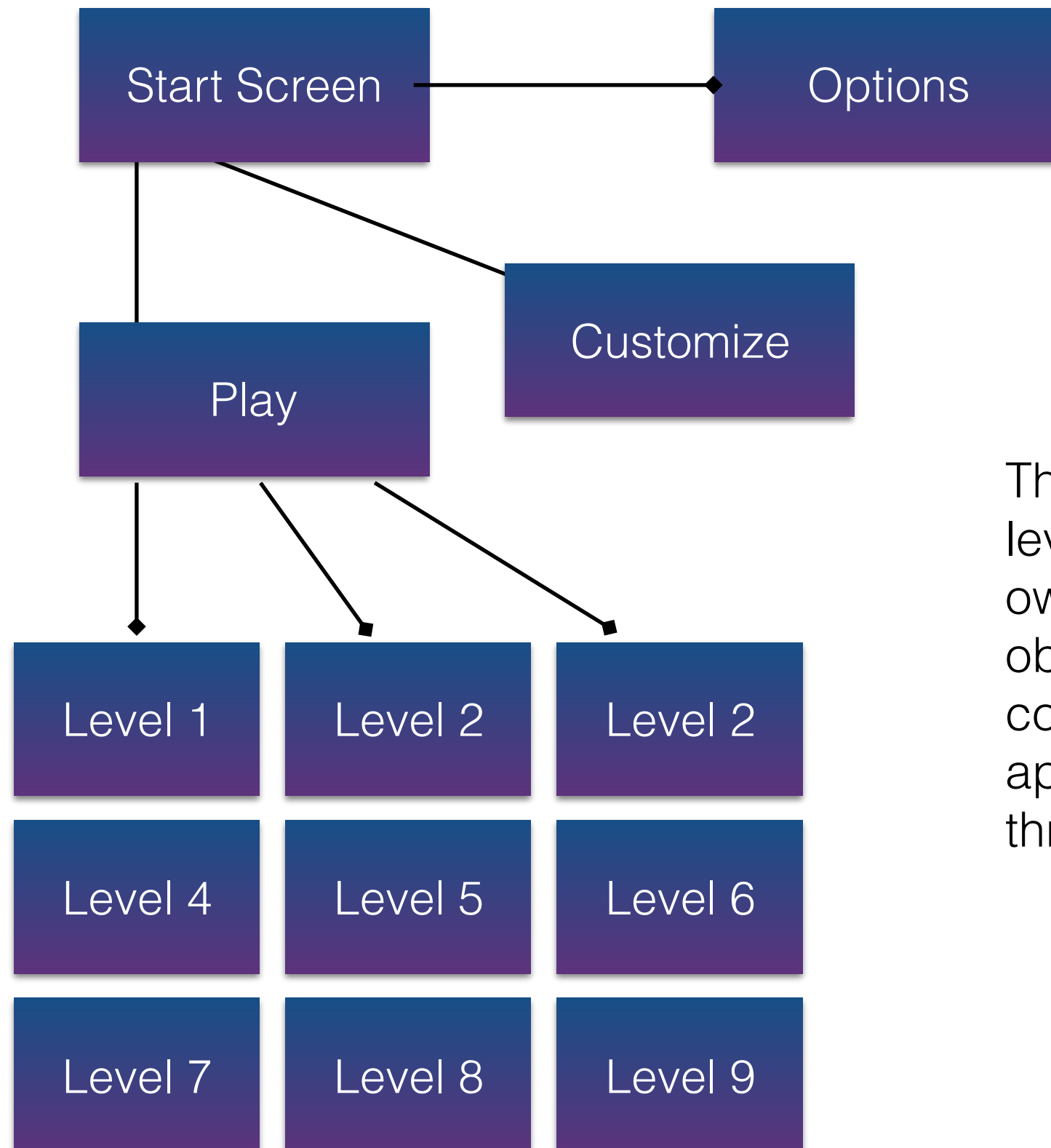


STRUCTURE



The game is broken out into discrete levels, with each level presenting its own objectives and potential bonus objectives. Bonus objectives yield cosmetic upgrades, which can be applied to your base UFO for play-through.

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

