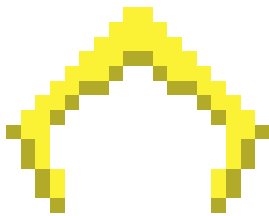


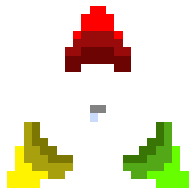
Player



Your fire power is unlimited, but comes in a volley of shots that must hit something or leave the playfield before you can fire again. Consistent fire can be helpful in early levels, but you'll have to plan your fire more strategically on later levels. Your path is limited to the perimeter of the different level corridors. You start with 3 lives and may have up to 5 at most.

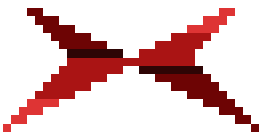
Enemies

Missile



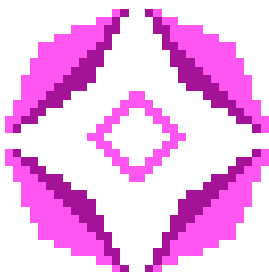
Missiles are fired from the far ends of corridors. They are quick but predictable.

Flipper



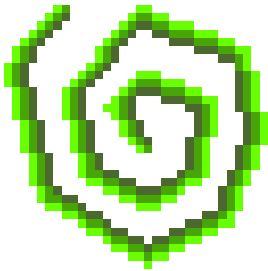
These hourglass-shaped enemies are quick and very dangerous. Once they've reached the top of a corridor, they begin to chase you in a bid to flip on top of you and capture you. You can still kill them then, but it's more difficult. It is possible to skirt under them while they are in the process of flipping, but this can quickly get out of hand once two or more reach the top. It's always preferable to kill them while they're still on the corridors. Flippers appear in the first level, but are also spawned by Tankers in later levels.

Tanker



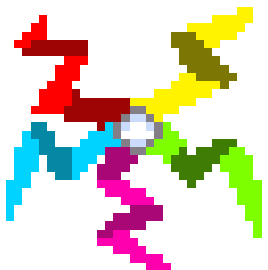
In and of themselves, Tankers present minimal danger. They become dangerous either 1) after you shoot them or 2) when they reach the top of their corridor. In either situation, they morph into a Flipper. Destroy Tankers as close to the bottom of the corridor as you can. Tankers move slowly and begin to appear in the third level.

Spiker



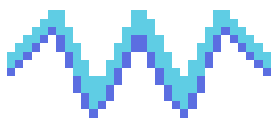
Spikers first appear in level 4. They are slow-moving, predictable enemies that never cross corridors nor get too close to the top. Spikers have but one purpose: to create Spikes. Spikes cannot be killed; they are simply whittled down bit by bit by your shots. Enemies can use Spikes for protection since your shots can't go any lower than the tip of a Spike, however you will never have two or more Spikers share the same corridor. Spikes cause problems at the end of a level. In order to reach a new level, you must travel down through a corridor. If there's a Spike in the way, you'll be impaled. The game gives you a lead time to deal with remaining spikes by visually warning you. You may shoot spikes as you warp to the next level, but it's best to do that prior. Watch out for Missiles that Spikers shoot at you as well.

Fuseball



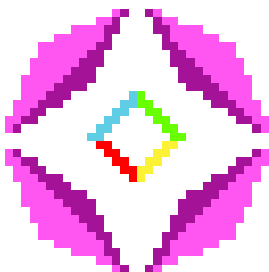
Fuseballs first appear in level 11. They're very elusive as they normally move along the edges of the corridor to dodge your shots. They're aggressive, but they aren't fast, especially during those times when they drift across a corridor, which is also the only time they're vulnerable to your shots prior to reaching the top. Destroy them at the first opportunity. If ignored, they will eventually get out of hand as they reach the top where they continuously pursue you. At this point you'll need to jump over them and shoot to destroy them. The Fuseball Tankers won't appear until level 33. Like regular tankers, these morph into a Fuseball when shot or when they reach the top.

Pulsar



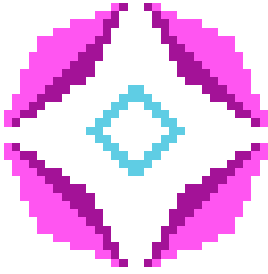
First appearing in level 17, these enemies attempt to short-circuit corridors. When they stop moving, they're about to pulse. It is impossible to cross corridors that Pulsars are short-circuiting, unless you jump over them. You must get to their corridors and quickly attack them before they pulse. Pulsar Tankers are the very last enemy to arrive in the game, appearing in level 41. They morph into a Pulsar when shot or when they reach the top.

Fuseball Tanker



Fuseball Tankers operate like regular Tankers, but host Fuseballs instead of Flippers.

Pulsar Tanker



Pulsar Tankers operate like regular Tankers, but host Pulsars instead of Flippers.

Scoring

Missile:	55
Flipper:	150
Tanker:	100
Spiker:	50
Pulsar:	200
Fuseball:	250
Fuseball Tanker:	150
Pulsar Tanker:	150

Extra Lives

Extra lives are awarded at levels 32 and 64.