

Controls:

Use LEFT joystick and fire button <SPACEBAR> toggles wing lasers, (beware, wing lasers use more power).

Hints:

Destroy asteroids and the marauder's swoopers for extra points, if power permits, else dodge them.

Run headfirst into comets for extra power (decreasing as game progresses).

Run headfirst into warpers hyperspace to next screen(ship will self-destruct if you miss).

Your shields are non-renewable.

Note: The asteroids and marauder require dead centre hits to have any effect.

The marauder will take 20 direct hits before being destroyed.



SPACED MARAUDER

WINNER

of the Tandy
Bicentennial
Programming
Contest

INSTRUCTIONS

Scenario:

Waves of marauding spaceships have been terrorising the galaxy. Your mission is to hyperspace to the asteroid belt, pick up the warp device and hyperspace it to the marauding spaceship and destroy it. The asteroid belt gets more dangerous and the marauders more vicious as the game progresses.