"SPACE GAUNTLET"

M'Connell

SPACE GAUNTLET
(One Player)

You control a star cruiser patrolling a remote sector of the galaxy when you encounter the local inhabitants.

These denizens of deep-space don't "cotton" to strangers and they arrange themselves into two columns, firing missiles and challenging you to fly between them and survive the deadly gauntlet.

Your objective is to pilot the ship through the attackers, avoid their missiles, (The small square objects)and score points by destroying as many of the hostiles as possible.

To accelerate through the columns (down the middle of the screen)pull the joystick back;to slow down, push the stick forward.The engines of the ship work on a action-reaction principle,so it takes a short time to speed up and slow down.Use the ability to change speed to avoid enemy missiles and position the ship to fire at the attackers.(You cannot move "backwards"-i.e. toward the top of the screen,but you can come to a dead stop.)

To fire at the right column of aliens,push the joystick to the right.To fire left,move the stick to the left.

The right column fires missiles at random,while the left column f fires missiles that tend to "home in" on your ship.

The longer you survive,the closer the two columns of aliens will approach.

At the start of the game,each alien hit is worth 10 points.At their closest approach,each is worth 50 points.

You have a fleet of four ships with which to engage the enemy. The game ends when all four have been destroyed.

Press any key for replay