

## **MOTOS**

(Mastertronic)

The object of the game is to clear all the screens of the invading Space Nasties by manoeuvring your ship across the solar base and "bumping off" those you're unfortunate enough to encounter.

The Bad Guys take many forms, and they're a hostile lot who don't like being knocked around any more than you will. As you will discover some are a lot easier to get rid of than others, due to their greater mass. However, collecting the power pills you come across will provide the extra energy you need.

### **GAMEPLAY**

To increase the power of your ship and make you an even bigger force to be reckoned with, pick up the "Jump Parts" and "Power Parts" which will come your way. Before starting a screen you will be given the option of using all or any of these, but they cannot be used on the screen that you pick them up.

Power Parts - Increase your engine power, to enable you to combat more massive opponents.

Jump Parts - Enable you to fly across gaps in the solar base. When you land, the tile you are on will crack and if you jump on it again a hole will form.

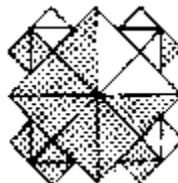
### **SCORES AND FEATURES**

Each Space Bee is worth a certain number of points and needless to say some are more valuable than others, but you'll soon discover how much each one is worth. It is possible to score bonus points which will increase your score considerably. Objects to look out for are:

**BEACON** - Lots of points can be won if you manage to move this off the base.



**NAVICON** - These appear on certain screens and will spit out lots more Space Bees for you to get rid of.



One feature which appears after a certain time is the shooting star. These could harm your space ship and damage the grid so watch out for them.

### **CONTROLS**

Joystick or Keyboard

Q Up  
A Down  
O Left  
P Right  
M Jump

Joystick Options

Kempston, Interface 2

### **LOADING INSTRUCTIONS**

Type LOAD "" and press ENTER