

The huge alien spacecraft ZARG, has entered our universe. It is known to contain the dimension controlling force DOH, a being believed to have been destroyed forty thousand years ago in the Arkanoid Spacewars. Doh has metamorphosised into an even greater adversary and now threatens the very universe. Only your skill and split second timing can now save us!

Deploy the new Vaus II spacecraft and may fortune follow you.

LOADING

48K users – Type LOAD"" (ENTER)

128K users – use LOADER.

NOTE The Spectrum 48K version is on one side of the tape and the Spectrum 128K version is on the other side of the tape.

CONTROLS

The game is controlled by Sinclair Joystick in Part 2 or the keyboard.

JOYSTICK

LEFT ————— RIGHT

FIRE – FIRE

KEYBOARD

LEFT - CAP SHIFT, Z, X, C, V.

RIGHT - SYMBOL SHIFT, SPACE BAR, B, N, M.

FIRE - ENTER, L, K, J, M, G, F, D, S, A.

STATUS AND SCORING

On screen scoring displays score, hi-score, number of lives remaining and the level attained. Points awarded are between 60 and 140 for destroying a brick depending on the colour. Hitting aliens scores 100 points and collecting a capsule gives you 1000 points. An extra life is awarded at 50,000 points and collecting a 'P' capsule.

HOW TO PLAY

You control the Vaus craft which can be moved from left to right. Using your skills, you must deflect an energy bolt which will gradually break down the wall confronting you. Certain coloured bricks must be hit more than once and others are completely indestructible. Alien life forms descend at random to hinder you but are eliminated on contact with either the Vaus, or the energy bolt.

SPECIAL POWERS

You are aided in your attempts with energy capsules which are hidden beneath certain bricks. These capsules are released upon the destruction of the brick. Each capsule has a different power, denoted by letter painted on its side. These powers are as follows:

B – Breaks through the side wall, giving the Vaus an alternative escape route to the next level.

C – Enables you to catch the bolt, move to the desired position and then fire.

D – Disrupts the bolt into five separate components, thereby giving you five times the effect.

E – Expands Vaus, giving you more chance to deflect the energy bolt.

G – Gives the Vaus a ghost, which trails along behind the Vaus but cannot deflect the energy bolt.

L – Arms your Vaus with a laser, allowing it to shoot through the bricks and aliens.

M – Breaks the bolt into three separate components, which regenerate when each one is lost.

P – Awards you an extra life.

R – Reduces your Vaus making it harder to deflect the energy bolt.

S – Slows down the speed of the energy bolt making it easier to deflect.

T – This causes a twin of the Vaus to appear. These craft are identical and give you twice the effect.

Special Capsule – This bestows a random special power on the Vaus.

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