating into a large maze. There will be a flash to the left or right. If its to the right, look at figure 1. If its to the left, look at figure 2. Push **Left** or **Right** accordingly. Now push **Forward** with the flash then move in the direction of the first move you did. As Dexter & Kimberly are skating along, Dexters alarm will go off so hit the fire button to **Energize**. On this next move wait for a flash to signal you to pull **Back** to have Kim and ACE jump over a broken section of the maze. The next move is either **Left** or **Right**, it is given to you by a flash. Now another flash will tell you to move in the opposite direction of your last move. This is the hardest part of the game to learn because the next five moves are very fast & have very tight timing. Remeber to watch the for the flashes to tell you exactly when to move. The first move is opposite the last move you did, then **Forward**. Again go the opposite direction of the move you did before going forward, then again go **Forward**. The last move of this half of this screen is again opposite the move you made before the last time you went forward. Now ACE and Kimy are in a cave-like room until Borf fills it with water. Push **Left** or **Right** according to the pattern. Now Ace and Kimy are cruising in the water with little under water scooters. Hit **Fire** to shoot a large red eel away from ACE and Kimy. Hit **Fire** again to get **Oxygen**. Now Borf will release the big black eel into the tank. Pull **Back** to dogde the eels first attack. Then push **Left** or **Right**, according to the flash, to dogde the eels tail whip. Now again push in the same direction of the last last move you did. Start to hit fire for two moves. Then do two more moves in the same direction of the moves before the last time you hit fire. Now you've made it to:

The

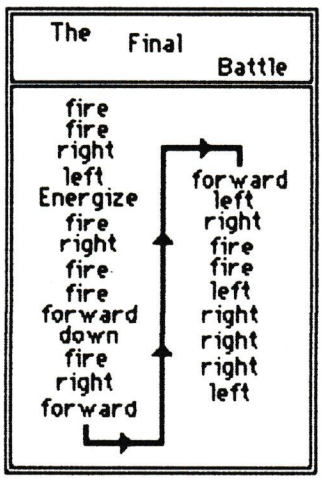
Final

Battle !

The underwater	
right fire oxygen down left left fire fire left left	left fire oxygen down right right fire fire right right
Figure 1	Figure 2



13. The Final Battle !

Mirror: NO
Difficulty: HARD

This last screen starts with Dexter and Kimberly being splashed out of the water, and in front of three different passage ways. When the one in front of Dexter flashes for the third time, push **Forward**. Now they will be in the same room as Borf and his Infanto-Ray. Alot of little aliens will take Kimberly away from Dexter, so hit **Fire** twice to keep them from taking Dexter. Now push right to dogde shot from the Infanto-Ray. When it flashes, push Left to dogde another shot. Now Dexters alarm will go off so **Energize**. Now ACE will go into battle with Borf using electric staffs. Hit **Fire** very early to block a hit from Borf. That will nock ACE on the ground so push **Right** to miss another blow from Borf. Again hit **Fire twice** in a row to block two swings from Borf then push **Forward** to have ACE jump a swing, then pull **Down** so ACE can duck a swing. Hit **Fire** once again, then push **Right** to dodge two more blows from Borf. Now push **Forward** and ACE will throw away his staff and will move away from a swing from Borf. Now you will see that Kimberly is being lowered slowly into a vat of something bad. Now push Forward and ACE will jump on Borf's back, then he will pound on his face. Then move **Left** to jump to a rope then swing over to Kimberly. When ACE has Kimy, push Right to have them jump off of the platform out of the vat. Now more of those little aliens will be comming at ACE and Kimberly. ACE will tell Kimberly to run, then hit **Fire twice** to smash a few aliens. Then push **Left** to have ACE jump over to another catwalk and at the same time, dodge a shot from the Infanto-Ray. The next three moves are Right, they all are flashed to you and all of them show ACE dodging the Infanto-Ray. Now push to the **Left** and ACE will push a mirror under the shot from the Infanto-Ray and it will reflect up and zap Borf. The End. If you make it to the last move with more than one guy, you can let him die then do this whole screen over for more points. My high score to date is around 520,000. With a little practice you may be able to beat this.