

GAMEPLAY



Each level presents a designed scenario from which your objective is to abduct one target. The target is usually inside a building behind multiple obstacles, which must be manipulated via the Tractor Beam to overcome.

When the Tractor Beam is on, everything caught in its beam begins to float upwards, including objects within the structure of the building. Using this manipulation of the environment, the scenarios can be changed to provide an easy exit for your human target to float out.

There is no time limit, but if you kill the human subject or attract too much attention, you need to restart.

Controls:

- A or <- for Left
- D or -> for Right
- Spacebar to turn on Float Beam



GAMEPLAY



Examples of scenarios solved by using the floating nature of the tractor beam:

- You need to get a boy out of a family house through the garage. You can see an alarm clock ringing in the kitchen while Mom is sleeping upstairs. Float the alarm clock up the stairs into Mom's room to get her to get up, get in the car and drive to her early shift, leaving the garage door open.
- You need to get a human target up into the UFO, but there are lethal power-lines in the way. Lift a piece of fencing up in the air to sever the wires so the human can be lifted through safely. Be careful to sever the wires in such a way that they won't electrify something else and attract unwanted attention.
- You need to get a sleeping security guard out of the third floor window of a Museum. You see there is a group of robbers trying to get the 1st floor window open so they can nab a jewel on the first floor. Float the jewel up to the 3rd floor to get them to pry open the third floor window.