

STAR SIEGE

(One Player)

A large mother ship arrives over the player's planet and disgorges six bomb-toting aliens. The creatures drop their bombs one at a time, in random order.

The player must maneuver the knob-controlled laser base under the falling bomb and intercept it before it hits and destroys the planet.

Frequently, the mother ship will drop it's own bombs down the middle of the screen. Initially, the shields will provide protection from these missiles. However, once the shields have been depleted, these bombs become just as deadly as those of the six aliens. (The remaining shield units are displayed in the upper left hand corner of the screen.)

After six attackers have been dispatched, the invaders will move closer to the planet and resume the attack. They will continue to move closer until they are just above the "surface" of the planet. If the player is successful in holding off the attack, he or she will receive a bonus and a slight reprieve as the aliens move back up to a higher level. (Though not as high as when the game began.)

This cycle will continue until they repeatedly return at the lowest level.

HAND CONTROL

Knob.....Turn the knob clockwise to move the laser base to the right, counter-clockwise to move left. (it is necessary to make only slight adjustments of the knob to move the base.)

Trigger..Fires laser beam.

Joystick.No function

SCORING

Bomb & Alien.....20 points

Mother Ship Bomb.....50 points

Bonus.....500 points

The high score is displayed at the end of each game. To start a new game, pull the trigger.