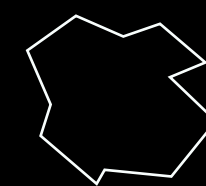


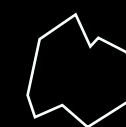
STRATEGY:

- Destroy rocks and saucer for points
- Avoid being destroyed by the rocks or saucer fire
- Hyperspace can be used in emergencies but there is a chance of explosion on reentry
- An extra ship is given for each 10,000 points scored

In a two player game each player alternates until his supply of ships is exhausted



20 POINTS



50 POINTS



100 POINTS



200 POINTS



1000 POINTS