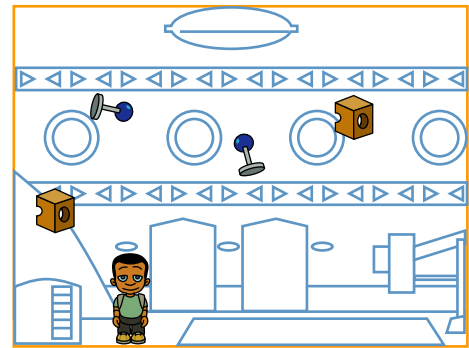
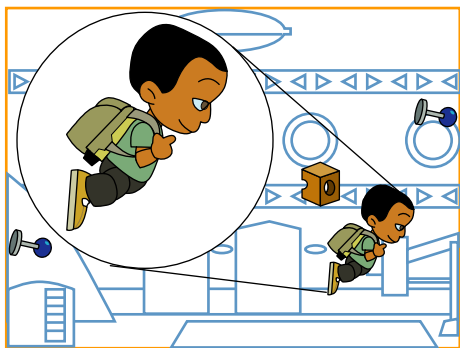


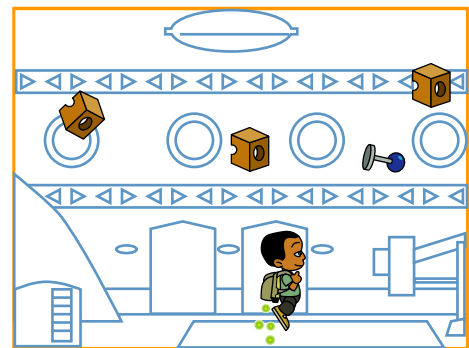
- 1** The basic story is that an evil-doer has sabotaged the main engine in the ship and it's beginning to come apart.



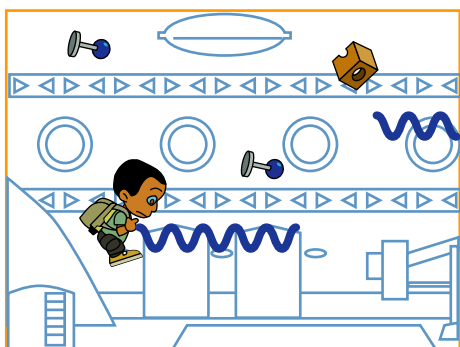
- 2** As the parts drift in the zero-gravity space of the ship, our hero has to collect them and deposit them into the hold to save the ship.



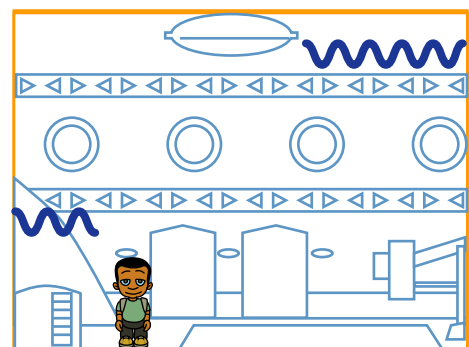
- 3** Pieces are collected in a combination jetpack/bookbag. As pieces are collected, they start to weigh the hero down, forcing him to unload frequently



- 4** To unload, the hero must drop down to a level near the floor. Otherwise, the parts drift away when they're unloaded.



- 5** The biggest obstacles to collecting pieces are the wind drafts that can catch our hero and push him to the side a short distance.



- 6** You win by collecting enough of the drifting parts and putting them into the hold before the engine shuts down. Other levels can have faster pacing and radioactive parts that you have to avoid.