

WARP SPEED

GAME PLAY SUGGESTION

CONTROLS

JOYSTICK W/ THRUST BUTTON ON TOP
FIRE BUTTON

PLAY

PLAYER MOVES THRU FREE SPACE TO
ATTACK & SHOOT DOWN OPPOSING
SPACESHIPS ORIGINALLY IN FORMATION.
SPACESHIPS BREAK FORMATION AND
FIRE AT PLAYER. ~~SH~~ SHOTS MUST
ORIGINATE AND CONNECT WHILE ON
SCREEN FOR A HIT, EITHER ON PLAYER
OR OPPONENTS. A HIT ON PLAYER ENDS
PLAYER'S TURN. POSSIBLY THE PLAYER'S
SHOT CAN COLLIDE AND CANCEL WITH
AN OPPONENTS SHOT. THE PLAYER HAS
TWO SMALL "ARMS" FROM HIS SHIP SHOWING,
IF HE CAN POSITION THESE AROUND ONE
OF A FEW BONUS BALLOONS FLOATING
AROUND THEN THE BALLOON BURSTS AND
DISPLAYS BONUS POINTS FOR THE PLAYER.
THERE IS ALSO ONE OR TWO MINES WHICH
LOOK SIMILAR BUT WILL END THE PLAYER'S
TURN IF CRABBED. ELIMINATING ALL OPPONENTS
ADVANCES PLAYER TO NEXT WAVE WHICH WILL
BE SIMILAR BUT FASTER WITH BETTER
OPPONENTS.