



# LOADING (DISK):

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To load type RUN"DISC and press ENTER / RETURN.

## LOADING (TAPE):

Place the rewound cassette in the cassette deck. Type RUN" and press the ENTER key. If there is a disk-drive attached type ITAPE followed by RUN".

#### **INSTRUCTIONS:**

In the 22nd century, brilliant scientist Dr Petunia created an incredible new means of transportation - the dimension portal! This revolutionised travel between the stars and lead to a new age of prosperity and annual propagation throughout the Galaxy. An accident involving a dimension portal and a very large explosion has blasted a hole between the dimensions! From out of the 7th dimension a series of strange and unbelievable environments have projected, along with streams of bizarre & aggressive beings. Now it is up to you to collapse these dimensional protrusions by blasting your way to the end zone, but watch out, the enemy are RELENTLESS!

#### **GAMEPLAY:**

Avoid walls and bullets, destroy the enemy ships and turrets. Destroying an entire wave of ships will reward you with a points bonus dependent on the level of the bonus meter. The bonus meter is raised by destroying a wave, but drains slowly over time. Destroy waves quickly for a high score!

## OPTIONS:

Select difficulty and controls by using the function keys (numeric key pad on CPC464) from the title screen.

### CONTROLS:

Joystick or keys: Q, A, O, P and SPACE or CURSOR KEYS and SPACE.

#### CREDITS:

Game Code & SFX by Paul Kooistra

Game GFX + Inlay Artwork by Harris Kladis

Music by Herve Monchatre

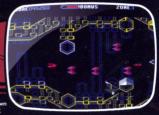
Music Player by Targhan



www.psytronik.net







Screen pictures shown from Amstrad CPC version of game.