

TIPS

The game starts on your own spaceship (levels 1 through 3) Furthermore there is a moonbase (levels 4 through 10) and the caverns (levels 11 and 12) The goal of the game is to fly off into space. Therefore you must press that green button in the first console you encounter. A console is a brown panel you'll find everywhere throughout the game. Behind it you can find food, drinks, first-aid, weapons, ammo, keycards, circuit-boards etc. Don't press it immediately, the ship will self- destruct! First you must replace all burned out IC's on the circuit-board in the console opposite to the one I just spoke about. Also you must refill three empty consoles with Anti-Matter on level two (You need fuel, you now!) And finally you must put two disks in that first console I just mentioned. Then you can fly off.

Don't skip levels. There could be some valuable items. Skip them only on your way back up.

Always know your way to a recharge console. Your weapons run on empty sooner than you think.

The best weapon in the beginning is the second one you find. (It looks like a German Luger from WW2) It's very effective. There are about four clips in the game. You'll also find two clips for a gigantic powerful weapon. Fill them and keep it with you until you find that weapon. (On level 11A) With it you'll find a third (empty) clip.

Weapons on batteries are not as effective as you would them to be. Loose them as soon as possible. (Especially that red pistol)

On some weapons you can select a level 1, 2 or 3. The higher the level, the more powerful is your shot. (And the sooner it will be empty)

On most mines you'll see the same. This time you can select how many times an alien can step on it before it explodes.

Be careful with the flying mines. (They look like nuclear warheads) If they can't find an enemy, they come back for you. These are the only mines that can hurt you too.

Save your grenades for the grenade-launcher for the alien in the vehicle on level 12. There you'll need all the fire-power you can get. Behind this alien you find the two disks you must put in you computer on level one.

You don't necessarily need food and drinks. It keeps up your vitality bar (The blue one) and thus your speed in the game. But you won't die.

The first-aid consoles:

- 0 = Drink Injection
- 1 = Vitality Injection
- 2 = Health Injection
- 3 = Health Pills
- 4 = Food Pills
- 5 = Drink Pills
- 6 = Radio-Activity Pills
- 7 = Health Pills
- 8 = Vitality Pills
- 9 = Food Pills

The only ones I used are the radio-activity pills (The white bar on the right) when I took The anti-matter upstairs.

Be careful with the use of your keycard for food and drinks (The blue one with the black line on it) It has a limited amount of points. In the food/drinks consoles are numbers (From 1 to 5) I don't know the exact amount of points on your card but the points on the consoles will be subtracted. You will find a new card in the lower levels. You'll also find a new card for the recharger/first-aid. But if you use the first- aid to much you can't recharge! When I wanted to find out how the first-aid console worked, I couldn't recharge any more until I found myself a new card.

LOCATIONS

Here are the co-ords for locations in the game:

FEDERATION				
Ser	Place	Coords	Ser	Worm Hole
1	Rome	72-53	A	Hell's Gate
2	Washington	72-50	B	Short Cut
3	Deneb (Base)	68-52	C	X-1
4	London	66-53	D	Hubbie's Quandry
5	Moscow	66-49	E	Jeff's Tunnel
6	Berlin	65-51	F	Tobey's Run
7	Tokyo	60-59	G	Angstrom's Limit
8	Paris	52-60	H	Rush
9	Madrid	49-56	I	Einsteins Express
10	Pearl Harbor	53-52		
11	Dublin	58-48		
12	Frontline	61-40		
13	Athens	62-36		
14	Stockholm	61-32		
15	Havana	58-27		
16	Toby's Outpost	56-22		
17	Acapulco	60-16		
18	Ontario	66-17		

BEACH HEAD		
Ser	Place	Coords
19	Krakov	56-10
20	Brussels	48-16
21	Normandy	40-17
22	Tobruk	32-15
23	Gdansk	24-13
24	Dresden	20-08
25	Isolation (In Out Back)	08-14

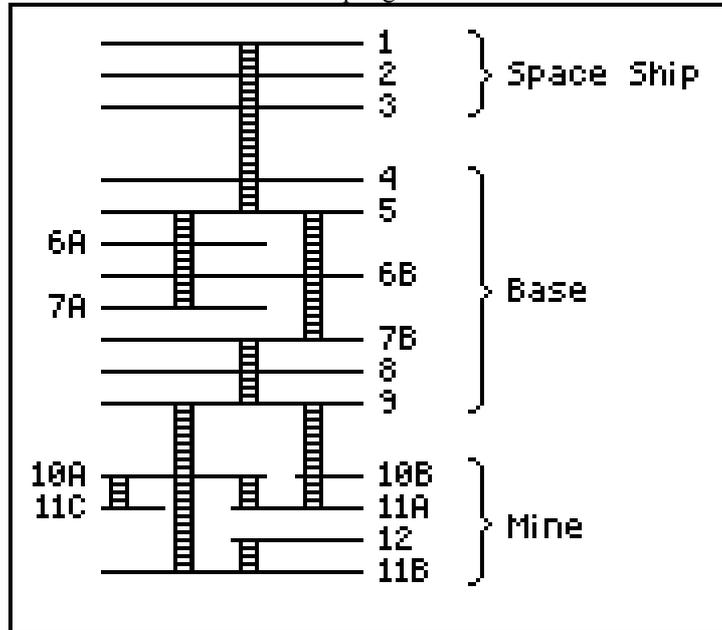
XENOMORPH DOMAIN				
Ser	Place	Coords	Ser	Worm Hole
26	Grizzly	28-20		
27	Hyena	34-23	A	X-2
28	Gremlin	37-30	B	Meet Your Maker
29	Hydra	44-34	C	Sly's Revenge
30	Charlie	50-39	D	Ryan's Hope
31	Zebra	??	E	Entropy
32	Annihilation	??	F	Purgatory
33	Cobra	33-56	G	X-3
??	Zephyr	??	H	Kamakaze
34	Titan	12-48	I	Escape
35	Ambush	14-43		
36	Jackai	16-40		
37	KJ's Folly	14-36		
38	Medusa	12-26		
39	Xeno Prime (Base)	12-40		
40	Rear Guard	09-40		

MAPS

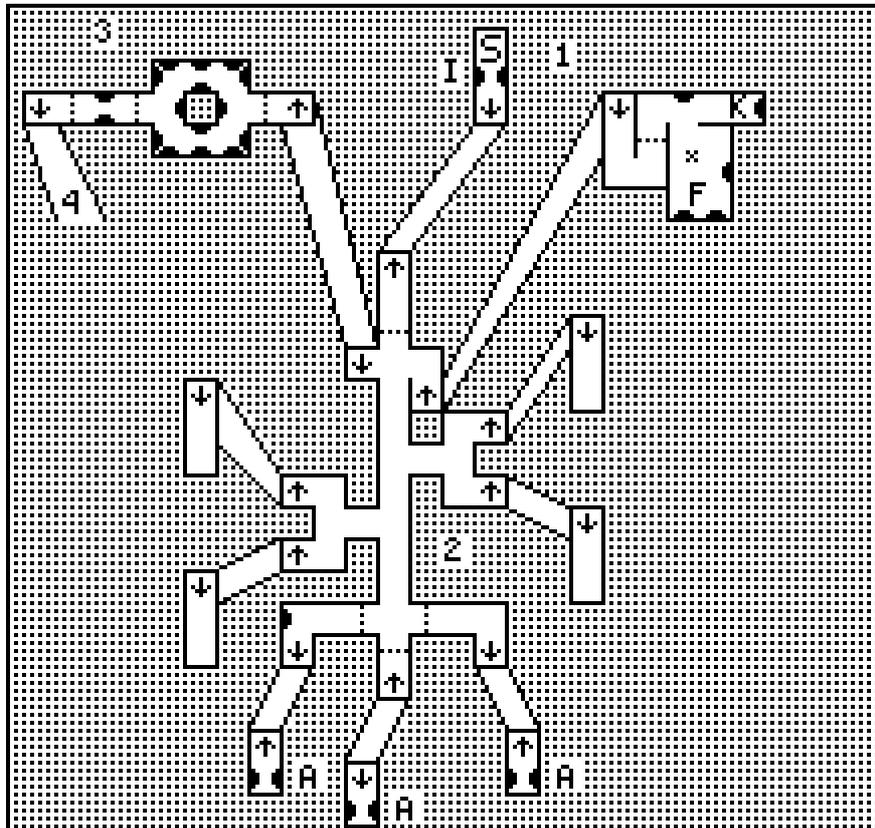
Sequence of Levels

A Anti-Matter	G Grenade	T Terminal
B Battery	I IC's	W Weapon
C Clips	K KeyCard	* Others
D Disk	M Mine	☐ Console
F Food	R Recharge	- Door
	↑ Up ↓ Down	

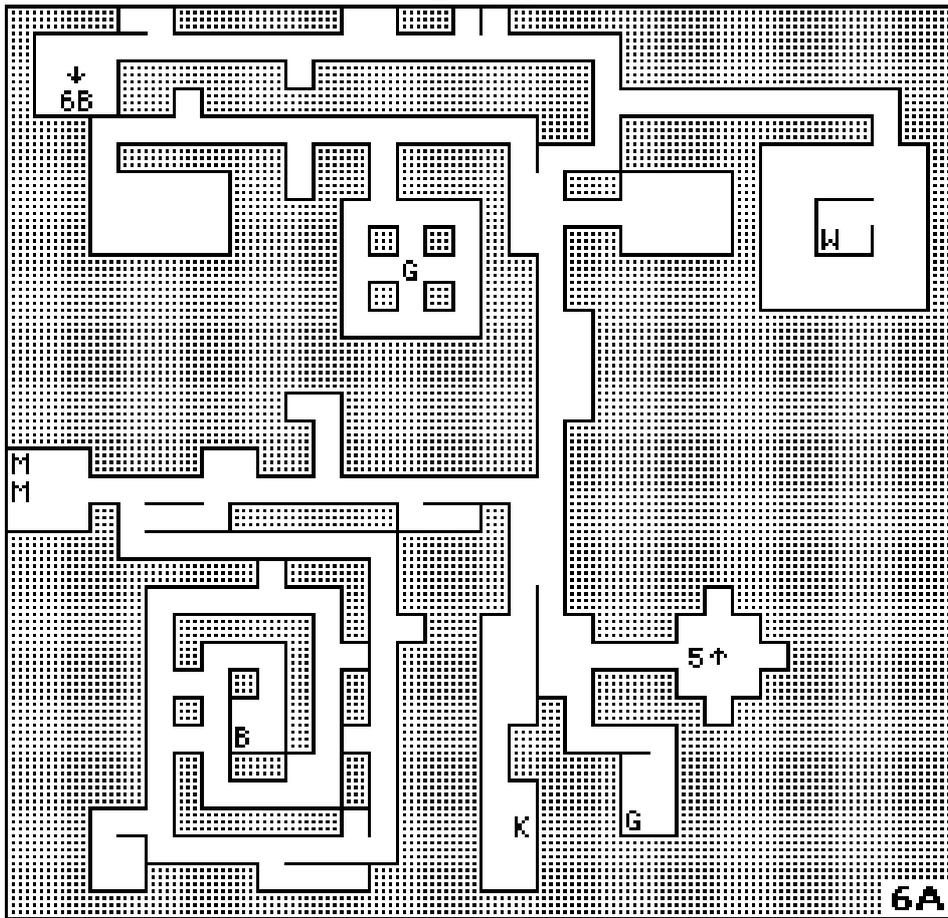
Map legend



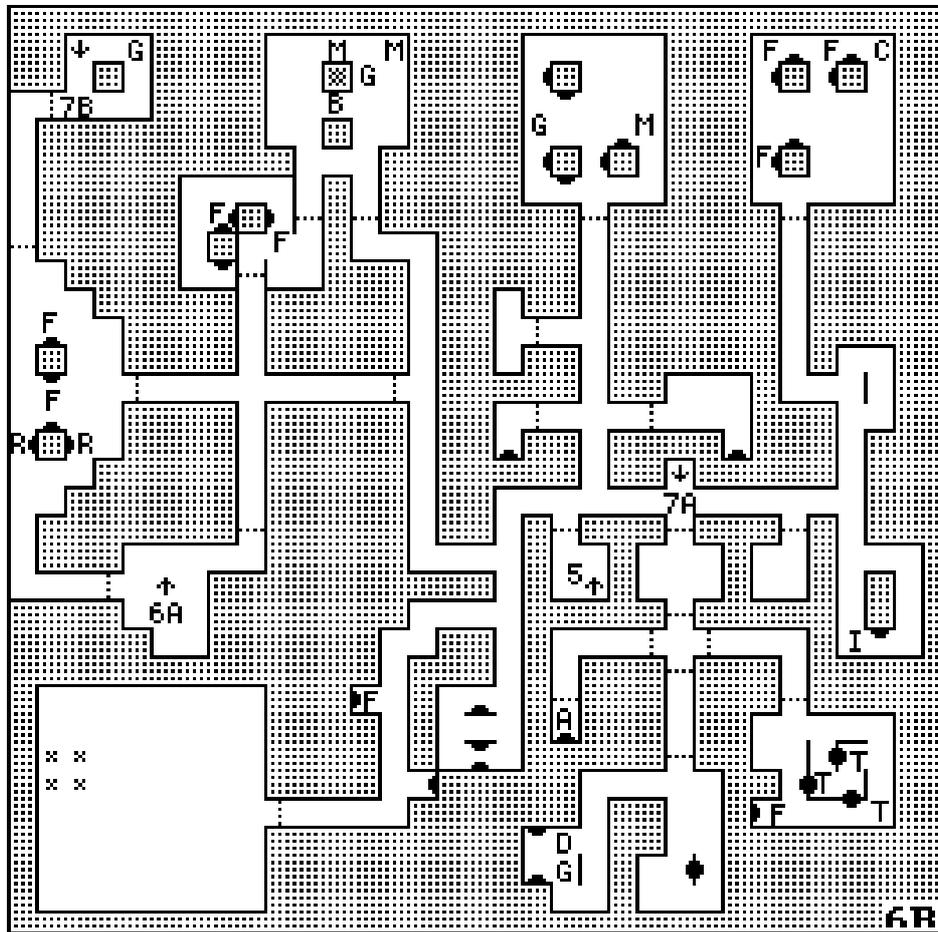
Levels 1-3



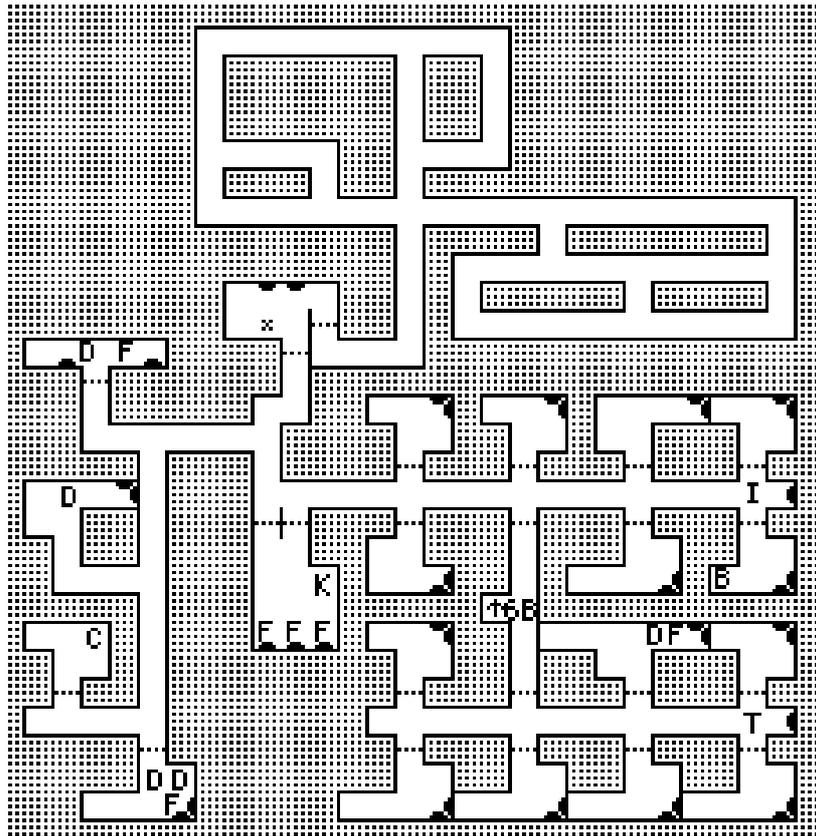
Level 6A



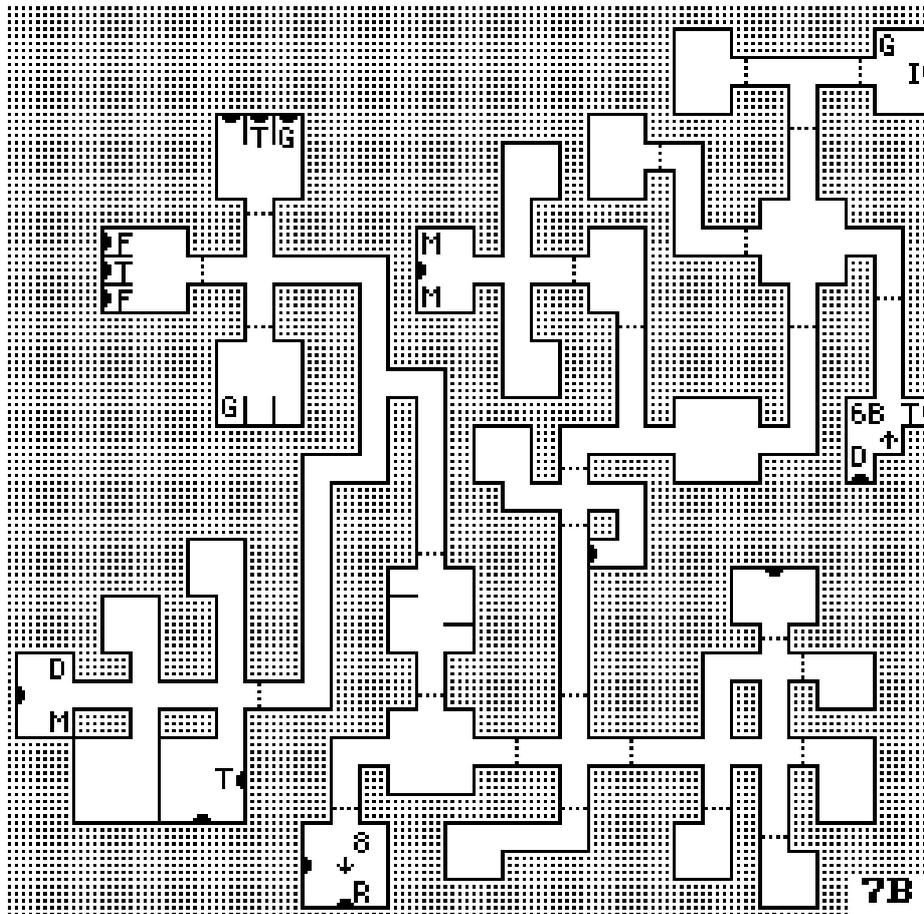
Level 6B



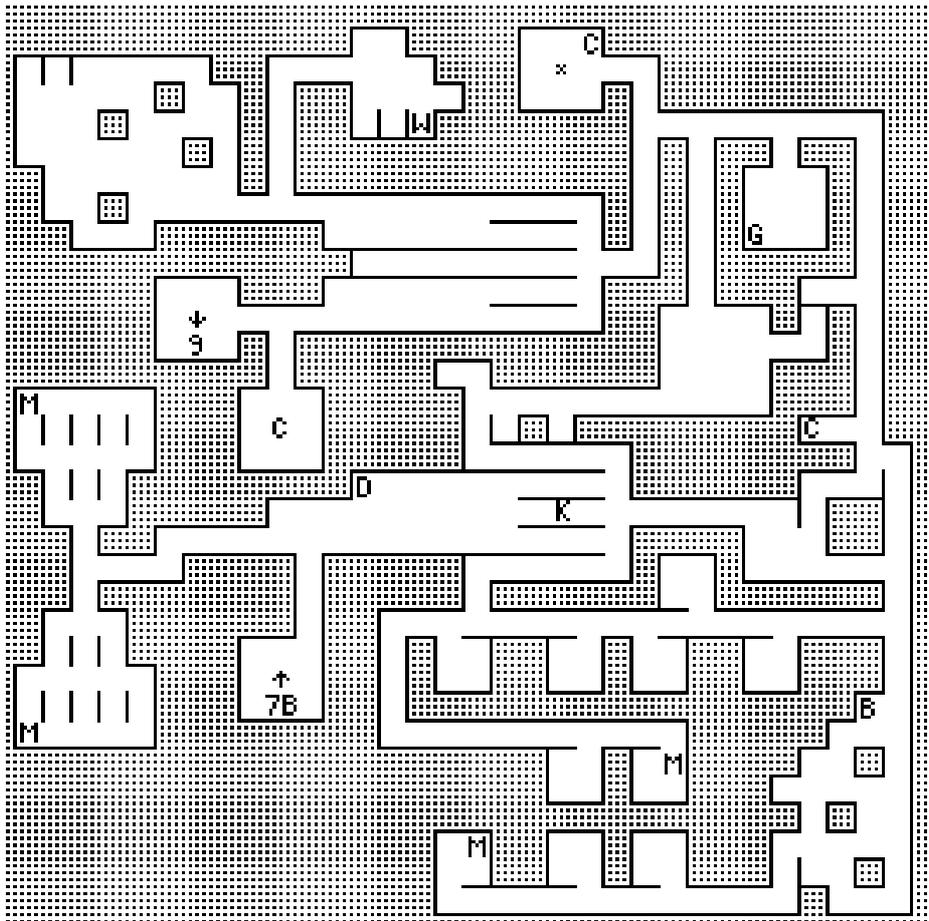
Level 7A



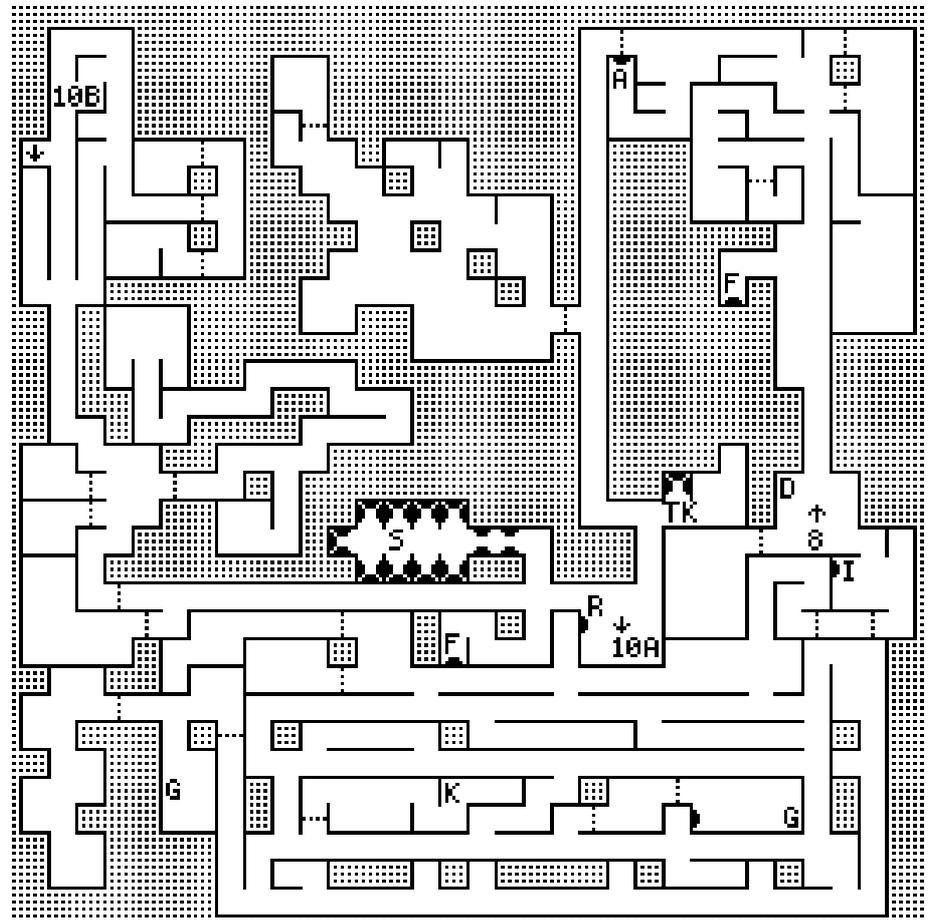
Level 7B



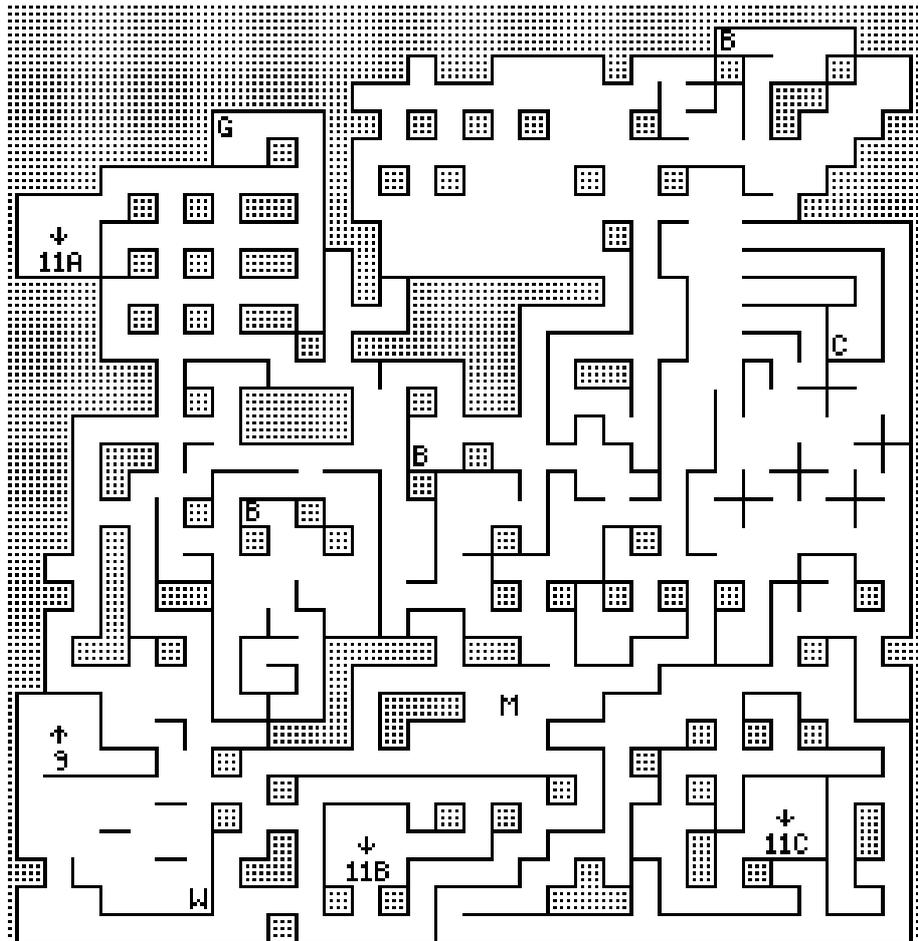
Level 8



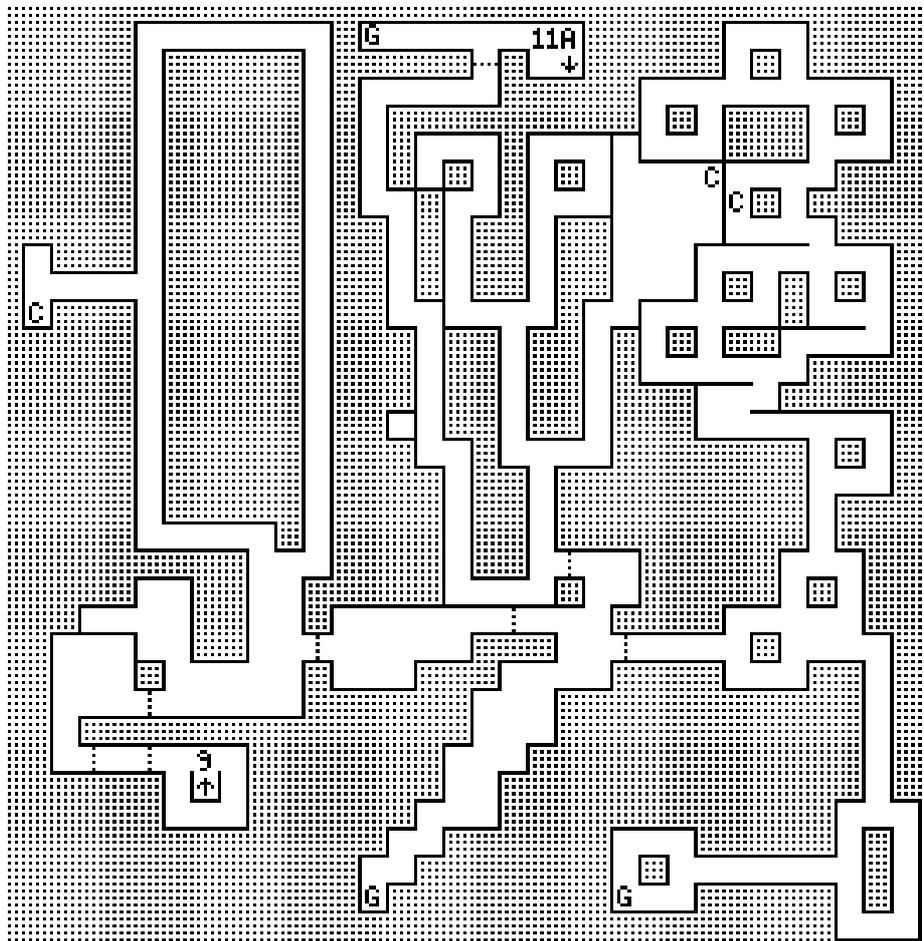
Level 9



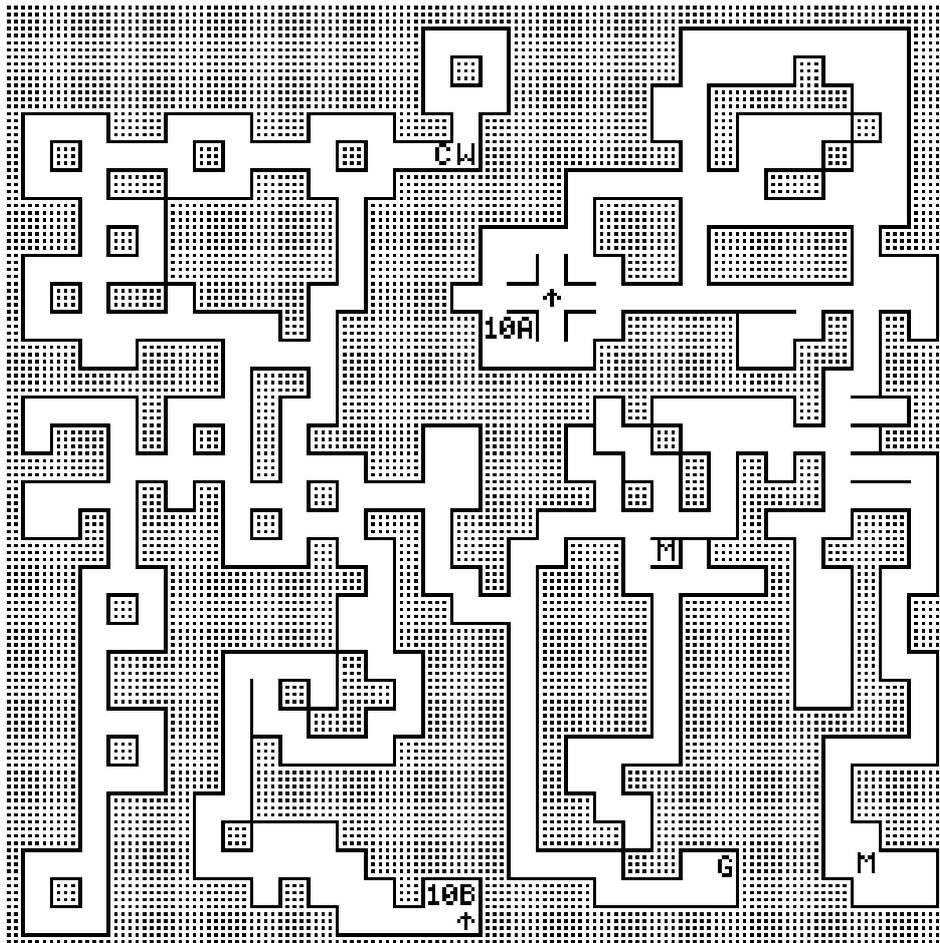
Level 10A



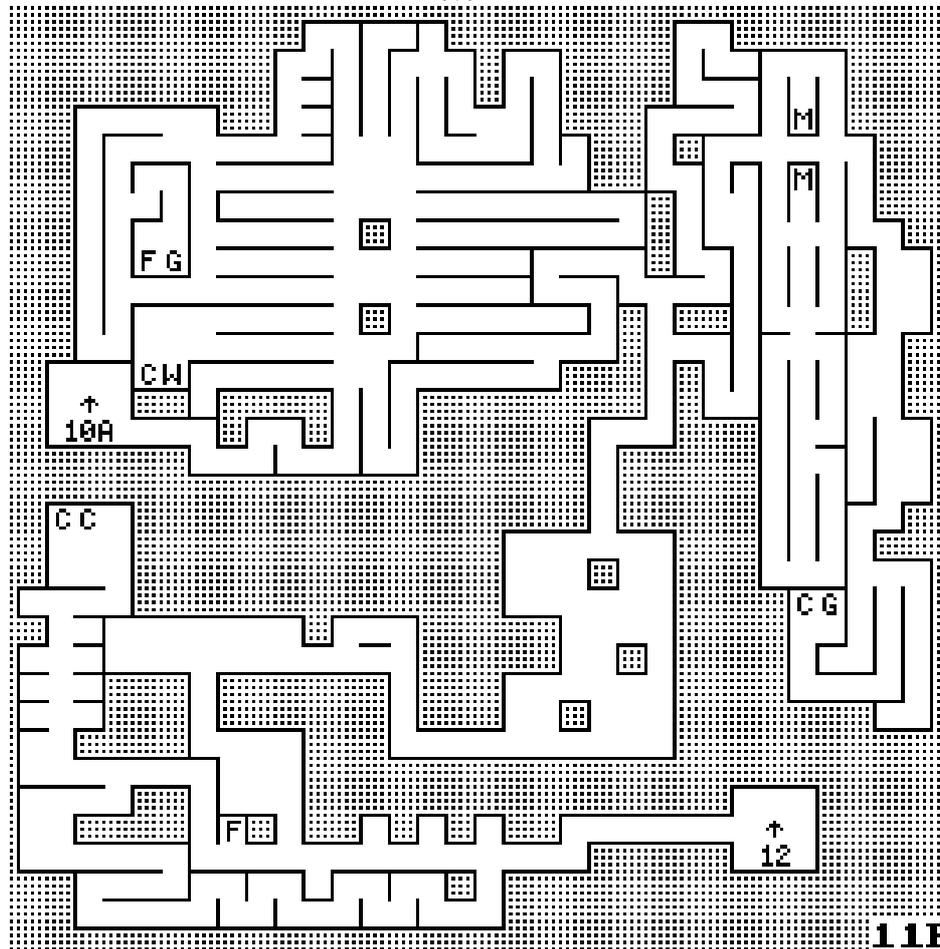
Level 10B



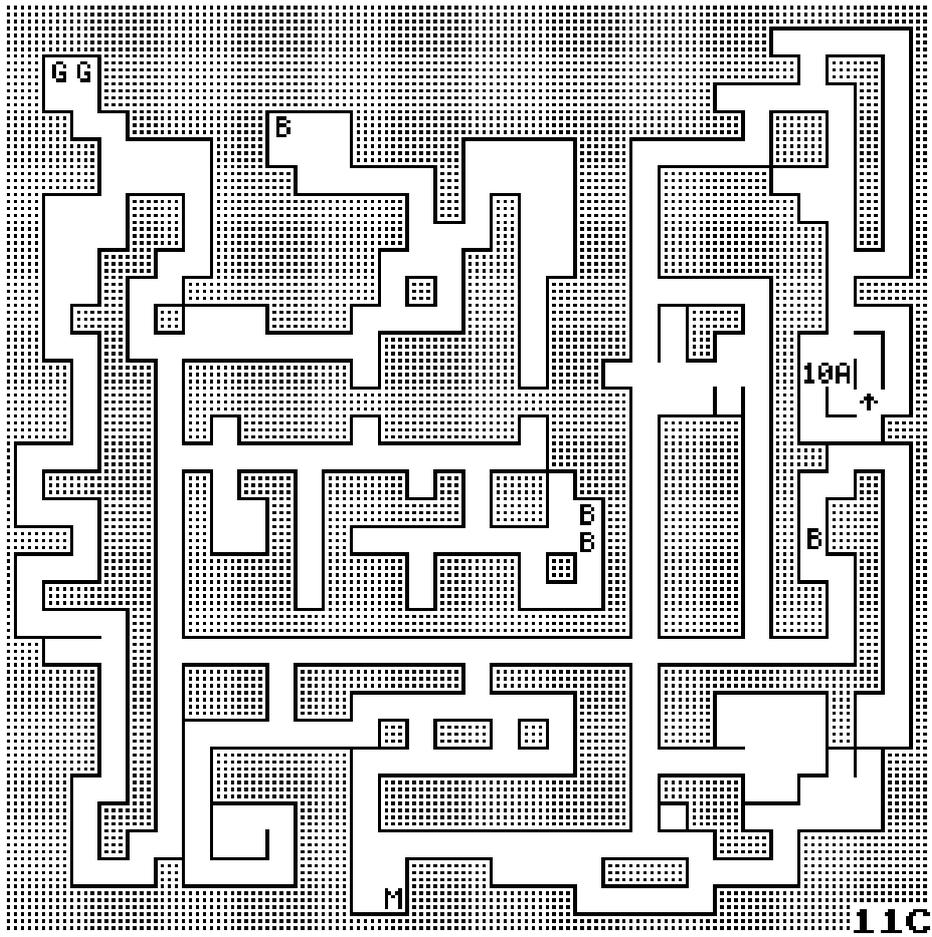
Level 11A



Level 11B



Level 11C



Level 12

